

All About Doubles



2023: Workshop #4

All About Doubles

with Tom Snow



Time for a Joke

“Where’s your bicycle?” I asked the Vicar, because it was the first time I’d seen him walk in 10 years!

“Don’t know, he replied. “I think it might have been stolen, but I will get it back on Sunday. At my next sermon, I will go through the Ten Commandments, and when I get to ‘thou shalt not steal’, God will sort it out. I’ve got faith.”

The following week, sure enough, he was riding the bike again. So, I asked him if all went according to plan, and he replied, “I got as far as ‘thou shalt not commit adultery’ ... then I suddenly remembered where I left the bike!”

Pass quickly. There's no easy way to enter the auction.

Doubles

NOBODY KNOWS
THE DOUBLES
I'VE SEEN...



- **Penalty Doubles:** Are made at a higher level (but NOT over the opponents' pre-empts) to tell your partner you can defeat the opponents' contract. You get extra points for beating them, but they get extra points if they make it.

1H – P – 2H – P

It's your bid with: ♠A74 ♥AJ92 ♦A2 ♣10973

4H – ???

Holding at least 4 defensive tricks, you should double.

- **Takeout Doubles:** Are made over the opponents' pre-empts or at the lower levels (**1, 2 or 3 levels**). You are asking your partner to bid one of the unbid suits.

- If you are getting your side into the auction, it shows at least overcall values and 3 or more of the unbid suits:

1D – Dbl*

♠KQJ4 ♥AJ5 ♦42 ♣J963

1H – P – P – Dbl*

♠AQ43 ♥6 ♦K732 ♣KJ82

1C – P – 1S – Dbl*

♠A3 ♥KQ97 ♦QJ93 ♣542

- Sometimes your partner has opened the auction.

1D – 1H – Dbl*

♠KJ94 ♥A52 ♦42 ♣9863

This is called a Negative Double and shows the other two unbid suits, or at least the unbid major.

You could also be holding:

♠KJ94 ♥A52 ♦9842 ♣63



Take-out or Penalty Double?

East couldn't make a take-out double the 1st time without ♥'s.

1)

| | North | East | South | West |
|----------|--------|-------|-------|------|
| Take-out | 1C | Dbl | | |
| East | ♠KQ106 | ♥AQ54 | ♦Q43 | ♣87 |

2)

| | North | East | South | West |
|----------|--------|------|-------|------|
| Take-out | 1C | Pass | 1H | Dbl |
| West | ♠KQ106 | ♥A54 | ♦AJ43 | ♣87 |

For the 2 unbid suits.

3)

| | North | East | South | West |
|---------|-------|-------|-------|------|
| Penalty | 3H | Pass | 4H | Pass |
| | Pass | Dbl | | |
| East | ♠Q107 | ♥AKJ5 | ♦A943 | ♣85 |

East had a chance to make a take-out double already.

4)

| | North | East | South | West |
|----------|-------|-------|-------|-------|
| Take-out | 1S | Pass | Pass | Dbl |
| West | ♠6 | ♥AQ54 | ♦A943 | ♣K987 |

Only 10⁺ HCPs need in the pass-out seat.

5)

| | North | East | South | West |
|----------|--------|------|-------|-------|
| Take-out | 3H | Dbl | | |
| East | ♠AQ106 | ♥6 | ♦KQ43 | ♣A874 |

6)

| | North | East | South | West |
|----------|--------|------|-------|-------|
| Take-out | 1D | Pass | 1H | Pass |
| | 2H | Dbl | | |
| East | ♠AQ107 | ♥A5 | ♦K93 | ♣J852 |

7)

| | North | East | South | West |
|----------|-------|-------|-------|-------|
| Take-out | 3S | Pass | 4S | Dbl |
| West | ♠6 | ♥AQ94 | ♦AK43 | ♣KQ87 |

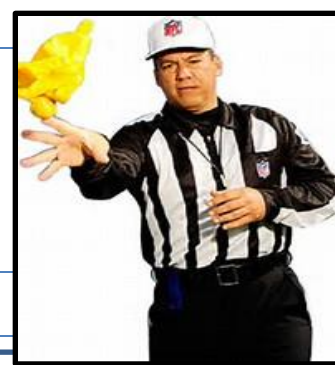
West has NOT had a chance to make a take-out double yet.

8)

| | North | East | South | West |
|----------|-------|-------|-------|-------|
| Take-out | 1D | Pass | 3D* | Dbl |
| | ♠KQJ6 | ♥AO94 | ♦3 | ♣K987 |

Weak. Inverted Minors.

Take-out or Penalty Double? (Cont'd.)



East can convert to penalties with good hearts by passing.

8)

| | North | East | South | West |
|----------|-----------------------|------|-------|------|
| Take-out | 3H | Pass | Pass | Dbl |
| West | ♠KQ106 ♥4 ♦KQ43 ♣AJ87 | | | |

9)

| | North | East | South | West |
|----------|----------------------|------|-------|------|
| Take-out | 2H | Pass | 3H | Dbl |
| West | ♠KQ86 ♥4 ♦AQ43 ♣KQ87 | | | |

10)

| | North | East | South | West |
|----------|-----------------------|--------------|-------------|-------------|
| Take-out | Pass 1S | Pass Pass | 1C Pass* | Pass Dbl |
| West | ♠107 ♥AKJ5 ♦A943 ♣Q85 | | | |

Take-out double without ♠'s.

11)

| | North | East | South | West |
|----------|----------------------|------|-------|------|
| Take-out | 1C | Pass | 1NT | Dbl |
| West | ♠KQ76 ♥AQ54 ♦A943 ♣7 | | | |

12)

| | North | East | South | West |
|---------|----------------------|-------------------|-------------|----------|
| Penalty | 1D 3C 4C | 1S Pass Dbl | 1NT Pass | 2S 3S |
| East | ♠J9862 ♥A5 ♦K3 ♣AQJ9 | | | |

13)

| | North | East | South | West |
|----------|----------------------|-----------|-------|------|
| Take-out | 2C | 1S Dbl | Pass | Pass |
| East | ♠AQ963 ♥AK75 ♦AQ3 ♣9 | | | |

With extra values.

14)

| | North | East | South | West |
|----------|----------------------|------------|-------------|------|
| Take-out | Pass | 1S Pass | Pass Dbl | 2S |
| South | ♠763 ♥AK75 ♦KJ3 ♣K98 | | | |

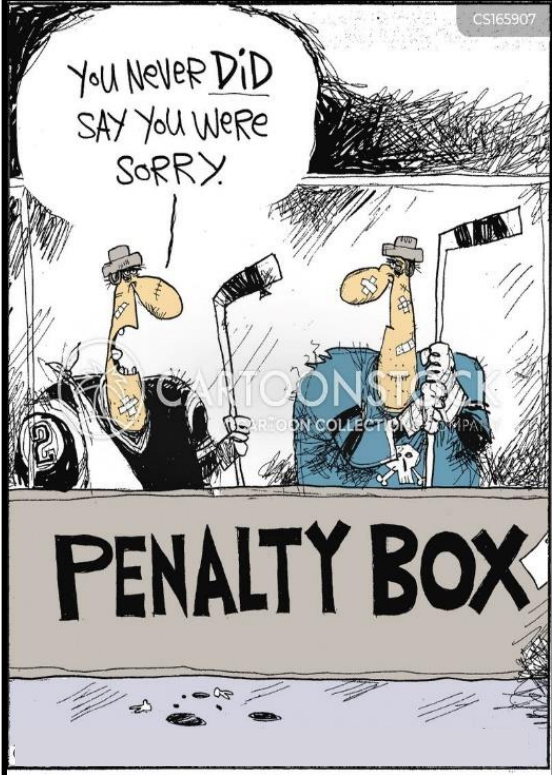
If they have a fit, so do we, but I was afraid to bid Vul. the 1st time.

*Opened light.

Penalty Doubles

It's important that you double the opponents when they bid over the games you bid intending to make.

But how do you know if you can beat them? And if they have a good Sacrifice, maybe you can make one more.



Suppose you've bid 4H vulnerable to make, and the opponents bid 4S not vulnerable.

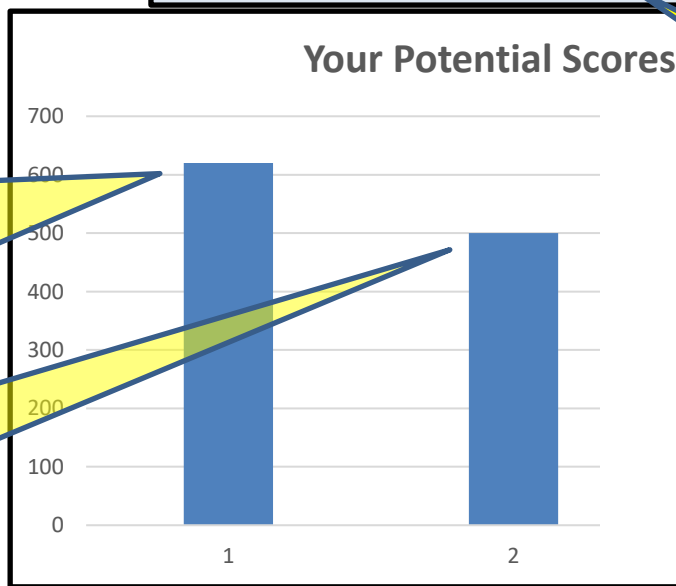
Do you double them or bid 5H?

There's an old saying in bridge:

"If you've never had the opponents make a contract that you've doubled, you're not doubling often enough."

#1) You receive +620 for making 4H Vul., or +650 if you make 5H.

#2) You may get only +500 for beating them 3 doubled, Not Vul.



This question can best be answered by using the Law of Total Tricks (another lesson).

Special Take-out Doubles



Take-out doubles usually get a partnership into the auction for the first time, unless an Opener re-enters the auction with a double.

14)

| North | East | South | West |
|-------|------|-------|------|
| 1D | Pass | Pass | 1S |
| Dbl | | | |

North ♠9 ♥AQ95 ♦AKJ3 ♣AJ75

North has enough values to compete, even though his partner has very little.

When you want to overcall a long suit but you have 18+ HCPs, start with a double, then bid your suit.

15)

| North | East | South | West |
|-------|------|-------|------|
| 1D | ??? | | |

East ♠KQ9 ♥AKJ1095 ♦3 ♣AJ9

East should start with a double, then bid ♥'s.

Takeout Doubles Quiz



Don't practice till you get it right! Practice till you can't get it wrong!

| | | | |
|--------------|-------------|--------------|-------------|
| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
| | 1C | ??? | |

And then bid ♥'s next.

| | | | | | |
|--------|-----------|----------|---------|-----|-----|
| SOUTH: | 1) ♠K9 | ♥AKQ1097 | ♦AQJ5 | ♣3 | Dbl |
| | 2) ♠AQ10 | ♥K952 | ♦Q1083 | ♣62 | Dbl |
| | 3) ♠QJ103 | ♥AJ | ♦KQ1087 | ♣52 | 1D |

| | | | |
|--------------|-------------|--------------|-------------|
| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
| | 1S | ??? | |

| | | | | | |
|--------|---------|--------|--------|-------|------|
| SOUTH: | 1) ♠4 | ♥AQ107 | ♦QJ52 | ♣A983 | Dbl |
| | 2) ♠AJ7 | ♥KQ52 | ♦Q83 | ♣Q62 | Pass |
| | 3) ♠A3 | ♥K976 | ♦Q1087 | ♣982 | Pass |

Not enough shape.

Not enough HCPs.

Another Joke

Made banana bread
for the first time



Not alertable, but must be marked on your convention card.

Partner is usually not allowed to pass.

Negative Doubles



Negative Double - made when it's your first bid, your partner has opened the auction and the opponent on your right (RHO) overcalls or jump overcalls.

- Shows the 2 unbid suits, or at least the unbid major.
- Can be played to as high a level as you agree with partner.
- You must have enough HCPs for the level you're forcing to.

North **East** **South**

6+ for the 1 and 2 levels, 9+ for the 3 level, 12+ for the 4 level.

| | | | | |
|-------------------|-------|--------|--------|-------|
| 1) 1D – 1H – Db1* | ♠K984 | ♥AJ52 | ♦2 | ♣J963 |
| 2) 1H – 1S – Db1* | ♠K64 | ♥2 | ♦A7624 | ♣Q872 |
| 3) 1C – 1S – Db1* | ♠K75 | ♥AJ952 | ♦4 | ♣9763 |
| 4) 1C – 1D – Db1* | ♠K862 | ♥A952 | ♦8 | ♣8652 |
| 5) 1C – 3H – Db1* | ♠KQ62 | ♥92 | ♦9753 | ♣AQ2 |

Too weak to bid 2D.

Too weak to bid 2H.

Shows both majors and 6+ HCPs.

Just enough HCPs.

Negative Doubles (Cont'd)



**TAKE-OUT DOUBLES ARE MADE BY OVERCALLERS.
NEGATIVE DOUBLES ARE MADE BY RESPONDERS.**

A)

| | <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|------|-----------------------|-------------|--------------|-------------|
| | | 1C | 1H | Dbl* |
| West | ♠QJ107 ♥J5 ♦A943 ♣875 | | | |

* Shows 4 ♠'s and either ♦'s or ♣ support.

B)

| | <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|------|-----------------------|-------------|--------------|-------------|
| | | 1C | 1H | 1S* |
| West | ♠Q10762 ♥75 ♦A43 ♣Q95 | | | |

* Shows 5+ spades.

C)

| | <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|------|----------------------|-------------|--------------|-------------|
| | Pass | 1D | 1S | Dbl* |
| West | ♠Q7 ♥AJ543 ♦Q943 ♣85 | | | |

* Shows 4+ ♥'s

* If partner bids ♣'s, correct back to ♦'s .

D)

| | <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|------|-----------------------|-------------|--------------|-------------|
| | | 1C | 1D | Dbl* |
| West | ♠K1073 ♥AJ84 ♦AQ3 ♣85 | | | |

* Shows 4+ in each major

Yes, you can also do it with more HCPs.

E)

| | <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|------|-----------------------|-------------|--------------|-------------|
| | | 1D | 2C | Dbl* |
| West | ♠QJ107 ♥K865 ♦K43 ♣85 | | | |

* Shows 4+ in each major

Weak jump overcall (pre-empt)

F)

| | <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|------|----------------------|-------------|--------------|-------------|
| | | 1H | 2S | Dbl* |
| West | ♠53 ♥5 ♦AQ943 ♣KJ853 | | | |

* Shows the other 2 suits and 9+ HCPs

Negative Doubles (Cont'd)



1) So how do we penalize RHO for overcalling if we want to?

North East You

1D – 2S – ??? ♠KJ94 ♥K5 ♦1065 ♣K963

Pass. Partner should reopen with a Dbl if short in RHO's suit. Then you pass.

2) What if I only have one of the unbid majors?

North East You

1C – 1D – ??? ♠K4 ♥KJ95 ♦1065 ♣Q963

Bid 1H. It only promises 4+ ♥'s. Some pairs play this bid as forcing one round; most don't.

3) What does this show?

North East You

1C – 1H – 1S*

* 5+ spades. You would make a Negative Dbl with only 4.

Responding to a Negative Double

Response

1)

| North | East | South | West |
|-------|------|-------|------|
| 1C | 1S | Dbl* | Pass |
| ??? | | | |

| North | | | |
|------------|-----|-----|--------|
| ♠KJ42 | ♥43 | ♦K2 | ♣AQ642 |
| 1NT | | | |

2)

| North | East | South | West |
|-------|------|-------|------|
| 1H | 2C | Dbl* | Pass |
| ??? | | | |

| North | | | |
|-----------|--------|-----|------|
| ♠AQ4 | ♥AK542 | ♦43 | ♣972 |
| 2S | | | |

3)

| North | East | South | West |
|-------|------|-------|------|
| 1D | 2C | Dbl* | Pass |
| ??? | | | |

| North | | | |
|-----------|------|----------|----|
| ♠A84 | ♥Q72 | ♦AKJ1082 | ♣4 |
| 2D | | | |

4)

| North | East | South | West |
|-------|------|-------|------|
| 1S | 2C | Dbl* | Pass |
| ??? | | | |

| North | | | |
|------------|------|------|-----|
| ♠AKJ42 | ♥A92 | ♦AK4 | ♣43 |
| 3C* | | | |

Cue bid to explore. With 5+ ♥s, South will bid 3H.

Rebids by the Doubler



1)

| North | East | South | West |
|-------|------|-------|------|
| 1C | 1D | Dbl* | Pass |
| 2C | Pass | ??? | |

South

♠K1098 ♥A86543 ♦72 ♣2

2H

2)

| North | East | South | West |
|-------|------|-------|------|
| 1D | 2C | Dbl* | Pass |
| 2NT | Pass | ??? | |

South

♠AQ74 ♥K754 ♦6542 ♣5

3D

3)

| North | East | South | West |
|-------|------|-------|------|
| 1H | 2D | Dbl* | Pass |
| 2H | Pass | ??? | |

South

♠AJ94 ♥Q2 ♦A52 ♣9876

3H

Invite to game.

4)

| North | East | South | West |
|-------|------|-------|------|
| 1D | 1S | Dbl* | Pass |
| 2D | Pass | ??? | |

South

♠972 ♥AK84 ♦K4 ♣K976

2S*

A cue bid says, "Pard, we have enough for game. Keep bidding."

If pard bids 2NT, bid 3NT.

Responsive Doubles



Take-out Doubles are made by overcallers.
 Negative Doubles are made by responders.
 Responsive Doubles are made by responders.

A Negative Double is made by a responder **after his partner has opened the bidding** in a suit and RHO bids a new suit (see below).
 A Responsive Double is made by a responder **after his partner overcalls or makes a Take-out Double**, and RHO raises opener's suit.

* Showing BOTH majors and 8+ HCPs.

NEGATIVE DOUBLES

1)

| | North | East | South | West |
|------|--------------------------------|-------|-------|------|
| | Pass | 1C | 2D | ??? |
| | Also applies over opp's jumps. | | | |
| West | ♠Q1097 | ♥AJ53 | ♦Q43 | ♣85 |

Dbl*

West

If partner bids ♣'s, correct back to ♦'s.

2)

| | North | East | South | West |
|------|-------|-------|-------|------|
| | Pass | 1D | 1S | ??? |
| West | ♠Q107 | ♥AJ53 | ♦Q943 | ♣85 |

Dbl*

West

* Showing the two unbid suits.

RESPONSIVE DOUBLES

A)

| | North | East | South | West |
|------|-------|-------|-------|--------|
| | 1D | 1S | 2D | ??? |
| West | ♠3 | ♥KJ92 | ♦A5 | ♣J9764 |

Dbl*

West

Partner, what suit do you like?

B)

| | North | East | South | West |
|------|-------|-------|-------|------|
| | 1D | Dbl | 5D | ??? |
| West | ♠K873 | ♥KJ62 | ♦A5 | ♣AJ4 |

Dbl*

West



Time for Mentored Play

Hand #1

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| Pass | 1H | Dbf | 2H |
| 2S | Pass | Pass | 3H |
| Pass | Pass | 3S | Pass |
| Pass | Pass | | |

Not because South has extra HCPs, but because he has 4 ♠'s instead of 3 and a singleton ♥.

Vul: None

Best Lead: 6♦

West
 ♠ J52
 ♥ Q76
 ♦ 63
 ♣ A8765

North
 ♠ K1098
 ♥ 10854
 ♦ Q975
 ♣ Q

East
 ♠ 73
 ♥ AKJ93
 ♦ A82
 ♣ J102

South
 ♠ AQ64
 ♥ 2
 ♦ KJ104
 ♣ K943



After a ♦ lead, South must draw trumps to avoid ruffs. He takes 5 ♠'s, 3 ♦'s and 1 ♣ trick, making 3S (+140).
 E/W make 2H (+110) only, torn between avoiding a ♣ ruff and ruffing a ♦ in dummy. If they compete to 4H, E/W MUST double them!

Hand #2



Responsive Double
– pick an unbid suit,
partner.

**Weak Jump in
competition.**

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | 1C | Dbl | 3C* |
| Dbl* | Pass | 3S | Pass |
| Pass | Pass | | |

Vul: N/S

Best Lead: J♣

West
 ♠ 76
 ♥ K864
 ♦ 109
 ♣ J10953

North
 ♠ AK103
 ♥ Q973
 ♦ J74
 ♣ 86

East
 ♠ Q54
 ♥ 105
 ♦ K83
 ♣ AKQ72

South
 ♠ J982
 ♥ AJ2
 ♦ AQ652
 ♣ 4

Rather than taking a stab at which suit to bid, North makes a Responsive Double, asking his partner to bid an unbid suit. N/S make 3S (+140) or 3D (+110), but not 3H.

E/W make 2C (+110) only. If they compete to 4C, E/W MUST double!

Hand #3

* Weak Jump
Overcall (like a
Weak Two Opener).



| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | | 1D | 2H |
| Pass | Pass | Dbl* | Pass |
| Pass | Pass | | |

North
 ♠ 102
 ♥ KJ964
 ♦ Q52
 ♣ J94

North converts the
double to penalties
by passing.

* Take-out
Double – does
not promise
extra HCPs.

West
 ♠ 875
 ♥ AQ10853
 ♦ 84
 ♣ K2

East
 ♠ KQ43
 ♥ 2
 ♦ J1096
 ♣ A1085

Vul: E/W

Best Lead = 2♦

South
 ♠ AJ96
 ♥ 7
 ♦ AK73
 ♣ Q763

N/S probably make 1NT (+90) but
will set 2Hx (Vul.) at least 3 tricks
for +800).

Take-out Double - shows extra HCPs, since South is known to have less than 6 HCPs.

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | | | Pass |
| 1D | Pass | Pass | 1H |
| Dbl | 2H | 2S | Pass |
| Pass | 3H | 3S | Pass |
| Pass | Pass | | |

Hand #4

North
 ♠ KQ43
 ♥ 8
 ♦ KQJ93
 ♣ AK8



East
 ♠ A75
 ♥ K1076
 ♦ 64
 ♣ QJ63

Vul: Both

Best Lead = 7♣

West
 ♠ 82
 ♥ AQ532
 ♦ A1075
 ♣ 75

South
 ♠ J1096
 ♥ J94
 ♦ 82
 ♣ 10942

South should compete in ♠'s, knowing his partner has 16-19 HCPs. East should bid 2H with a 9-card fit. North should compete to 3S with 4 ♠'s in his hand. N/S make 3S. E/W make 3H (+140).

Anyone bidding at the 4-level should be doubled for penalties.

Hand #5

Doubling, then bidding your own suit shows 5+ ♥'s and < 10 HCPs.



| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| 1D | 1S | Dbl | Pass |
| 1NT | Pass | 2H | Pass |
| Pass | Pass | | |

North
 ♠ Q92
 ♥ A75
 ♦ KQ85
 ♣ K102

Vul: N/S

West
 ♠ 103
 ♥ 10
 ♦ 9764
 ♣ AQ8764

Best Lead = 10♠

East
 ♠ AKJ76
 ♥ 864
 ♦ A103
 ♣ 95

South
 ♠ 854
 ♥ KQJ932
 ♦ J2
 ♣ J3

N/S lose 3 ♠'s, 1 ♦, and 1 ♣, making 2H (+110).
 E/W make 1S (+80) or 2C (+90). Doubling 2S or 3C is very hard.

***Negative Double:**
 showing a 4-card ♠ suit.
 With 5+ ♠'s, bid 1S.

Hand #6

I spent 30 minutes talking to them to learn more about their culture until the barman told me they were umbrellas..



| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | Pass | 1C | 1H |
| Dbl | Pass | 1NT | Pass |
| 2NT | Pass | 3NT | Pass |
| Pass | Pass | | |

North
 ♠ AJ95
 ♥ 107
 ♦ K102
 ♣ K1073

Vul: E/W

Best Lead: K♥

West
 ♠ Q74
 ♥ KQ532
 ♦ A74
 ♣ Q9

East
 ♠ 1083
 ♥ 986
 ♦ Q9865
 ♣ 84

South
 ♠ K62
 ♥ AJ4
 ♦ J3
 ♣ AJ652

With West's overcall, South should have no problem locating the key missing high cards after taking the opening lead.

N/S will most likely wind up with 11 tricks in 3NT (+460).

Hand #7

***Negative Double:** showing both minors and enough HCPs to play at the 3-level.

6 ♠'s and 6-10 HCPs.

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | | 1H | 2S |
| Dbf | 2S | 3C | Pass |
| Pass | 3S | Pass | Pass |
| 4C | Pass | Pass | Pass |

Vul: Both

Best Lead: A♠

West
 ♠ **A**J10764
 ♥ 63
 ♦ 86
 ♣ A85

North
 ♠ K9
 ♥ 8
 ♦ A10432
 ♣ QJ942

South
 ♠ 82
 ♥ AK952
 ♦ K9
 ♣ K763



East

♠ Q53
 ♥ QJ1074
 ♦ QJ75
 ♣ 10

N/S will make only 4C, because drawing trumps leaves one ♦ loser, and ruffing out the ♦'s will lead to one overruff (+130).

If E/W bid 4S, it can be doubled for down two (+500).

North must pass over 1D
without ♠'s but can make a
Take-out Double later.

Hand #8



| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | | | 1D |
| Pass | 1S | Pass | 2S |
| Dbl | Pass | 3H | Pass |
| Pass | 3S | Pass | Pass |
| Pass | | | |

North
 ♠ A3
 ♥ KQ104
 ♦ K96
 ♣ J983

East
 ♠ KQ102
 ♥ 872
 ♦ 10432
 ♣ K4

West
 ♠ J765
 ♥ J3
 ♦ AQJ7
 ♣ A62

Vul: None

Best Lead: 5♠

South
 ♠ 984
 ♥ A965
 ♦ 85
 ♣ Q1075

Without a ♣ ruff, N/S will
make 3H (+140).

E/W will make 3S (+140).

If N/S bid 4H, E/W must
double.

*Negative Double:
showing 4+ ♥'s and
6+ HCPs.

Looking for a ♠
stopper to play in NT.

Hand #9



| North | East | South | West |
|-------|------|-------|------|
| 1D | 1S | Dbl* | Pass |
| 2D | Pass | 2S | Pass |
| 2NT | Pass | 3NT | Pass |
| Pass | Pass | | |

North
♠ K53
♥ 62
♦ AQJ983
♣ A3

Vul: E/W

West
♠ 107
♥ J10753
♦ 75
♣ 10862

East
♠ AQJ82
♥ K8
♦ 1042
♣ Q97

Best Lead: J♥

South
♠ 964
♥ AQ94
♦ K6
♣ KJ54

The cue bid of the opponents' suit was crucial to getting to 3NT, after no ♥ fit was found. N/S make at least 5NT (+460). E/W make nothing.

Hand #10

***Feature Asking Bid.**

Weak Two Bid.

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | 1D | Dbl | Pass |
| 1S | Pass | 2H | Pass |
| 3H | Pass | 4H | Pass |
| Pass | Pass | | |

North
 ♠ A1086
 ♥ Q5
 ♦ 943
 ♣ 9762

Vul: Both

Best Lead: Q♠

West
 ♠ **Q**J75
 ♥ 106
 ♦ Q1076
 ♣ 1043

East
 ♠ K432
 ♥ J9
 ♦ AKJ52
 ♣ J5

South
 ♠ 9
 ♥ AK87432
 ♦ 8
 ♣ AKQ8



With a 7-card ♥ suit, South should bid 4H. N/S make 6H (+680).

E/W make only 1S (+70). 4Sx goes down 3 (-800) and may push N/S into a slam.

Help Suit Game Try (not alertable): inviting to game in ♥'s, asking for help in ♦'s.

Hand #11



| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | | Pass | 1H |
| Pass | 2H | Pass | 3D |
| Pass | 4H | Pass | Pass |
| Dbl | Pass | Pass | Pass |

Penalty Double.

South must fight the urge to bid 4S.

North
 ♠ A2
 ♥ AQ108
 ♦ J43
 ♣ QJ74

Vul: None

Best Lead: A♠

West
 ♠ KJ
 ♥ KJ932
 ♦ Q972
 ♣ AK

East
 ♠ Q6
 ♥ 7654
 ♦ AK10
 ♣ 10852

South
 ♠ 10987543
 ♥ ---
 ♦ 865
 ♣ 963

West invites to game, and East accepts, with great ♦'s and good HCPs. North's double is for penalties, since he already had a chance to make a Take-out Double. E/W go down 2 (-300).

Rule of 2 and 3: NVul., with 7 losers, overbid by 3 tricks.

Hand #12

| North | East | South | West |
|-------|------|-------|------|
| | | | 3S |
| Dbl | 4S | Dbl* | Pass |
| 5C | Pass | 6C | Pass |
| Pass | Pass | | |

**Responsive Double:
Partner, pick an unbid suit.**

North
 ♠ 7
 ♥ AK10
 ♦ AJ97
 ♣ KQ853



Vul: N/S

Best Lead: K♠

West
 ♠ ~~K~~QJ6532
 ♥ 54
 ♦ 4
 ♣ 942

East
 ♠ 10984
 ♥ J932
 ♦ Q1052
 ♣ 7

South
 ♠ A
 ♥ Q876
 ♦ K863
 ♣ AJ106

**N/S make 6C only (+1370).
E/W go down 4 in 6Sx (-800).**

But if N/S bid 7C or 7NT, will E/W also take the 7S sacrifice for -1100? Quite often.

Negative Double:
 showing both majors.

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| 1C | 1D | Dbl* | Pass |
| 2C | Pass | 2H | Pass |
| Pass | Pass | | |

Showing 4 ♠'s and
 longer ♥'s – drop dead.

Vul: Both

Best Lead: 2♦

West
 ♠ Q865
 ♥ Q53
 ♦ 972
 ♣ 1052

Hand #13

North
 ♠ 92
 ♥ K8
 ♦ K63
 ♣ AKJ983

East
 ♠ AJ4
 ♥ J6
 ♦ AQ1054
 ♣ Q76

South
 ♠ K1073
 ♥ A109742
 ♦ J8
 ♣ 4

N/S make 3H (+140).

E/W make nothing.



Hand #14

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | Pass | 1C | 1D |
| 1H | Pass | 2H | Pass |
| Pass | Pass | | |

Just bid as if the opponent hadn't overcalled. A double would show BOTH majors.

Vul: None

Best Lead: 7♦

West
♠ Q1043
♥ J7
♦ AKJ62
♣ Q9

North
♠ A92
♥ K983
♦ 10943
♣ J3

South
♠ J87
♥ A1052
♦ Q8
♣ AK42

East
♠ K65
♥ Q64
♦ 75
♣ 108765

N/S make 2H (+110). They need to compete, since E/W make 1D (+70).



Hand #15



| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| | | 1C | 3H |
| Dbl | Pass | 3S | Pass |
| Pass | Pass | | |

Negative Double: showing 4+ ♠'s and enough to compete at the 3-level.

Vul: N/S

West
 ♠ 105
 ♥ AQJ10963
 ♦ 105
 ♣ J9

6+ HCPs for the 1 and 2 levels, 9+ HCPs for the 3 level, 12+ HCPs for the 4 level.

East
 ♠ J64
 ♥ 54
 ♦ AKQ84
 ♣ 876

Best Lead: 10♦

South
 ♠ A872
 ♥ K2
 ♦ J2
 ♣ KQ542

3S by N/S (+140) can be beat if East takes the opening ♦ lead and plays a ♥, but what if the 10♦ is a singleton?
 E/W make 3H (+140), so might sacrifice in 4Hx against the 3S partscore (-100).

**Negative Double: showing
4+ ♥'s and 7+ HCPs.**

| <u>North</u> | <u>East</u> | <u>South</u> | <u>West</u> |
|--------------|-------------|--------------|-------------|
| 1S | 2C | Dbl* | Pass |
| 3C* | Pass | 3H | Pass |
| 4H | Pass | Pass | Pass |

**Cue bid the opponents'
suit to force partner.**

Vul: E/W

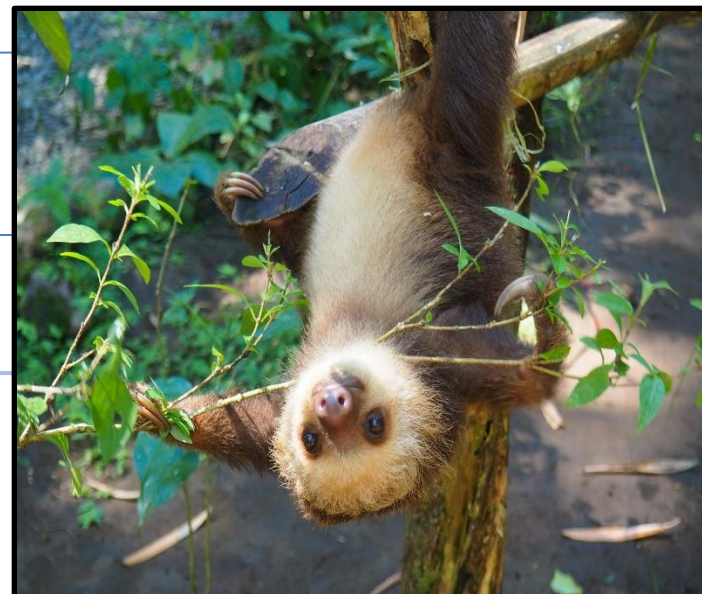
Best Lead: 4♣

West
 ♠ 876
 ♥ 1065
 ♦ 9765
 ♣ 654

Hand #16

North
 ♠ AKJ32
 ♥ A73
 ♦ AK2
 ♣ 83

South
 ♠ 5
 ♥ KJ9842
 ♦ 843
 ♣ K92



East
 ♠ Q1094
 ♥ Q
 ♦ QJ10
 ♣ AQJ107

**N/S belong in 4H but make 6H
(+980).**

E/W make nothing.