

Doubles - Redoubles

Doubles are generally a partnership agreement. However, there are many interpretations of a 'double', and they differ from partnership to partnership and on the bidding/convention systems used. This is NOT a total discourse of doubles, merely an introduction of the more common interpretations.

Types of Doubles¹

Takeout Double

A double at a low-level that asks partner to bid an unbid suit. Rarely is this a penalty double due to the difficulty of setting one-level contracts.

Negative Double

The double, once a penalty double, now means that the partner of the opener does not have a holding with which to make a satisfactory or informative bid. The holding may be lacking in length and/or strength to bid even a suit at the Two Level. Typically shows 4-card support in the 2 unbid suits.

Support Double/Redouble

Allows opener to show precisely how many card support he/she has for partner's bid suit. This generally occurs in a competitive auction, in which an opponent interferes at a low level.

Double of a Cue/Artificial Bid

Doubling 1) a suit bid by the opponents at a high level that is other than the opponent's 'bid suit' or 2) in a conventional response (2D response over 1NT opener), is a lead-directing double.

Balancing Doubles

Usually the pass-out seat after LHO opens and 2 passes – Doubler may only have 8-10 HCPs if both the RHO and the partner have passed the opening bid. Such a situation indicates that partner has strength and could not bid -- maybe because he had a balanced hand or length and points in openers bid suit

Penalty Double

An opponents' double of a contract indicating they believe the opponents cannot make their contract and 1) they do not know if they can make their contract or 2) the positive score of setting the contract is better than playing and making their contract.

Penalty Pass

Passing a double not intended as a penalty double. The pass may be the result of holding length and strength in the doubled suit of the opponent and no real bid in support of partner but has some HCPs.

Responsive Double

The use of a double for takeout when there has been an immediate raise to the two or three level over partner's takeout double or suit bid. For example: in the bidding sequence 1 Spade - double showing Hearts - 2 Spades - double by the doubler's partner shows the two unbid suits, generally 4-4 distribution.

DOPI

DOPI, Double = zero, Pass = 1, is a method for showing Aces or Key Cards after interference (a suit bid) over Blackwood or Key Card Blackwood.

ROPI

ROPI, Redouble = zero, Pass = 1, is a method for showing Aces or Key Cards if the Left Hand Opponent of the Blackwood Bidder has doubled.

Lightner Double

A lead directing double, especially of a slam contract, to suggest an unusual opening lead.

DOPE

DOPE, Double Odd, Pass Even, is a method for showing Aces or Key Cards after interference over Blackwood or Key Card Blackwood.

¹ Paraphrased from BridgeGuys.com

Takeout Double²

- Low-level conventional call of "Double" over an opponent's bid asks partner to bid his best, unbid suit.
- Usually after an opponent's opening bid of one of a suit where the double usually shows:
 - a hand of nearly opening strength (I prefer a full opener or better depending on the level opened by my RHO)
 - the higher the opening bid (e.g., a preempt), the more HCPs needed for double
 - if after doubling, the doubler bids 1NT => 17=18 HCPs and balanced distribution
 - if after doubling, the doubler bids his own suit => 17-18 HCPs and at least a 5 card suit
 - if after doubling, the doubler bids the opponent's suit => close to (if not) a 2C opener
 - support for all three unbid suits, at least three cards in each
 - tend to be major suit centric
 - over minor suit opening, double shows no less than 4 in one major and 3 in the other major (my preference)
 - shortness in the suit doubled (usually no more than 2)
 - most of your HCPs in the unbid suits
 - the fewer HCPs you have, the distribution requirements become stricter
- Takeout doubles occur when:
 - Opponents bid only one suit and you did not have chance to double that suit before
 - Opponents have previously bid two suits and partner has passed
 - Opponents have found a fit

Examples:

What do you bid over:

1) ♠ AQ74 ♥ 9 ♦ QJ93 ♣ K542

1H?
2H?
3H?
1S?

2) ♠ KQ83 ♥ A52 ♦ 10 ♣ KQ962

1H?
1D?

3) ♠ QJT63 ♥ AK2 ♦ A84 ♣ Q93

1C?
1D?
1H?
1S?

4) ♠ AK63 ♥ KQJ872 ♦ A4 ♣ 6

1C?
1D?
1H?

5) ♠ A83 ♥ AJ1094 ♦ KQ107 ♣ 3

1C?
1D?
1H or 1S?

² Paraphrased from Wikipedia with own experiences

Responses³

When partner has doubled and your RHO has passed, make a bid that tells your partner your long suit and HCPs:

- A minimal-level bid of a suit indicates a weak hand (usually 0-8 HCPs).
- A jump-bid of a suit shows a long (at least a 4-card) suit and invites (usually 9-11 HCPs) your partner to bid on if the original double was not minimal
- 1NT shows 8-10 HCPs with a balanced hand and at least one stopper in the opponent's bid suit.
 - 2NT shows 11-12 HCPs and balanced hand with stopper(s)
- With 12+ HCPs, the responder bids the opponent's suit and the doubler will make a descriptive bid
 - Assuming a major suit centric double, some partnerships will jump to game in one of their 4 card majors
- Pass for penalty: the 'passing' hand should have 5-6 or more excellent trumps (KQJ96) and the doubler should lead a trump so that you can draw the opponent's trumps. For this reason, do not make a takeout double with a void in the doubled suit.

When partner has doubled and the RHO bids, the doubler's partner does not have to (but may) make a bid

- if doubler's partner bids, it is a **free bid**, indicating a certain strength and/or length in the suit bid
 - The strength requirements above are lowered when the partner is known to be stronger (e.g. an opponents' preempt is doubled), and raised when partner can be weak

The bidding goes as follows and your partner doubles:	What do you bid with the following?	What do you bid with the following?
1) 1♣ – Dbl	S-AQ74 H-JT9 D-QJT C-742	S-KQJ H-A64 D-KQx C-7432
2) 1♠ – Dbl	S-AQ74 H-JT9 D-QJT C-742	S-98 H-AK963 D-KQ743 C-43
3) 1♣ – pass – 1♠ - Dbl	S-KQ3 H-JT943 D-AQ72 C-74	S-83 H-JT94 D-AQ72 C-KQ74
4) 1♥ – pass – 2♥ - Dbl	S-QJ74 H-874 D-AQJ75 C-K	S-875 H-KQ96 D-K84 C-QJ4
5) (1♦) – pass – 1♠ – Dbl	S-KQT43 H-875 D-J43 C-863	S-65 H-9753 D-76 C-86542
6) (1♥) – Dbl – (2♥) – pass (pass) – Dbl	S-KJ853 H-76 D-AK65 C-98	S-KQT4 H-432 D-AQ6 C-KJT

³ Paraphrased from Wikipedia with own experiences

- 1) 1♣ – (1♠) – pass – pass; Dbl
This type of is referred to as "reopening double", and shows shortness in spades and support for other suits
- 2) 1♦ – (1♠) ; Dbl
Shows 4+ cards in all unbid major(s), or 4+ cards in each minor if both bid suits are majors. See negative double.
- 3) 1♣ – Dbl – pass – 1♠; Dbl
Again, the opener has shortness in spades and other three suits.
- 4) 1♣ – (1♥) – pass – (2♥); Dbl
This shows shortness in hearts, but the opener must have extra strength, as the responder will be bidding on the 2 or 3 level with possibly 0 points.
- 5) (1♦) – 1♠ – (2♦) – pass; (pass) – Dbl
The overcaller shows shortness in diamonds, and at least 3 cards in hearts and clubs, with some extra values for the overcall.
- 6) (1♥) – Dbl – (2♥) – pass; (pass) – Dbl
The original doubler shows extra values and/or extreme shortness in hearts.

Support Doubles/Redoubles

Allows opener to show precisely how many card support he/she has for partner's bid suit. This occurs in a competitive auction in which an opponent interferes at a low level or a non-competitive auction.

- Your partner opens (usually a minor but could be a heart) and you bid another suit – this typically shows 4+ cards in that suit (e.g., 1C-P-1H, 1D-P-1S, 1H-P-1S)
- Your RHO bids another suit or doubles (1C-P-1H-1S, 1D-P-1S-*, 1H-P-1S-2C)
- The opener now
 - Doubles (over the bid suit) or redoubles (over the double) to show 3 card support for your (responder's) bid suit (1C-P-1H-1S-*, 1D-P-1S-**-**, 1H-P-1S-2C-*)
 - Bids your suit (over the bid suit or double) to show 4+ card support for your bid suit (1C-P-1H-1S-2H, 1D-P-1S-*-2S, 1H-P-1S-2C-2S)
- You, the responder, can now set the contract (assuming your partner has a minimum opener). With a stronger hand, opener can take the bidding further.

[edit] Protective and balancing doubles

Distribution and strength requirements for a takeout double are lowered in situations when opponents' previous auction indicates that the partner has high-card strength, but was likely unable to take an action of his own because his distribution was not suitable for a double or an overcall.

A protective double can be made with as little as 8 high card points if both the RHO and the partner have passed the opening bid. Such a situation indicates that partner has strength, but was unable to act, perhaps because he had a hand like 1) or 5) in the table above:

West	North	East	South	South, holding ♠Q863 ♥84 ♦A85 ♣K1054 can now double, expecting to find partner with strength and likely length in hearts, allowing him to pass for penalties or make a bid.
1♥	Pass	Pass	?	A balancing double occurs in later rounds of bidding, in situations where opponents have found a fit, but stopped on a low level, placing some points with the partner. It is normally done with a relatively weak hand and the distribution need not be perfect.

West	North	East	South	South, holding ♠Q863 ♥984 ♦K1085 ♣AJ was not strong enough to double in the first round. However, he can expect the partner to have shortness in hearts and likely 4 cards in spades or diamonds, and thus make a balancing takeout double. Such doubles are more frequent on <u>matchpoint scoring</u> , where even a penalty of -100 for the failure to make 2♠ can be profitable against -110 or -140 that the opponents could score in 2♥.
1♣	Pass	1♥	Pass	
2♥	Pass	Pass	?	

[edit] Reopening double

Reopening double is a form of takeout double bid by the opener himself, after his left-hand opponent has overcalled and partner has passed. As normal takeout double, it shows support for unbid suits:

West	North	East	South	West's double denotes shortness in spades, and invites partner to bid his best suit. A suitable hand would be e.g. ♠7 ♥AJ85 ♦K63 ♣AQ1052. The partner should bid his longest suit on the lowest level with approximately 0-6 points, 1NT with 5-7 points and stopper in spades, (as he would bid 1NT immediately with 8-10 points), and jump in a suit with 7+ points. Finally, he can pass for penalties with 5 or more cards in spades.
1♣	1♠	Pass	Pass	
Dbl				

Reopening doubles once showed extra values as well. With adoption of the negative double, however (a takeout double by responder), responder must pass with length and strength in the opposing suit. In order to protect against such situations, opener is obliged to double even with thin values, whenever his distribution is suitable. Some pairs even require opener to act somehow; responder's pass is forcing.

Takeout Doubles

If your opponent opens with a suit bid, a double by you promises:

- At least opening-bid strength (12+ pts.)
- Shortness in the suit the opponent opened.
- Support for all unbid suits. Your double forces partner to bid, so you must have at least 3-card length in any suit he will choose. Typical hands for a takeout double of an opponent's 1C opening would be: KJ76 AQ92 KJ4 65 Q104 AK84 K10432 8

The exception (not covered in the book): There is one type of hand where you can double without support for all unbid suits. You can start with a double if you have a hand that has one long suit and great strength (17+ pts.) -- the type of hand where you don't want to risk having partner pass a simple overcall of your suit. Your hand and your suit should be strong enough that you could make game if partner has as little as 4-6 pts. and a fit -- a hand like KJ AQJ1084 AK65 7. To describe this hand, start with a double that forces partner to respond. Then "overrule" partner's choice by freely bidding your heart suit at your next turn.

If the opponent opens 1NT, all the suits are unbid, so a double is not for takeout. A double of 1NT is always for penalty, showing 18+ pts. Use this double cautiously. Even if you have a lot of high-card points, you should avoid making a penalty double unless you have a strong suit to lead.

Responding to Partner's Takeout Double

If partner doubles an opponent's suit bid, you must respond unless:

- The opponent on your right has also entered the bidding, OR
- You have a long, strong holding in the opponent's suit and want to "convert" partner's takeout double to a penalty double.

If the opponents have gotten in your way, responder is allowed to bid again with the 9+ points and the suit bid is not forcing.

Respond your longest unbid suit at the level that shows your point-count:

- 0-9 pts. (Note you book uses 10 points) -- Bid your longest suit at the lowest level possible (1H - DBL - Pass - 1S, 2C or 2D). or if balanced then
 - o 7-10 pts. -- Bid 1NT if you have good stoppers in the opponent's suit.
- 10 - 12 pts. -- Jump a level in your longest suit to show strength (1H - DBL - Pass - 2S, 3C or 3D), or if balanced then
 - o 11-12 pts. -- Jump to 2NT if you have stoppers in the opponent's suit, but do not have length in an unbid major.
- 12+ (good) pts. -- Jump to game in your suit or no-trump.

Rebids by the Takeout Doubler

With a Minimum 12-16 points

- responder made the cheapest possible response – pass
- responder jump, pass, raise to invite or bid game, you must decide

With a Medium Hand – 17-18

- Responder made the cheapest possible response – raise one level to invite, game is still possible.
- Responder has jumped, raise to game

With a Maximum hand – 19-21

- Responder has made a cheapest possible response – jump raise
- Responder has jumped, raise to game

Negative Doubles

Negative doubles and Takeout doubles are very similar. Often people use the terms interchangeable, which is not 100% correct. Negative doubles have become popular because they solve this difficult -- and common -- bidding problem:

762 KQ75 94 QJ93

Partner opens 1D and your right-hand opponent (RHO) overcalls 1S. The overcall has taken away your 1H response, so you have no way to accurately describe your strength and distribution. You can't bid 1NT (which promises a spade stopper) and you can't bid a new suit at the 2-level (which promises 10-11+ pts.).

This solution is the negative double. To use this convention, you and partner agree that if you open the bidding and the opponent makes a direct suit overcall, a double by responder is NOT for penalty. Instead, it shows:

- At least a fair response (7+ pts.) AND
- 4-card length in at least one of the unbid suits -- usually the unbid major suit. (Some pairs agree that if the two unbid suits are majors -- for example, after 1C by partner, 1D by RHO -- a negative double promises 4 cards in both suits.

In the problem above, you would double to show the values for a response and a 4-card heart suit. This tells partner that you would have responded 1H if the opponent had passed. If opener also has 4 hearts, he'll "raise" your response by bidding hearts himself. If not, he can choose another descriptive bid.

Example:

A973 AJ 92 KJ1062

If partner opens 1D and RHO overcalls 1H, make a negative double. Even though you have enough strength for a 2-level freebid, a 2C bid here will make it difficult to find a possible 4-4 spade fit. Use the double to show your 4-card spade suit, then decide which game to bid over partner's response. If partner doesn't "raise" your spades, you'll bid 3NT.

Responder's Freebids

Playing negative doubles also offers you the advantage of assigning a more specific meaning to a freebid of a new suit. After an opponent's overcall, if responder freely bids a new suit (instead of making a negative double), he promises a 5-card suit. A new-suit freebid at the 1-level shows 7+ pts.; at the 2-level or higher, it shows 10+ pts.

QJ1073 874 A92 74

If partner opens 1D and your RHO overcalls 1H, bid 1S. The overcall hasn't taken away your 1-level response, so you have two ways to show spades. In these situations, use the negative double to show a 4-card suit. Use the freebid (1S) to promise a 5-card suit (partner will know he can raise with 3-card support). However, if partner opens 1D and your RHO overcalls 2C, this hand isn't strong enough for a 2S freebid. In this case, you'll have to use a negative double. If partner bids 2D, you'll pass. If he bids 2H, you can correct to 2S, which shows extra length and is not forcing.

When is the negative double "off"?

You and your partner can decide at which levels of bidding you'll use negative doubles. One popular agreement is that negative doubles are "on" if the opponent makes a suit overcall through the level of 3S. If you use this agreement, negative doubles are "off" (responder's double is for penalty) if the overcall is 4C or higher.

No matter how you choose to play negative doubles, they apply only if the opponent overcalls a suit. Responder's double of a 1NT overcall is always for penalty.

The higher the level of the overcall, the more strength responder needs to make a negative double. If partner opens 1C and the opponent makes a jump overcall of 2S, you'll want to have a little extra playing strength (not necessarily extra points) to make a negative double, which will force partner to the 3-level.

Opener's rebids

After responder's negative double, opener must make a rebid that describes both his strength and his support for the suit partner has shown with the double. In most cases, you'll bid your hand just as if partner had made a 1-bid in that suit:

- With a MINIMUM opening (13-15 pts.), make your natural suit or notrump rebid at a low level. If you have 4-card support for the suit partner has shown with the double, you should always show it.
- With an INVITATIONAL hand (15-17 pts.), jump one level to show extra strength (1C by you - 1H overcall - DBL by partner - P - 2S by you).
- With a FORCING-TO-GAME hand (18+ pts.), jump to game. (Or, if you're not sure of which game to play, cuebid the opponent's suit to force responder to tell you more about his hand.)

Responding to a takeout double

The use of a low-level double is a request to partner to bid an unbid suit. The most common instance is after a one-level bid by an opponent. The double normally indicates a hand worth an opening bid with at least three-card support for all unbid suits. Knowing the proper responses after partner doubles is crucial. You should look first to play in one of the major suits. The second choice is notrump. If either of these is not a good option, then you should play in a minor suit. Suppose the bidding is: West North East South 1♣ Dbl Pass ? Partner is asking you to bid. How do you respond? 1. Make a minimum suit response with 0–8 high-card points. Suppose you hold this hand and the bidding has proceeded as above (all the following examples presume left-hand opponent opened 1♣ and partner doubled and RHO passes): ♠K 10 4 3 ♠Q 4 ♠10 4 3 ♠J 7 6 4 With this hand, you should respond 1♣. You are lucky to have a useful hand, but you are not strong enough to do more than bid at the one level. Notice that you would also have to bid 1♣ with: ♠10 8 4 3 ♠Q 4 ♠10 4 3 ♠J 7 6 4. Bidding 1♣ doesn't promise values since partner forced you to bid. 2. Bid 1NT with a relatively balanced hand and 7–10 HCP. Here is an example: ♠K 10 3 ♠Q 4 ♠Q 10 4 3 ♠J 7 5 4. Although 7–10 HCP is recommended here, the exact strength is a matter of style, and expert opinions vary. The conservative view is to use the bid for 7–10 or 8–10, but others recommend 6–9 or even 5–10. As with many bidding situations, this is something you and your partner should discuss. 3. Make a jump response in your suit with 9–11 HCP, or a good 8 HCP and some distribution. Suppose you hold: ♠K 10 3 ♠Q J 7 4 3 ♠10 4 3 ♠A 3. You should not bid 1♣ — you are too strong. You should jump to 2♣, a bid that is invitational. Partner can pass if he has a minimum takeout double. If he has 13 points and you have 10, that's not enough for game. If he has extra, he can bid again. 4. Bid 2NT with 11 to 12 HCP and at least one stopper in the opponent's suit. With this hand: ♠A 3 ♠J 5 3 ♠K Q 10 4 ♠J 10 7 4, you should bid 2NT. The hand is too strong for 1NT and you don't have a four-card or longer major. Try to play notrump instead of a minor suit when you have a hand this strong. 2NT shows your strength and approximate pattern and allows partner to make a good decision. 5. Cuebid the opponent's suit with 12 or more HCP. If you and partner both have opening bid values, you probably have game. You send this message to partner with a cuebid. Suppose you have: ♠A 6 ♠Q J 5 3 ♠K Q 7 4 ♠J 10 5 3. Should you play game in 3NT or 4♣? If partner has a four-card heart suit, you would want to play 4♣. If partner only has three-card heart support, then you want to play 3NT. Since you are not sure, cuebid 2♣. If partner rebids 2♣, you can raise to 4♣. If partner bids something else, you can bid 3NT. 6. Jump to the three-level with a long suit with good playing strength, but less than game values. You hold: ♠K J 10 8 7 4 ♠9 ♠5 4 ♠Q 10 9 4. Bid 3♣. Your hand has too much potential for a simple 1♣ bid, but doesn't qualify for a 2♣ bid with only 6 HCP. Bidding one more than a single jump shows you have a long suit and some useful points. Partner can evaluate his hand to decide whether to continue to 4♣. Here are some more examples. In each case, suppose your LHO opens 1♣ and partner doubles. Example #1: ♠8 5 3 ♠K Q 3 ♠9 4 3 2 ♠7 4 3? Answer: Bid 1♣. Yes, your suit is weak, but you are forced to bid and it's the only four-card suit you have. Example #2: ♠8 4 ♠Q 8 4 3 ♠10 8 3 ♠A K 4 3. Answer: Bid 2♣. It's true your hearts are only four cards long and not very strong, but bidding 1♣ does not show the strength of your hand. Partner usually has four-card heart support, so jump to 2♣ and hope for the best. Example #3: ♠10 7 ♠K 8 3 ♠K Q J 10 7 ♠9 7 5. Answer: Bid 2♣. You don't have a four-card major to bid. You don't have a club stopper. That leaves bidding diamonds. Jumping to 2♣ promises diamonds and 9–11 (or a good 8) points, which is a good description of your hand.

General Rules for Takeout Doubles If your opponent opens with a suit bid, a double by you promises: At least opening-bid strength (12+ pts.) Shortness in the suit the opponent opened. Support for all unbid suits. Your double forces partner to bid, so you must have at least 3-card length in any suit he will choose. Typical hands for a takeout double of an opponent's 1C opening would be:

♠KJ76 ♥AQ92 ♦KJ4 ♣65
♠Q104 ♥AK84 ♦K10432 ♣8

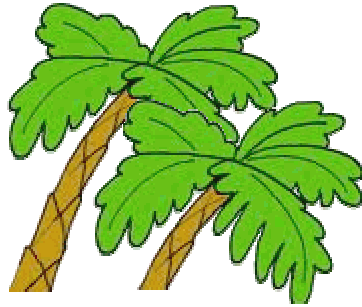
The exception: There is one type of hand where you can double without support for all unbid suits. You can start with a double if you have a hand that has one long suit and great strength (17+ pts.) -- the type of hand where you don't want to risk having partner pass a simple overcall of your suit. Your hand and your suit should be strong enough that you could make game if partner has as little as 4-6 pts. and a fit -- a hand like ♠KJ ♥AQJ1084 ♦AK65 ♣7. To describe this hand, start with a double that forces partner to respond. Then "overrule" partner's choice by freely bidding your heart suit at your next turn. If the opponent opens 1NT, all the suits are unbid, so a double is not for takeout. A double of 1NT is always for penalty, showing 18+ pts. Use this double cautiously. Even if you have a lot of high-card points, you should avoid making a penalty double unless you have a strong suit to lead. Responding to Partner's Takeout Double If partner doubles an opponent's suit bid, you must bid unless: The opponent on your right has also entered the bidding, OR You have a long, strong holding in the opponent's suit and want to pass and "convert" partner's takeout double to a penalty double. If partner doubles and the next hand passes, respond your longest unbid suit at the level that shows your point-count: 0-8 pts. -- Bid your longest suit at the lowest level possible (1H - DBL - Pass - 1S, 2C or 2D). 8+-11 pts. -- Jump a level in your longest suit to show strength (1H - DBL - Pass - 2S, 3C or 3D). 7-10 pts. -- Bid 1NT if you have good stoppers in the opponent's suit. 11-12 pts. -- Jump to 2NT if you have stoppers in the opponent's suit, but do not have length in an unbid major. 12+ pts. -- Jump to game in your suit (usually an unbid major) or notrump if you have good stoppers. Another way to force when you have a strong response (12+ pts.) is to cuebid the opponent's suit (1D-DBL-Pass-2D). This tells partner that you have game-forcing values, but need more information, usually because you aren't certain of which game to bid. You may need to find stoppers for notrump, or you may be uncertain because you have only 4-card length in unbid suits and fear that partner has only 3 cards for his takeout double. After your cuebid, partner should bid his cheapest 4-card suit, which should help you confirm whether or not you have a 4-4 fit. The above guidelines can also be followed if your right-hand-opponent bids over your partner's double. The main difference is that you are not forced to bid if you have 0-8 pts. If you do bid (1D-DBL-1H-1S, for example), your bid is called a freebid. It shows length in your suit and some values (usually around 6 to 9 playing points), but it does not force partner to bid.

AT THE TABLE What is your response to partner's takeout double after the auction: 1C by LHO -- DBL by partner -- Pass by RHO ? ♠Q9 ♥J983 ♦Q754 ♣632 Bid 1H. You must respond, and with two suits of equal length, you should choose the major.

♠J42 ♥1092 ♦642 ♣Q1073 Bid 1H. You have club stoppers, but your hand is too weak to bid notrump. Your only alternative is a 3-card suit, so try your cheapest major (and pray). Do not panic and pass!

♠K2 ♥QJ93 ♦A986 ♣632 Bid 2H. The jump tells partner that you have fair values (8+ to 11 pts.). If partner has extra strength, this may encourage him to bid a game. ♠982 ♥KJ ♦K1072 ♣Q1082 Bid 1NT. You could also bid 1D, but a 1NT bid is more descriptive (it shows your club stopper) and more encouraging, since it promises at least 7-10 pts.

♠104 ♥943 ♦KJ1065 ♣AQ5 Bid 2NT. You have the strength to invite game, but 5D will be a difficult contract to make. With your balanced pattern and good club stoppers, suggest a notrump game instead. If partner has more than a bare minimum, he'll raise to 3NT. ♠KQ1084 ♥4 ♦AJ106 ♣743 Bid 4S. With your strong suits and a singleton, this hand is worth much more than its 10 high-card pts. Jump to game to show your great playing strength. ♠AJ84 ♥AQ94 ♦Q5 ♣J103 Bid 2C. You have enough strength to jump to 4H or 4S, but you aren't sure you have a 4-4 fit (partner's takeout double promised at least 3 cards in all unbid suits, not necessarily 4 cards). The cuebid of the opponent's suit forces partner to tell you more. He will usually bid his cheapest 4-card suit, so if he bids 2H, you'll bid 4H. If he bids 2S (showing 4 spades but only 3 hearts), you'll bid 4S. If he rebids 2NT (showing no 4-card major, but promising a club stopper), raise to 3NT. ♠A4 ♥73 ♦Q85 ♣QJ10975 Pass. This is one of the rare hands where it's right to pass and defend 1C doubled. Your pass "converts" partner's takeout double to a penalty double.



Lesson 3H by Richard Pavlicek

Takeout Doubles The takeout double is one of the most versatile tools in the bidding. It can be used at a player's first turn as well as on subsequent rounds of bidding. The key is to know when a double is for takeout and when it is for penalty. This lesson covers the common takeout double of

one of a suit, and the rules to determine the meaning of doubles in other situations. **Double of One of a Suit** If your right-hand opponent opens with one of a suit, a double is for takeout asking partner to bid.

A takeout double requires 13+ points with 3+ cards in each unbid suit; or 19+ points with any hand pattern.

Do not count the queen or jack in the enemy suit to make a 13-point double; these cards will disappoint partner.

Partner should respond at the cheapest level with 0-9 points.

1.

<p>♠ 9 5 4 2 ♥ 7 3 ♦ Q 10 9 3 ♣ 8 6 5</p>		<p>♠ A 3 ♥ K 9 8 4 ♦ A K 8 ♣ 9 7 4 3</p>	
West	North	East	South
2 ♦	1 ♠ Pass	Dbl Pass	Pass

East doubles for takeout and West bids his longest suit. East should not bid again because West may have no points at all.

A response of 1 NT shows 6-9 HCP and the enemy suit stopped.

2.

<p>♠ 4 3 ♥ Q J 9 8 ♦ 8 6 3 ♣ A 8 7 2</p>		<p>♠ K Q 10 6 ♥ 7 2 ♦ A K 9 2 ♣ 10 6 3</p>	
West	North	East	South
1 NT	1 ♥ Pass	Dbl Pass	Pass

West could respond 2 ♣ but it is preferable to bid 1 NT with a balanced hand and a heart stopper.

A response made freely (after an enemy bid) shows 6-9 points.

3.

♠10 9 8 2
♥A 8 4 2
♦Q 7 2
♣4 3



♠J 7 5 3
♥7
♦A K 6 4
♣K 9 5 2

West	North	East	South
	1 ♥	Dbl	2 ♥
2 ♠	Pass	Pass	

West's 2 ♠ response shows 6-9 points since he should pass 2 ♥ with 0-5 points.

With 10 to 12 points make a jump response. This is invitational to game but nonforcing.

4.

♠4 3
♥J 10 9 2
♦K Q 5 3
♣A 8 2



♠K Q 9 2
♥Q 7 4
♦A J 10 2
♣4 3

West	North	East	South
	1 ♣	Dbl	Pass
2 ♥	Pass	Pass	

West is forced to bid with no points so he jumps in his major suit — only four cards are necessary — to invite game. East

has a minimum double so he passes. 5.

♠K J 10 2
♥K 3
♦9 2
♣Q 10 9 4 3



♠A Q 9 5
♥A 8 7 2
♦4 3
♣K J 2

West	North	East	South
	1 ♦	Dbl	2 ♦
3 ♠	Pass	4 ♠	

In competition it is still necessary to jump to show 10-12 points. East accepts the invitation with his 15-point double.

With 13+ points bid game or cue-bid the enemy suit to force.

6.

♠A J 8 2
♥Q J 9 8 6
♦K 10 3
♣2



♠4
♥K 10 7 5
♦A 9 7 6
♣K J 9 3

West	North	East	South
	1 ♠	Dbl	Pass
4 ♥	Pass	Pass	

West is confident of the best contract so he bids it. Note that West assumes at least 3 card heart support from East's

double. 7.

♠A Q 5 4
♥Q 6 2
♦A J 6 5
♣9 2



♠K 8 2
♥A K 7 5
♦7 2
♣Q J 10 8

West	North	East	South
	1 ♦	Dbl	Pass
2 ♦	Pass	2 ♥	Pass
2 ♠	Pass	3 ♣	Pass
3 NT	Pass	Pass	

West is not sure of the best contract so he cue-bids the enemy suit. After that all bids are forcing; when no fit is found,



West bids 3 NT with his diamond stopper.

How can you make a free bid with only two points? Once I've



paid the entry, all my bids are free.
next turn. A strong hand is required to bid further.

Rebids by Doubler Typically the takeout doubler will pass at his

When partner shows 0-9 points, doubler may raise with 16-18 points and four trumps. All other rebids show 19+ points.

8.

♠8
♥Q 8 7 3
♦A 9 8 7 2
♣9 7 2



♠A 7 6 2
♥A K J 9
♦5 4 3
♣A 3

West	North	East	South
	1 ♣	Dbl	Pass
1 ♥	Pass	2 ♥	Pass
3 ♥	Pass	4 ♥	

West prefers to bid his major suit, and East raises to show 16-18 points. West invites game and East accepts. 9.



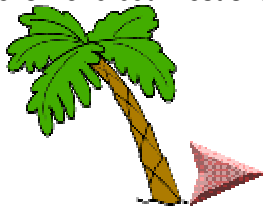
♠J 10 3
♥J 3
♦9 7 6 4 2
♣9 6 2



♠A K 2
♥A Q 9 8 7
♦3
♣A 10 8 4

West	North	East	South
	1 ♦	Dbl	Pass
1 ♠	Pass	2 ♥	

The 1 ♠ bid looks weird but West should not pass with less than Q-J-10-x-x in the enemy suit. East shows 19+ points.



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Double of a Response
The double of an enemy response (including 1 NT) to an opening bid of one of a suit is for takeout provided the doubler's partner did not bid or double.

The requirements to double a response are the same as to double the opening suit bid.

10.

♠K J 10 3 ♥4 3 ♦A J 4 3 ♣K Q 2		♠6 2 ♥A 8 6 2 ♦K 10 9 7 ♣5 4 3	
West	North	East	South
	1 ♥	Pass	1 NT
Dbl	2 ♥	3 ♦	

West's double is just like a double of a 1 ♥ opening. East competes freely to 3 ♦ which suggests 6-9 points since he

would pass with less. 11.

♠K 9 7 4 ♥— ♦A K 10 6 ♣J 9 7 5 2		♠Q 8 6 5 3 ♥9 7 5 2 ♦Q 7 2 ♣3	
West	North	East	South
	1 ♥	Pass	3 ♥
Dbl	4 ♥	4 ♠	Dbl

West's double of 3 ♥ is for takeout and here it leads to an excellent sacrifice bid in 4 ♠; in fact, 4 ♠ might even make with a little bit of luck.

If the opponents have bid two suits, the doubler should have at least four cards in each unbid suit (else 16+ points).

12.

♠9 2 ♥K J 10 7 ♦9 2 ♣A K 9 8 3		♠8 6 4 3 ♥Q 9 2 ♦A 8 6 5 3 ♣2	
West	North	East	South
	1 ♦	Pass	1 ♠
Dbl	Pass	2 ♥	

With a minimum-strength double West must have at least 4-4 in hearts and clubs. Note that East bids a 3 card heart suit



rather than bid 1 NT without a spade stopper. [Return to Main](#)

Belated Doubles
A takeout double may


be made by a player who has opened the bidding with one of a suit, overcalled in a suit, made a takeout double, or even passed at his previous turn. The following conditions must always be met:

The doubler's partner has never bid or doubled.


The enemy bid is a natural suit bid no higher than 4 ♦.


At least one suit is unbid.

13. 


♠A Q 7 ♥A K Q 7 2 ♦4 ♣K 9 8 4		♠J 9 6 4 3 ♥4 3 ♦10 8 7 2 ♣6 3	
West	North	East	South
1 ♥	Pass	Pass	2 ♦
Dbl	Pass	2 ♠	


West's double is for takeout, showing a strong opening with support (3+ cards) for each unbid suit. East simply bids his

longest suit and the best contract is reached. 14. 


♠A 9 7 ♥A K 7 2 ♦A K J 8 ♣4 2		♠J 8 6 2 ♥6 4 3 ♦Q 10 2 ♣10 8 3	
West	North	East	South
1 ♦	1 ♠	Pass	2 ♣
Dbl	Pass	2 ♦	


West shows a strong opening bid with support for hearts (the unbid suit). East does not have a heart suit so he returns to

opener's original suit. 15. 

♠K 10 6 2 ♥7 5 3 ♦3 ♣Q 9 7 3 2		♠5 ♥A 9 8 ♦A K 8 6 4 2 ♣K J 4	
West	North	East	South
Pass	1 ♠	2 ♦	2 ♠
3 ♣	Pass	Dbl	Pass
	Pass	Pass	

East's double is for takeout. This shows a maximum overcall (16-18 points) with 3+ cards in each unbid suit. West cannot

support diamonds so he bids his clubs. 16. 


♠6 5 2 ♥10 7 5 3 ♦J 7 5 3 ♣9 2		♠4 3 ♥A K J 8 ♦A K 2 ♣K J 10 3	
West	North	East	South
	1 ♠	Dbl	1 NT


Pass 2 ♠ Dbl Pass
 3 ♥ Pass Pass


Both of East's doubles are for takeout — the second double shows a stronger hand. East passes 3 ♥ because West is likely to have a terrible hand on the auction. Doubles After Passing If you have passed after an enemy bid, there are additional restrictions as to when a double is for takeout. Agreement in this area is not universal, but I suggest these rules:

- After passing an enemy bid, the double of a suit is for takeout: If a raised suit through 4 ♦.
- Or if you are in balancing seat through 2 ♠.
- Or in direct seat through 2 ♦.

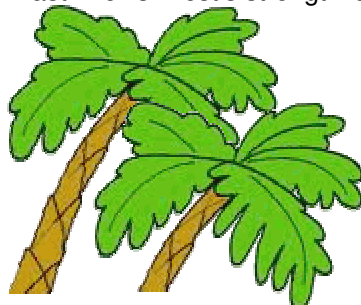


♠A 9 6 2 ♥8 4 3 ♦Q 2 ♣10 9 7 2		♠4 ♥K 9 6 5 ♦A 8 7 4 ♣A J 8 4	
West	North	East	South
	1 ♥	Pass	1 ♠
Pass	2 ♠	Dbl	Pass
3 ♣	Pass	Pass	

East's double after passing is for takeout because spades were raised. West dutifully bids an unbid suit. 18. 

♠K 10 9 4 ♥5 3 ♦A J 2 ♣Q 10 7 4		♠A J 3 ♥A 8 6 2 ♦9 6 3 ♣J 9 2	
West	North	East	South
	1 ♥	Pass	1 NT
Pass	2 ♥	Pass	Pass
Dbl	Pass	2 ♠	

West's balancing double (while risky) is for takeout. East knows West's strength is limited (he passed 1 NT) so he wisely



bids a 3 card suit instead of 2 NT. [Return to Main](#) rights reserved.

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