Doubles, Doubles, and Doubles

By Neil H. Timm

The back of the General Convention Card (GCC) contains a section entitled **SPECIAL DOUBLES.** In this Bridge Bit, we review each of the terms listed.

Negative Double: Responder's double after partner opens the bidding and RHO makes a natural overcall in a suit, not NT. It allows the responder to take an action with many hands that lack the strength or suit length to make a natural bid. Many play these doubles through only 3^A; however, experts have no limit since the opponents may be trying to steal a bid at the 5-level!

Responsive Double: A double used for takeout after partner has made a takeout double or a simple suit (not NT) overcall, and right-hand opponent has raised the suit bid by opener. Example: Bid, takeout double, bid, responsive double. Usually played only through 2As. All players who use responsive doubles use them after a takeout double, but not all players use them when partner's first bid is an overcall to show the other two suits.

Support Double/Redouble: The use of a double of an enemy suit bid to show three card support for partner's suit. Example: $1 \blacklozenge Pass 1 \lor 2 \clubsuit$ double. The double shows 3-card support for hearts. A bid of $2 \lor s$ shows four-card support. Usually played through $2 \lor s$, not $2 \blacklozenge s$.

Minimum Off-shape Take-out Double: Usually requires 12-14 points and 4333 distributions; something like &KQ2 \lor AQ54 &K98 &765 when not vulnerable after an opening 1& bid. Or, perhaps holding: &AJ109 \lor Q105 &K43 &QJ2, vulnerable after a second seat 1 \blacklozenge opening bid on your right.

Cooperative Double: Also called Competitive Doubles. Double of a low level suit contract (usually 2, not 3) after partner has already bid or doubled, shows values necessary to compete but no clear-cut bid.

Maximal Double: A double of a three level bid that asks partner to bid game; example: $1 \ge 2 \le 3 \le 3 \le X$ =maximal double. The double asks partner to bid $3 \le 0.05$ with a minimum and $4 \le 0.05$ with a maximum. If you merely compete by bidding $3 \le 0.05$, partner may take the bid as only competitive.

Card-showing doubles is another way of saying Do Something Intelligent. In general, unless there is a partnership rule stating that a double is for penalties, then it is not for penalties.

Snapdragon Doubles, Rosenkrantz Doubles & Re-Doubles, and Equal Level Conversion Doubles with Hess Cue bids are discussed are discussed on my web site www.bridgewebs.com/ocala.