
DOUBLES

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Special Doubling Situations

Part 1 - Takeout or Penalty

1D	X (you)	2D	Pass
2	X	3D	Pass
Pass	X		

Principle - A double is takeout unless you have heard from Partner.

Special Situation:

X
AQxx
KJxx
AJTx

1D	Pass(you)	1S	Pass
1N	X		

Takeout, short spades.

Part 2 - Which hands merit a Double

1S	Pass(you)	2S	Pass
3S	Pass	4S	Pass
Pass	?		

- A) xx
AKx
KQxx
Qxxx
- B) QJT9
xxx
xxx
xxx
- C) Qxx
KJX
KQxxx
Kx

Principle-Trumps make good doubles, high cards do not (Walter the Walrus Doubles). Listen to the auction and determine what is going on.

Part 3 - Never Double the only contract you can set.

xxx
JT8xx
Qxx
Jx

1H	Pass(you)	2C	Pass
2D	Pass	2H	Pass
4N	Pass	5H	Pass
6H	X	Pass	Pass

6N Oops!
Making!

Part 4 - Principle -In Balancing Seat strain to reopen with a Double with any ordinary hand.

1H (you)	1S	Pass	Pass
?			

- A) x
Kxxxx
QJxx
AKX
- B) X
AQxxx(x)
KQxx(x)
Ax
- C) -
AKxxxx
x
AQJxxx

A hand partner cannot be expecting. You can't even lead a trump through.

Part 5 - The Maximal Double

1S (you)	2H	2S	3H
?			

Is 3S competitive or a game try?

Part 6 - Equal Level Conversion

1H	X (you)	Pass	2C
Pass	2D		

(2D does not show extras)

Part 7 - Double for pleasure, double for fun. But don't make a close double when you're under the gun!

Pass	Pass	1D	1H
2D	3H	Pass	4H
Pass	Pass	X	All pass

Your heart holding was KJ95

Dummy had 8xxx Declarer had AQT6.
Making 4 after Declarer rode the 8!

Part 8 - A Little Fun (The Striped Tailed Ape Double)

Qxx
-
Q
JT9xxxxxx

1H	Pass	3H	Pass
4N	Pass	5H	X

Making 7, and you get a top!