

## DOUBLES

### TAKEOUT DOUBLE

Immediate position or if partner has passed.

- Opening hand – support other 3 suits – Ideal hand.
- At least 3 – 4 in major suits, preferably 4 – 4.
- Forcing unless opponent bids.
- Double of one major should promise 4 in the other major.

Example: RH Opponent Opens    Your bid  
                    1D                      Double (with)    KQxx  
  QJxx  
  x  
  AJxx

### Responses to Takeout Doubles

Since Takeout Doubles are forcing to responder, with 10 or more points, you must make a jump bid or a cue bid of opponent's suit.

Examples:    1C - Double - P - 2S    with    Axxxx  
  Kxx  
  QJx  
  xx

                    1D - Double - 2D - 2H    with    Jxx  
  Kxxxx  
  x  
  KJxx

Chose major suit over minor to make a free bid. The above 2H bid is an example of a free bid since the intervening 2D bid removed the force.

As partner of the opening bidder, **REDOUBLE with 10 or more HCP.**

### PATTERN TAKEOUT DOUBLE

After opponent bids 2 suits:    Double asking for unbid suits. (Forcing)

Bidding: 1H – P – 2C – Double with    AQJxx  
  x  
  KQxxx  
  xx

PENALTY DOUBLE - means, "I think I can set this contract." If you always set opponents when you double, you are not doubling often enough.

BALANCING or REOPENING DOUBLE - When you are in passout position you can double with less than an opening hand, with the right shape.

## ***SQUEAK'S GUIDELINES***