## **Doubling of suit bids**

Two types:	Take	Penalty					
Message to partner:	<i>Either: I don't like the suit(s) opposition are bidding. Show me your longest suit.</i>	or: I need to know more about your hand before bidding.	<i>I think we can bring the opposition down in the contract they have bid.</i>				
When used:	For suit contracts bid under 2 For Pre-emptive bids.	For suit contracts higher than 2 ♠ s, other than Pre-emptive bids.					
Criteria:	Opening strength (11/12 points) and at least 3 cards in each of the other suits.	17+ HCP, or 16 HCP with a good 6 card suit (9+ Suit Quality).	For higher level suit contracts, a confidence that opposition would not make a contract.				
Response by Partner:	Almost always respond if oppo Bid your longest suit, unless op Jump to show 9+ HCP	Almost always Pass a doubled 4 + level suit contract if opponent to your right passes.					
	If opponent to your right intervenes with a bid, you have a "free" bid – i.e. you bid if you want to However, bidding after a Take-out Double with a free bid promises partner a good hand.						

## **Doubling or Overcalling a 1 NT bid**

Opposition Opener's bid:	I NT						
meaning	A balanced hand with 12 – 14 HCP						
Strength of your hand:	16+ HCP	16+ HCP 10 – 15 HCP < 10 HCP					
Content / shape of your hand:	Any	5+ / 4+ in both majors	6+ in single suit	5+ / 5+ in both minors	Any other	Any	
Your bid:	X	<b>2 🌲</b> (Landy)	2 ♠, 2 ♥, 2 ♦ or 3 ♣	2 NT	Pass		
Your partner's response if Opponent to your right passes:	Pass with 5+ HCP Otherwise rescue by bidding longest suit	Bid longest major suit Or bid 2 for partner to choose	Pass unless she has a very strong hand	Bid preferred minor	Use same criteria as shown above to decide whether to bid		

Using Landy, but not Multi-Landy