

## Doubles

So far, you have learnt to overcall

- with a 5-card suit
- 1NT with a strong balanced hand

What should you bid with the following hand after a 1♣ or 1♦ opening bid?

♠ KQ76 ♥ KQ72 ♦ A96 ♣ 86 ?

You don't have a 5-card suit to overcall and you are too weak to overcall 1NT (15-18). On this hand you could make a **Takeout Double** (written as an "X") to ask partner to choose the best contract

The double shows:

- generally *at least* 10 points
- at least three cards in each of the unbid suits
- a shortage in the opponent's suit (you don't double with length in the opener's suit!)
- No 5 card major unless you also hold 4 cards in the other major

### Examples of Doubling hands after a 1♣ opening

• ♠ AQ97	♠ 9752	♠ KJ	♠ QJ72	♠ 10964	♠ A85
• ♥ K976	♥ KJ9	♥ KQ42	♥ A643	♥ AK1085	♥ A10865
• ♦ A95	♦ AK985	♦ A1064	♦ Q965	♦ K64	♦ QJ64
• ♣ 74	♣ 6	♣ J97	♣ 2	♣ 64	♣ 7
<b>Bid X</b>	<b>X</b>	<b>Pass</b>	<b>X</b>	<b>X</b>	<b>1♥</b>

### Responses to a Take-out Double

- **You must bid** – even if you have no points at all!
- Give preference to a major suit rather than a minor suit if possible
- With 0 – 6 points bid your best suit at minimum level
- With 7 – 10 points jump the bidding 1 level in your best 4-card suit
- With 11 - 12 points jump the bidding 2 levels in your best 4-card suit
- With 13 + points jump to Game in your best 4-card suit
- Bid 1 NT with 6-9 points and a stopper in the opponent's suit
- Bid 2 NT with 10-12 points and a stopper in opponent's suit
- Bid 3 NT with 13+ and a stopper in opponent's suit
- If an opponent calls after the double, you no longer have to bid
- You *may* pass, but only if you have long and strong trumps

Note

- with a 4 card major bid the major
- with no major bid your best minor
- with a major and minor bid the major
- you may only pass the Double with at least 5 cards in the opponent's suit and 8+ HCP; thereby turning the take-out Double into a Penalty Double

## Lesson 7b

### Examples of Advancing Partner's Double of 1♥ when RHO passes

♠ KQ87	♠ 975	♠ KJ83	♠ A2	♠ 10964	♠ 85
♥ 6	♥ 872	♥ 6	♥ QJ986	♥ AQ	♥ 53
♦ 10532	♦ 9543	♦ KQ432	♦ 963	♦ KQ87	♦ KQ632
♣ 9864	♣ 1086	♣ J107	♣ KJ62	♣ Q107	♣ KJ107
<b>Bid</b> 1♠	1♠ desperation	3♠	Pass	4♠	3♦

### Examples of Advancing Partner's Double of 1♦ after the opponents respond

1♦ X 1♥	1♦ X 1♥	1♦ X 2♦	1♦ X 2♦	1♦ X 1♥	1♥ X 2♥
♠ KJ97	♠ K875	♠ KQJ83	♠ Q82	♠ K96	♠ A985
♥ Q92	♥ 87	♥ 6	♥ KJ986	♥ AQ	♥ 53
♦ 104	♦ 9543	♦ A2	♦ 93	♦ K1087	♦ KQ6
♣ A1064	♣ K864	♣ J1074	♣ 965	♣ QJ107	♣ AJ107
<b>Bid</b> X	1♠	3♠	Pass	3NT	3♥*

\* this is a **Cue Bid** requesting partner to bid 3NT if they have a "stopper" in hearts

### Doubler's rebid

When taking subsequent action you must remember that (if the Responder has Passed) you have forced partner to bid. Partner's responses are

- With 0 – 6 points partner has bid their best suit at minimum level
  - You Pass with less than 16 HCP
  - If you have a fit you can raise one level with 18+ HCP
- With 7 – 10 points partner has jumped the bidding 1 level in their best 4-card suit
  - Pass with less than 13 HCP
  - If you have a fit you can raise one level with 14 - 16 HCP
  - If you have a fit you can raise to game with 17+ HCP
- With 11 - 12 points partner has jumped the bidding 2 levels in their best 4-card suit
  - Pass with less than 13 HCP
  - If you have a fit you can raise one level with 14+ HCP
- If Partner has bid the opponent's suit they are asking if you have a stopper in that suit. If you do you bid NT, otherwise you bid your longest suit

### Doubling with strong hands

Simple overcalls/doubles promise 8 – 15 HCP. If you have 16+ HCP the way to tell your partner your hand is strong is to double and then to bid your longest suit

### Examples of Strong Doubling hands after a 1♥ opening

♠ AQ1097	♠ AK	♠ KJ9	♠ QJ86	♠ AKJ1064
♥ 6	♥ 83	♥ KQ4	♥ AJ2	♥ 7
♦ AJ95	♦ AKJ965	♦ A1064	♦ KJ65	♦ 9
♣ KQ	♣ QJ4	♣ AK	♣ AJ	♣ AKQ86

Doubler's rebid (at the appropriate level)

♠	♦	NT	NT	4♠
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