

Double Trouble

By Shawn Quinn

Money Bids

SPECIAL DOUBLES

After Overcall: **Penalty** _____

Negative thru _____

Responsive : thru _____ Maximal

Support: Dbl. thru _____ **Redbl**

Card-showing Min. Offshape T/O

Bidder Terminology

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graph TD
    Opener[Opener] --- Advancer[Advancer]
    Opener --- Overcaller[Overcaller]
    Advancer --- Responder[Responder]
    Overcaller --- Responder
    
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Negative Doubles

- Negative doubles are made directly over the opponent's suit overcalls.
- Think of a negative double as a takeout double by **Responder**.
- When responder makes a negative double there are point count and distributional requirements which are determined by the level of the intervening overcall and show four of the unbid major or a long suit without the values to freely bid the suit.

LHO	Partner	RHO	You
	1♥	2♦	?

A) ♠KQ76 ♥T3 ♦642 ♣KT96	B) ♠KQ76 ♥T3 ♦64 ♣A8652	C) ♠JT32 ♥J976 ♦7 ♣A643
D) ♠AKJ76 ♥73 ♦963 ♣AT4	E) ♠KJ763 ♥73 ♦96 ♣AT43	F) ♠AKJ76 ♥73 ♦963 ♣T42

Responsive Doubles

- A responsive double is a takeout double by advancer.

♠A2 ♥653 ♦QT87 ♣QT87	N	E	S	W
	1♥	Dbl	2♥	Dbl

- Generally, a responsive doubler won't hold 4 cards in the (lone) unbid major. With the missing major, it is usually best to simply bid the suit.
- Advancer may double in response to partner's takeout double or overcall and the opponents bid and raise (OBAR).

Responsive Doubles

1) ♠K952 ♥QJ83 ♦742 ♣76	2) ♠KQ52 ♥QJ83 ♦42 ♣A63	3) ♠K952 ♥QJ83 ♦742 ♣A6
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	N	E	S	W
1)	1♦	Dbl	2♦	Dbl
2)	P	2♠	P	4♠

	N	E	S	W
3)	1♣	Dbl	3♣	Dbl

Support Doubles

- Support doubles are a three-card raise by opener.
- It is very important for the partnership to know how many trumps their side owns so they can make winning competitive bidding decisions.

You	LHO	Partner	RHO
1♣	P	1♥	2♦
?			

1) ♠95 ♥AKQ7 ♦84 ♣K9643	2) ♠AQ65 ♥Q85 ♦J7 ♣KJ64
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Quiz:

You	LHO	Partner	RHO
1 ♠	P	1 ♠	2 ♣
?			

<p>A)</p> <p>♠KQ6 ♥AQ63 ♦AT743 ♣8</p> <p>D)</p> <p>♠874 ♥AQ6 ♦AK74 ♣953</p>	<p>B)</p> <p>♠AQT7 ♥8 ♦AK974 ♣864</p> <p>E)</p> <p>♠AK ♥A874 ♦KT63 ♣953</p>	<p>C)</p> <p>♠K54 ♥A73 ♦AJ8642 ♣9</p> <p>F)</p> <p>♠A6 ♥K53 ♦AJT864 ♣J5</p>
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Maximal Doubles

- A **maximal double** is a type of cooperative **double** used when your side has found a major-suit fit in a competitive auction. It distinguishes major-suit game tries from competitive bids at the 3-level
- Maximal doubles are game try doubles.

<p>1)</p> <p>♠AQJ987 ♥2 ♦KJ2 ♣765</p>	<table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>N</th> <th>E</th> <th>S</th> <th>W</th> </tr> </thead> <tbody> <tr> <td>1 ♠</td> <td>2 ♥</td> <td>2 ♠</td> <td>3 ♥</td> </tr> <tr> <td>3 ♠</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	N	E	S	W	1 ♠	2 ♥	2 ♠	3 ♥	3 ♠			
N	E	S	W										
1 ♠	2 ♥	2 ♠	3 ♥										
3 ♠													
<p>2)</p> <p>♠AQJ987 ♥2 ♦KJ2 ♣A65</p>	<table border="1" style="width: 100%; text-align: center;"> <thead> <tr> <th>N</th> <th>E</th> <th>S</th> <th>W</th> </tr> </thead> <tbody> <tr> <td>1 ♠</td> <td>2 ♥</td> <td>2 ♠</td> <td>3 ♥</td> </tr> <tr> <td>Dbl</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	N	E	S	W	1 ♠	2 ♥	2 ♠	3 ♥	Dbl			
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1 ♠	2 ♥	2 ♠	3 ♥										
Dbl													

Other Doubles

- There are many other doubles (Snapdragon, Card-Showing, Lead-Directing, and on and on). For now, the most important thing I can say is that almost all doubles on the 1- and 2-level should NOT be for penalty. When in doubt, assume a low-level double is anything but a PENALTY double.