In today's Competitive bidding:

Double (X) is the game's most versatile call

There is so much to say by "Double"

- Take Out X
- Negative X
- Re-Opening X
- Support X
- Penalty X
- X of Preempt opening
- X of preempt overcall
- X when your partner is overcaller
- Redoubles

When Opponents open the bidding in a suit, a take out double as overcall shows:

- Opening hand
- Shortage in opponents suit
- Support for the unbid suits
 - At least 3 card support
 - Preferably 4 card support for an unbid major

This X asks for partner to bid and give information about her hand

Partner has to bid

Response to Take Out Double

Adding distribution points (5 card suit) bid:

- 0-9 TP, bid your longest suit at cheapest level
- 10-12 TP, jump in longest suit (prefer major)
- 13+ TP bid game

With balance hand and stopper in opponent's suit:

- 6-9 HCP, bid 1NT
- 10-12 HCP bid 2NT

If unsure about which game, cuebid to seek help in choosing

Bidding:

West	<u>North</u>	<u>East</u> 1♣	South ?	
a)	b)		C)	d)
★ AJ75	⋄ Κ⁻	Г84	★ A K J 7 3	★ A K 6 2
♥ Q T 9 3	y A ,	J 5	♥ J 8 4	KQJ973
♦ K 8 4 2	♦ Q ,	J 7 3	♦ K 5 2	• 2
. 9	* K (6	* 8 5	♣ A 4

Bidding:

<u>West</u>	North East	<u>South</u> ?	
e)	f)	g)	h)
♠ void	♠ A T 7 3	♠ K Q T	♠ Q 2
KJ75	y 9 4	A T 9 3	♥ Q 5 2
◆ A 9 8 6 3	♦ K Q 7 3	A K Q 9	♦ K 7 4 2
♣ K 6 4 2	♣ A 9 5	♣ J 8	♣ A J 5 4

Answers:

- a) Double. 10Hcp but 3 dummy points for distribution
- b) Double. Not ideal with 3 card in hearts but extra strength compensates
- c) 1S. Although support for H & D but strength and length in S more suited for overcall
- d) Double. No D but hand is very strong and you intend to bid H to show such hand
- e) Double. 11Hcp and 5 dummy points
- f) Pass. Without H support best to pass. May get another chance
- g) Double. Intending to bid NT to show 19-20 points
- h) Pass. Points but wasted Q of spade and not the best shape

Bidding:

West	<u>North</u>	East 3♥	South ?	
a)	b)		C)	d)
♠ Q T 9 5	♠ J 7	7 5	★ A J 4	AAKJ2
• 6	∀ K	QJ9	∀ K 4	v 7 3
• A K 8 3	♦ A	K	→ J 7 5	◆ A T 6 4 2
* A J 8 5	♣ T 9	7 2	*AKQJ6	. K 6

Bidding:

West 1♠	North Pass	East 2♣	South ?	
e)	f)		g)	h)
♠ 9 5	♠ A 6		⋆ K J 4	4
A J T 6	A Q J	8 T I	K 8 4	KJ753
A K J 4	2 • J84	3	◆ A 6 3	A Q 8 4 2
* 86	* 7 2		* QJ72	* 9 5

Take Out Double preempt and 2 level

Answers:

- a) Double. 14Hcp, 3 dummy points for distribution and excellent shape
- b) Pass. Double is for takeout and not penalty. If partner x, you convert to a juicy penalty.
- c) 3NT. Probably the best option. If you X, but may get you beyond the most likely game. When opponents preempt, you can expect partner having 6-7 points
- d) Double. Tough hand. Too much to pass and bidding 4D maybe a poor spot. Just have to hope partner is not going to bid 4C!?
- e) Double. Perfect to compete at 2 level in red suits
- f) 2H. Can X but hand is more heart oriented
- g) Pass. Although points but best is to keep quite and out of trouble
- h) Double. Not a lot of high cards but perfect shape

Take Out Double followed by bid

Write this down 50 times !!!

Take out X followed by NT bid:

Indicates a balance hand of <u>19-20</u> points

Take out X followed by a suit bid:

Indicates a <u>Very Strong</u> hand needing a little help for game

When Opponents <u>overcall</u>; your X is a <u>Negative Double</u>.

It says: you have something to say but that overcall have stopped you from saying it. Most often you have 4 card in an unbid major.

In general you make a negative X when:

- You don't have support for partner's suit
- You are short in overcaller's suit
- You have at least 7 or 8 points (can be much more)
- You don't have a 5 card suit that you can bid or if you do, you have another 4+ suit.
- You don't have 7+ points and stopper in the overcaller's suit

If opponents overcall through 2S level, X by responder is Negative Double. But partners by agreement can use at higher levels such as 3S or 4D.

<u>West</u>	North	East	South
1♥	1♠	?	
♣ 8 4 2♥ 5 2♠ K Q 9 3♣ A 9 8 6	introd tells p	uce a ne	on't have enough strength to w suit at 2 level. Negative X at you have enough points to support for unbid suits

<u>West</u>	<u>North</u>	<u>East</u>	South
1 •	1 ♠	?	

♣ 8 3 2
♥ A J T 7
♦ Q 9 8 7
♣ 7 5
Double. A good example of Negative X
Not having C support but if partner doesn't
have hearts and bids clubs, we show preference
for partner's diamonds

West North East South ?

- **A** 9
- A Q 5 4 2
- **♦** 7 5 2
- **♣** K Q 9 5

We bid 2H. Showing at least 11 total points.

If new suit is major, we show at least 5 cards.

This is better and in preference to Negative X

- **A** 9
- A 9 5 4 2
- **♦** 7 5 2
- **♣** K Q 9 5

Double. With only 9 hcp, this hand is not worth

a new suit bid at the two level.

we just should be happy with a negative X.

West North East South 1♠ 2♦ ?

- **♠** 9 5
- **Y** K 9 5 3
- **943**
- * A K J T

Double. With two unbid suits and a major We use negative X in preference to bidding Clubs.

- **♠** 9 3
- KJT9
- **9** 4
- *AKJT9
- 3. With 5-4 we generally use negative X. Here hand is strong enough to force to game by bidding both suits.

Responding to low level Negative Double

<u>West</u>	North	East	South
1.	14	X	Pass
?			

- **↑** 10 8 4
- A J 8 7
- ♦ K Q
- **♣ KJ83**
- **★** K 8
- A Q T 4
- **84**
- *KQJT5
- **▲** 10 4
- KQJT
- **♦** A Q
- AAKJT5

3♥. With medium strength hand.

bid at the cheapest level.

Rebid 4. With this maximum strength hand We should bid game in the known 8 card fit.

Rebid 2♥. With negative X partner promised

4 hearts. With minimum strength hand, we

Responding to low level Negative Double

West 1♣ ?	North 1♠	<u>East</u> X	South Pass
♠ 9 7 3♥ K 5♦ K 4♣ A Q J 8	clubs has n	, spade o	n minimum opening and six vercall and partner negative X ed our bid.
A J 9 2♥ 9 5◆ Q 8 4♣ K Q J 9	Stopp 15-17	er in spa hcp, our	Balanced minimum hand and des. If we had similar hand with correct rebid is 2NT and with rebid is 3NT
♠ 9 5 3♥ A Q J♦ Q 8 7♣ K Q 6 3	bid N	T with no	awkward hand to rebid. We can't stopper and can't repeat C. 2♥ easonable contract.

Responding to two level Negative Double

West	North	East	South
1 •	2♥	X	Pass
?			

- **▲** J 8 4 3
- K 4
- ◆ A J 7 3
- **♣** KJ8
- **★83**
- **Q987**
- ◆ A Q J 8
- **♣** K J 3

Rebid 2. With minimum opening we bid at cheapest available at partnerships 8 card fit.

We rebid 2NT. The best description for this hand. Our heart suit is not good enough to convert the double to a penalty X.

Responding to two level Negative Double

West	North	East	South
1 •	2 🗸	X	Pass
?			

- **↑** A Q 7
- **9** 8 7
- A K J T 8
- ♣ A T 3
- **♠** 9 3
- AQJT
- A K 7 4 2
- * K Q

Rebid 3♥, a cue bid,18hcp and 1 point for D length. partner x promises at least 8 points. We need partner's help in deciding which game contract should we play.

We will consider passing if opponents are Vul and our side is not. Even at equal vulnerability passing, may prove to be the winning action.

Opener's rebid when there is further competition

```
West
           North
                       <u>East</u>
                                South
            1 🕶
∧ A 4
               Pass. We will be happy to do so.
♥ T 9 7
◆ A Q 8 4 3
♣ K 7 3
★ K Q T 9
               We rebid 2♠ and happy to compete to two level
♥ J 2
               with this hand & not promising extra values.
◆ Q J 8 5 3
               With a stronger hand, we would jump a level
               in the bidding.
* A J
```

Responder's rebid after a Negative X

- With minimum hand responder will pass openers minimum response, give preference to opener's original suit or bid a new suit without a jump
- With invitational hand of 10-11points, responder can bid again
- With 12+ points responder takes the partnership to game level

<u>West</u>	North	East	South
1 ♦	1 ♠	X	Pass
2.	Pass	?	
♠ 9832♥ A 9 4 2♦ K♣ J 8 4 3	Pass.	We have	e no reason to bid further.
♦ 9832♥ A942♦ J843♦ K	minor but we	fit ♦. Ou	Without a fit in hearts we play in best ur negative X actually promised clubs ne ability to rebid D in case partner

Responder's rebid after a Negative X

<u>West</u>	<u>North</u>	<u>East</u>	South
1 •	1♠	X	Pass
2*	Pass	?	

★852

∀ KQJ95

84

♣ Q T 9

We rebid 2♥. When we bid like this, we are promising 5 cards but not enough points to bid the suit directly.

♠ Q T

A J T 3

♦ KJ42

***** 983

We rebid 3♦. With this jump in partner's suit, we promise an invitational hand.

▲ J 9 3

A T 9 5

♦ K 4

* A K 9 4

We rebid 2♠. We have enough points for game but contract is not yet clear. If partner has spades stopper, NT maybe the best contract, otherwise

5. would be the final contract.

Responder's action when opponent's compete further

<u>West</u> 1 ♣ Pass	North 1♥ Pass	East X ?	South 2♥
★ K T 9 4▼ J 8 2◆ K T 9 4♣ 8 5			a fit and not many points, we are pete to the two level.
▲ A 8 4 2♥ 8 4♦ K J 3♣ J T 9 5	fit, we	e should	This is not ideal but with a known C not let opponents play at two level. It to let opponent's play at 2 level)
★ K Q 7 3 ♥ Q 4			e have invitational values and don't t's play at two level. X is not for penalty

we want to compete.

it is up to partner to decide to bid or defend knowing

◆ A T 9 3

***** 8 5 4

Re-Opening Double

Generally as an opener if overcalled & everyone passes, you should:

- Re-Open with a X if short in opponent's suit
- Pass with length in opponent's suit
- Bid your 2nd suit if 5-5

This is a take out X by opener and shows:

- We are short in opponents suit
- We have 3 cards in unbid suits

Example:
$$1S - 2H - P - P$$

Re-Opening Double

When you want to make a penalty X of an opponent's overcall, you should PASS!!

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>	
	1 ♦	1♥	?	
↑ 7 5♥ K J T◆ 8 4♣ K Q 9	987 p	olus one C tr	rick plus partrass and partr	mp tricks against H contract ner as opener will score tricks. ner being short in H should
West	Nort	h East	Sout	า

<u>West</u>	<u>North</u>	East	<u>South</u>	
	1♦	1♥	Pass	
Pass	Double	All Pass		

Re-Opening Double

When partner opens, we respond, they overcall at 2 level and partner pass, if we are short in opponent's suit, we should reopen with a X.

<u>West</u>	North	East	<u>South</u>
1.	Pass	1♠	2 •
Pass	Pass	X (reo	pen)

Partner may have a hand such as:

8

- In this case partner will pass and convert into penalty
- A K J 5 3
- ♦ KQT72
- **♣** A 6

Support Double

This is used to tell partner that you have exactly 3 cards support for her.

West North East South

1♣ Pass 1♥ 1♠

X (support X)

We use Support Double with a hand such as:

↑ 7 4 This Support X tells partner that you have 3 cards in

y J 9 7 hearts.

♦ KQJ

♣ A K T 7 2

If opponents bid 2S, partner can bid 3H with a hand such as:

- **♠** 6 5
- AQT86
- ◆ T 7 2
- * Q 5 2

Penalty Double

Double in following situations is for penalty

- We open at 1 level, they overcall at game level, X is for penalty
- X is for penalty when we open a preempt and they overcall
- X after finding a fit is for penalty
- X after a redouble is for penalty (eg we open, they X and partner redoubles and they bid. Our subsequent X is for penalty)
- They sacrifice against our game, unless we are intrested in slam, we should X for penalty
- They open preempt at 5 level
- X of their NT bid

Slam Doubles (Lightener doubles)

When partner is on lead, double is best used to ask partner to lead dummy's first bid suit. If dummy has not bid a suit, then double shows a void in some side suit:

<u>West</u>	North	East	South
	1 ♦	Pass	3*
Pass	4.	Pass	6NT
Pass	Pass	X	

West should lead D. East's hand:

- **♠** 9865
- **7** 6 5
- A K 6 5
- ***** 53

Slam Doubles (Lightener doubles)

When partner is on lead, double is best used to ask partner to lead dummy's first bid suit. If dummy has not bid a suit, then double shows a void in some side suit:

<u>West</u>	North	East	South
	1NT	Pass	3♥
Pass	4♥	Pass	6♥
Pass	Pass	X	

West should have a string of spades and be able to work out East's spade void !! East's hand:

- ♠ void
- **♥** A 6 5
- ◆ J T 8 6 4 3
- **♣** T 8 4 2

Other Doubles

Lead Directing Double

Double of opponent's <u>artificial</u> bids is <u>lead directing</u>

Snap-Dragon Double

Partner overcall and RHO bids. Our X shows 2 cards in partner's suit and 5 cards in the unbid suit.

Redouble by overcalling team

Partner overcalls and RHO doubles. A redouble by you shows a 2 card holding in partner's suit with one honor and vales such as 7-10hcp

North

- **▲** J 9 7 3
- **♥** T 5
- **♦** J 3
- ♣ J 9 6 4 3
- **♠** Q 4
- **Q**83
- ◆ T 8 7 6 5
- * A K 2

- **★** K 8 6 5
- **7** 7 2
- A K 4 2
- ***** 875
- **♠** A T 2
- A K J 9 6 4
- ◆ Q 9
- **♣** Q T

South

Hand 1

Dealer South

Vul: None

North

★ J 9 7 3

♥ <u>T</u> 5

♦ J 3

♣ J 9 6 4 3

Hand 1

Dealer South

Vul: None

♠ Q 4

Q83

◆ T 8 7 6 5

AAK2

★ K 8 6 5

7 7 2

♦ A K 4 2

*****875

- **♠** A T 2
- AKJ964
- Q 9
- **♣** Q T

West	North	<u>East</u>	South
	Pass	Pass	1♥
Pass	Pass	X	2♥
3 •	Pass	Pass	Pass

North

- **★** A Q T 4
- **9** 8 4 2
- ♦ K 8 7
- ♣ J 8 3
- **♦** J 9 5
- **A** K 3
- ♦ T 9 3
- ***** 7642

- **★** K 7
- **Q** T 9 6 5
- ♦ Q J 4
- ♣ A 9 5
- **★**8632
- **♥** J 7
- A 6 5 2
- * KQT

South

Hand 2

Dealer East

Vul: N-S

North

♠ A Q T 4

9 8 4 2

♦ K 8 7

♣ J 8 3

Hand 2

Dealer East

Vul: N-S

▲ J 9 5

A K 3

♦ T 9 3

***** 7642

♦ K 7

♥ Q <u>T</u> 9 6 5

• QJ4

♣ A 9 5

A8632

♥ J 7

• A 6 5 2

*KQT

South

West North

East 1♥ **South**

Pass

2♥ Pass

2

Pass

X

Pass

All Pass

North

- **★** K 9 5
- A 8 7 4
- ◆ QJ96
- **♣** A 3

- Hand 3
- **Dealer: South**
- Vul: E-W

- **↑** A 8 7 2
- **9** 3
- ♦ K83
- * QJ75

- **♠** Q 4
- ♥ T 6 5
- ◆ A 7 2
- ♣ K 9 6 4 2
- **★** J T 6 3
- KQJ2
- ♦ T 5 4
- ♣ T 8

North

★ K 9 5

Y A 8 7 4

◆ QJ96

♣ A 3

Hand 3

Dealer: South

Vul: E-W

↑ A 8 7 2

9 3

♦ K83

*QJ75

♠ Q 4

♥ T 6 5

♦ A 7 2

*K9642

★ J T 6 3

♥ K Q J 2

♦ T 5 4

♣ T 8

<u>West</u>	North	East	South
			Pass
Pass	1 ♦	Pass	1♥
X	2 🕶	3.	All Pass

North

- **A** 3
- **♥** K Q 9 6
- ♦ K 7 5 2
- * A J 7 4

- Hand 4
- **Dealer: West**
- **Vul: Both**

- **♠**QJ75
- ♥ A T
- QT986
- **♣** K 8

- **↑** T 9 8 6 2
- **v** 7 3
- ♦ A J
- ♣ T 9 6 5
- **AAK4**
- ♥ J 8 5 4 2
- **4** 4 3
- ♣ Q 3 2

North

- **♠** 3
- **♥** K Q 9 6
- ♦ K 7 5 2
- * A J 7 4

Hand 4

Dealer: West

Vul: Both

- **♠ Q** J 7 5
- ♥ A T
- ◆ Q T 9 8 6
- ♣ K 8

- **↑** T 9 8 6 2
- **7** 7 3
- A J
- ♣ T 9 6 5
- **★** A K 4
- ♥ J 8 5 4 2
- **4** 4 3
- ♣ Q 3 2

South

West

North

East

South

1 •

Pass

1♠

Pass

2♠

Double

Pass

4 🕶

All Pass

North

- **▲** A Q J 9 6
- ♥ J 7 4
- **84**
- **A** A J 5

- Hand 5
- **Dealer: North**
- **Vul: None**

- **♦** 54
- A K 8 2
- ♦ A 9 3
- * K763

- **★** K 8 7 2
- **9** 3
- ♦ KJ652
- ***** 9 4
- **↑** T 3
- **Q** T 6 5
- Q T 7
- * Q T 8 2

North

▲ A Q J 9 6

♥ J 7 4

84

A A J 5

Hand 5

Dealer: North

Vul: None

♦ 54

A K 8 2

♦ A 9 3

♣ K 7 6 3

★ K 8 7 2

9 3

♦ KJ652

***** 9 4

★ T 3

♥ Q T 6 5

• Q T 7

* Q T 8 2

South

<u>West</u>

Double

North

<u>East</u>

South

1NT

1 🛦

Pass

Pass 2 •

All Pass

North

- **★** K 7 6 2
- ♥ Q752
- **♦** 763
- **♣** Q 7
- **↑** T 4
- ♥ J86
- QT94
- * KJ84

- Hand 6
- **Dealer: East**
- Vul: N-S

- **♠** A J 9 5
- **9** 3
- A K J 5
- ***** 963
- **♠** Q83
- **Y** A K T 4
- **82**
- **A** A T 5 2

North

★ K 7 6 2

Q 7 5 2

♦ 763

♣ Q 7

Hand 6

Dealer: East

Vul: N-S

↑ T 4

♥ J 8 6

◆ Q <u>T</u> 9 4

♣ KJ84

♠ A J 9 5

9 3

♦ A K J 5

***963**

♠ Q83

Y A K T 4

82

♣ A T 5 2

South

West

North

East

South

Double

2

Double

1♦ Pass

2 🗸

All Pass

North

- **▲** A 9 8 7 5
- **A** 8
- Q763
- **♣** A 2

Hand 7

Dealer: South

Vul: E-W

- **★** K T 4
- **♥** J 3
- **852**
- ♣ Q T 9 7 4

- **♠** Q 2
- ▼ K Q 9 4
- ◆ A K J
- ♣ KJ86
- **▲** J 6 3
- T 7 6 5 2
- ♦ T 9 4
- **4** 5 3

North

▲ A 9 8 7 5

Y A 8

• Q763

♣ A 2

Hand 7

Dealer: South

Vul: E-W

- **★** K T 4
- **♥** J 3
- **852**
- **♣** Q T 9 7 4

- **♠** Q 2
- ▼ K Q 9 4
- A K J
- ♣ KJ86
- **▲** J 6 3
- T 7 6 5 2
- ♦ T 9 4
- ***** 5 3

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
			Pass
Pass	1 ♠	Double	Pass
2NT	Pass	3NT	All Pass

North

- **↑** A K 9 6 4 2
- **♥ Q** 5
- ♦ K 6 2
- **4** 4 2

- Hand 8
- **Dealer: West**
- **Vul: Both**

- **♠** 5
- K 7 6 4 2
- ♦ T 9 4
- * Q 9 7 3

- **♠ QJT87**
- **Y** A
- ◆ A J 7 3
- **♣** A T 5
- **A** 3
- JT983
- ♦ Q85
- * KJ86

<u>North</u>

A A K 9 6 4 2

♥ Q 5

♦ K 6 2

4 4 2

Hand 8

Dealer: West

Vul: Both

♦ 5

K 7 6 4 2

♦ T 9 4

*Q973

♠ QJT87

Y A

◆ AJ73

♣ A T 5

A 3

♥ J T 9 8 3

♦ Q85

* KJ86

South

W	<u>est</u>

North

<u>East</u>

South

Pass 1♠ Pass 2♠ Pass Double 1NT Pass

Pass Pass