

Penalty Doubles													
<p>♠ 4 ♥ A K J 9 3 ♦ K 10 5 ♣ Q 10 8 4</p> <p>♠ 6 5 ♠ K J 10 3 2 ♥ 10 8 6 5 ♥ Q 4 ♦ J 4 ♦ A Q 7 2 ♣ A 9 7 6 5 ♣ J 2</p> <p>♠ A Q 9 8 7 ♥ 7 2 ♦ 9 8 6 3 ♣ K 3</p>	<p>Board 1 : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♥</td><td>1♠</td><td>Pass⁽¹⁾</td></tr><tr><td>Pass</td><td>X</td><td>All pass</td><td></td></tr></table> <p>1 <i>Hoping partner will re-open with a double</i></p> <p>Modern bidding puts much store on takeout doubles. Had South doubled over East's 1♠ that would have been for takeout. In the context of partner's 1♥ opening bid it would show a generally flat hand with both minors and usually a doubleton heart. South might bid 1N over 1♠ to show the good spade holding but, with a fifth spade and a suit of some quality, passes, hoping North can back in with a double. North can make this call as a takeout bid. It shows a shortage in spades and support for the two unbid suits. The 5431 shape North holds is the archetype for this sort of bidding. South is able to play for penalties by converting the takeout double to penalties by the simple expedient of passing.</p> <p>East will be lucky to make five tricks (one spade, two diamonds [taking the winning finesse], a diamond ruff and ♣A) so North South are booked for a score of 300 or more. North South do not have the values for game so even plus 300 should be a very good result.</p>	West	North	East	South		1♥	1♠	Pass ⁽¹⁾	Pass	X	All pass	
West	North	East	South										
	1♥	1♠	Pass ⁽¹⁾										
Pass	X	All pass											

<p>♠ 9 7 6 5 ♥ J 9 6 3 ♦ 9 6 3 ♣ 5 3</p> <p>♠ A 8 2 ♠ K Q J 4 ♥ K 10 8 7 ♥ A 4 ♦ J 8 ♦ Q 10 7 5 2 ♣ Q 9 7 4 ♣ J 2</p> <p>♠ 10 3 ♥ Q 5 2 ♦ A K 4 ♣ A K 10 8 6</p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♦</td><td>1N⁽¹⁾</td></tr></table> <p>X⁽²⁾ All pass 1 15-18, decent diamond stop 2 Penalty (-oriented)</p> <p>Doubles of the opponents' no trump bids are for penalties. They are sometimes referred to as penalty-oriented because it's common to play that whilst no trumps are being penalised any double of a runout by the opposition to a suit is for takeout*. When partner opens at the one level and right hand opponent overcalls 1N, a double shows a hand with 10+hcps and generally no fit for partner (else you might raise partner).</p> <p>Over the double North, playing exit transfers (redouble for clubs, 2♣ for diamonds, etc.) has nowhere to go so passes. Even if he had a mechanism for wriggling into a major it wouldn't do him much good.</p> <p>Against 1Nx West leads ♦ J. Against best defence declarer will manage to make just four tricks (the aces and kings of the minor suits). In order to try for more tricks declarer should take the opening diamond and duck a club. Now if clubs are 3-3 there will be an additional two tricks. Alas the suit breaks 4-2 and declarer is back to square one ... just the four tricks.</p> <p><i>*that's a matter for partnership discussion. You may prefer to keep it simple and play that once the opponents are on the run all subsequent doubles are for penalty too.</i></p>	West	North	East	South			1♦	1N ⁽¹⁾
West	North	East	South						
		1♦	1N ⁽¹⁾						

<p>♠ K 10 9 8 6 ♥ 4 3 ♦ Q 6 3 ♣ A 9 6</p> <p>♠ 4 2 ♠ 5 3 ♥ A K Q 10 5 ♥ J 9 8 2 ♦ A K 4 ♦ 8 2 ♣ Q 4 2 ♣ K J 10 7 3</p> <p>♠ A Q J 7 ♥ 7 6 ♦ J 10 9 7 5 ♣ 8 5</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>1♠</td><td>2♥</td><td>3♠⁽¹⁾</td></tr><tr><td>4♥</td><td>4♠</td><td>Pass</td><td>Pass</td></tr><tr><td>X</td><td>All pass</td><td></td><td></td></tr></table> <p>1 Pre-emptive</p> <p>When one side has a clear majority of the points (say 23+hcps or more) either that side plays the contract or it should be exceedingly reluctant not to double the opponents. Since North South have favourable vulnerability and the boss suit (spades) they are able to outbid East West. West, with 18hcps and knowing partner to have some values for the 2♥ bid, has a decision as to whether to press on to 5♥ or to double. Given the balanced nature of the hand, and the poisonous doubleton spade, he should double. That's the right decision as 5♥ fails by one tricks, losing two spades and ♣A. 4♠ will make eight tricks. East may receive a diamond ruff but that will be at the expense of a club trick (both club losers now thrown from the North hand). If, however, the defence takes two hearts and switches to clubs, a club winner will be forthcoming but trumps will be drawn to negate the diamond ruff.</p> <p>Note that East West have found a fit so, in line with our exceptions, double is for penalties. This interpretation also agrees with our exception that we use penalty doubles when the opponents bid on over our game bid.</p>	West	North	East	South	1♥	1♠	2♥	3♠ ⁽¹⁾	4♥	4♠	Pass	Pass	X	All pass		
West	North	East	South														
1♥	1♠	2♥	3♠ ⁽¹⁾														
4♥	4♠	Pass	Pass														
X	All pass																
<p>♠ Q ♥ 7 6 5 4 ♦ 7 5 4 3 ♣ A 7 4 2</p> <p>♠ 7 4 ♠ 6 3 ♥ A K J 10 9 3 ♥ Q 8 ♦ K J ♦ A Q T 9 6 2 ♣ 9 6 3 ♣ K Q 5</p> <p>♠ A K J 10 9 8 5 2 ♥ 2 ♦ 8 ♣ J 10 8</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Pass</td><td>2♦</td><td>4♠</td></tr><tr><td>Pass</td><td>Pass</td><td>X</td><td>All pass</td></tr></table> <p>Generally, when the opponents bid game (but didn't open the bidding with a game bid), doubles are for penalties. Here East has opening values (13hcps) opposite a one level opening bid. He has only partial support for partner and partner has not supported his diamonds. These are all clues to the winning action of doubling the opponents. 4♠ will fail by one trick with declarer making his eight trumps and ♣A. That converts to plus 200 to East West. Both 5♥ and 5♦ fail as the defence can cash two spades and ♣A.</p>	West	North	East	South	1♥	Pass	2♦	4♠	Pass	Pass	X	All pass				
West	North	East	South														
1♥	Pass	2♦	4♠														
Pass	Pass	X	All pass														

<p>♠ Q J 9 7 ♥ A 10 8 ♦ 9 6 4 ♣ 7 4 3</p> <p>♠ A K 10 6 3 ♠ 8 5 4 ♥ K 9 6 2 ♥ Q 7 4 3 ♦ 10 5 3 ♦ Q 7 ♣ Q ♣ A 10 9 6</p> <p>♠ 2 ♥ J 5 ♦ A K J 8 2 ♣ K J 8 5 2</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>1 ♦</td></tr><tr><td>1 ♠</td><td>1 N</td><td>2 ♠</td><td>3 ♣</td></tr><tr><td>3 ♠</td><td>X</td><td>All pass</td><td></td></tr></table> <p>As a general concept we play that "all doubles are for takeout until we've found a fit". We haven't found a fit but one of our exceptions states that we can double for penalties if partner has shown two suits. South has bid strongly on his distribution. Here North could easily raise one of the minors to show a fit. Having already shown spade values by bidding 1N, the double confirms a decent spade holding. North is expecting to take three tricks in his own hand and partner, who's opened and bid quite strongly, ought to provide two, if not three, further tricks. Provided North's ♥ A doesn't fall on air the defence should take two spades, two hearts and two diamonds. That converts to plus 300 for North South, a score that will beat all North South making partscores.</p>	West	North	East	South		Pass	Pass	1 ♦	1 ♠	1 N	2 ♠	3 ♣	3 ♠	X	All pass									
West	North	East	South																						
	Pass	Pass	1 ♦																						
1 ♠	1 N	2 ♠	3 ♣																						
3 ♠	X	All pass																							
<p>♠ K Q J 4 ♥ 7 ♦ Q J 9 8 7 4 ♣ K 5</p> <p>♠ 9 7 3 2 ♠ 10 8 6 5 ♥ 6 5 2 ♥ A K Q T 4 3 ♦ 3 2 ♦ A 6 5 ♣ Q J 9 3 ♣ - VOID -</p> <p>♠ A ♥ J 9 8 ♦ K 10 ♣ A 10 8 7 6 4 2</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1 ♥</td><td>2 ♣</td></tr><tr><td>Pass</td><td>2 ♦</td><td>3 ♥⁽¹⁾</td><td>4 ♣</td></tr><tr><td>Pass</td><td>5 ♣</td><td>Pass</td><td>Pass</td></tr><tr><td>X</td><td>Pass</td><td>Pass</td><td>5 ♦</td></tr><tr><td>Pass</td><td>Pass</td><td>X</td><td>All pass</td></tr></table> <p>1 Knows partner has very little but bids 3 ♥ almost as a pre-empt. The hand is very good for offence, i.e. playing the hand, with a near sure seven tricks plus whatever partner can provide</p> <p>Sometimes it's better not to be too greedy. Here, partly because East has taken away South's bidding spade, North South arrive in the inferior 5 ♣. Unless the clubs break 2-2 the 5 ♣ contract fails on the expected heart lead. West is not satisfied with defending the contract undoubled and, buoyed by his trump holding, doubles. A fine example of a sucker double. South has undisclosed diamond values so removes to 5 ♦. That is also doubled but this time by East. East is doubling partly because of partner's double, partly because of his own hand; and partly as an angry gesture. Oh dear. 5 ♦ is unbreakable. Declarer can only lose the two red aces as long as he doesn't carelessly play any club before trumps are drawn.</p>	West	North	East	South			1 ♥	2 ♣	Pass	2 ♦	3 ♥ ⁽¹⁾	4 ♣	Pass	5 ♣	Pass	Pass	X	Pass	Pass	5 ♦	Pass	Pass	X	All pass
West	North	East	South																						
		1 ♥	2 ♣																						
Pass	2 ♦	3 ♥ ⁽¹⁾	4 ♣																						
Pass	5 ♣	Pass	Pass																						
X	Pass	Pass	5 ♦																						
Pass	Pass	X	All pass																						

<p>♠ 3 ♥ A Q 8 6 4 ♦ K 8 2 ♣ K 7 4 3</p> <p>♠ J 7 ♠ K 10 9 5 ♥ K J 10 9 7 5 ♥ 2 ♦ A Q 5 ♦ 9 7 6 3 ♣ A Q ♣ J 10 6 5</p> <p>♠ A Q 8 6 4 2 ♥ 3 ♦ J 10 4 ♣ 9 8 2</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>3♥</td><td>X</td><td>All pass</td><td>2♠⁽¹⁾</td></tr></table> <p>1 5-9, 6spades ("weak2")</p> <p>Whenever partner opens the bidding with a preempt his hand has become closely defined. That means we do not need the partner of the pre-emptor to use takeout doubles. All doubles of the opponents' overcalls are for penalties. West has a seventeen count and a good six card suit. His 3♥ bid cannot be faulted. Sadly he's walked into a distributional minefield. West is unlikely to make more than five/six tricks so East West will be booked for a loss of at least 800.</p>	West	North	East	South	3♥	X	All pass	2♠ ⁽¹⁾				
West	North	East	South										
3♥	X	All pass	2♠ ⁽¹⁾										
<p>♠ K 8 ♥ A 4 ♦ 7 6 2 ♣ Q J 10 8 5 4</p> <p>♠ 9 6 4 ♠ Q J 3 ♥ K Q 10 7 5 ♥ J ♦ A Q 10 8 4 ♦ K 9 5 3 ♣ - VOID - ♣ A K 9 7 2</p> <p>♠ A 10 7 5 2 ♥ 9 8 6 3 2 ♦ J ♣ 6 3</p>	<p>Board 8 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>2♣</td><td>Pass</td><td>Pass</td></tr><tr><td>2♦</td><td>Pass</td><td>3N</td><td>All pass</td></tr></table> <p>Although the session has been about penalty doubles we realise (see board 1 above) that those penalties often occur when we convert takeout doubles to penalties. Here East tries for a penalty by passing over North's 2♣ intervention. Unfortunately, for East, West has the wrong shape for a re-opening double. That double normally shows 5431 shape (or thereabouts). That singleton in the opponents' suit is often useful because, when defending, it's good for the opener to be able to push a trump through declarer. When the opener bids a second suit it should be read as showing 5/5shape. East has missed his chance of defending so must now get to a spot that will provide adequate compensation. He now jumps to 3N. West will know what sort of hand East has. It is defined by the pass and jump to 3N ... a hand that would, ideally, have defended 2♣x. 3N will always make. The worst lead for declarer would be a spade with North South clearing the suit. With the short spade hand holding ♥A though, the contract is assured. Declarer will make at least three hearts, five diamonds and two clubs. In fact making 3N will score better than defending 2♣x, something it would have been difficult for East to appreciate during the bidding.</p>	West	North	East	South	1♥	2♣	Pass	Pass	2♦	Pass	3N	All pass
West	North	East	South										
1♥	2♣	Pass	Pass										
2♦	Pass	3N	All pass										

<p>♠ 7 6 ♥ A Q 10 9 8 ♦ K J 7 6 ♣ A 7</p> <p>♠ A Q 10 9 2 ♠ 8 4 ♥ 2 ♥ K J 5 3 ♦ 9 4 3 ♦ A Q 10 5 ♣ 9 8 6 5 ♣ 10 3 2</p> <p>♠ K J 5 3 ♥ 7 6 4 ♦ 8 2 ♣ K Q J 4</p>	<p>Board 1 (Talk) : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♥</td><td>Pass</td><td>1♠</td></tr><tr><td>Pass</td><td>2♦</td><td>Pass</td><td>3♥⁽¹⁾</td></tr><tr><td>Pass</td><td>4♥</td><td>X</td><td>All pass</td></tr></table> <p>1 10-12, 3card heart support</p> <p>East not only has a trump stack but his honours in diamonds are sitting “over” the opener’s diamond suit. He also has a reasonable expectation, with his lack of values in the spade suit, of partner holding good spades “over” the dummy.</p> <p>Such doubles cannot guarantee success but are well reasoned. The double works very well here. Best defence sees declarer limited to seven tricks, with the defence taken six tricks (two spades, two trumps and two diamonds).</p>	West	North	East	South		1♥	Pass	1♠	Pass	2♦	Pass	3♥ ⁽¹⁾	Pass	4♥	X	All pass
West	North	East	South														
	1♥	Pass	1♠														
Pass	2♦	Pass	3♥ ⁽¹⁾														
Pass	4♥	X	All pass														
<p>♠ 10 8 7 6 ♥ K J 10 5 3 ♦ K 8 ♣ 9 4</p> <p>♠ J 2 ♠ A K 9 4 ♥ A Q 9 8 7 4 ♥ - VOID - ♦ 6 3 ♦ 9 7 4 2 ♣ 10 8 3 ♣ A Q 7 6 2</p> <p>♠ Q 5 3 ♥ 6 2 ♦ A Q J 10 5 ♣ K J 5</p>	<p>Board 2 (Talk) : Dealer East : NS Vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Pass</td><td>1♣</td><td>1♦</td></tr><tr><td>2♥</td><td>X</td><td>1♠</td><td>Pass</td></tr><tr><td></td><td></td><td>All pass</td><td></td></tr></table> <p>Had North wanted to make a takeout double he could have made the double on the previous round. On that round a double could have been used to show 4spades (with a 1♠ call used to shows 5+spades). With the pass followed by the second round double North advertises a penalty double of 2♥.</p> <p>2♥ ought to fail by at least two tricks. It’s just possible that West will remove the contract to 3♣. South can double that and East West will be fortunate as that contract may fail by only one trick.</p>	West	North	East	South	1♥	Pass	1♣	1♦	2♥	X	1♠	Pass			All pass	
West	North	East	South														
1♥	Pass	1♣	1♦														
2♥	X	1♠	Pass														
		All pass															