

Doubling

18 August 2020

General

- ▼ In the Summer of 2019, Debbie Roberts, a very experienced player at Wallingford, gave a series of seminars at the Club.
- One of her subjects was "Doubling" and she described 9 different understandings that partnerships can use for Doubling.
- We will start by covering the two most common uses of Doubling:
 - Take-out Double for competing after Opponents have bid
 - 2. Penalty Doubles
- **★** Later in the lesson, we will mention three other common uses of Doubling:
 - 3. Negative Doubles
 - 4. Doubling initially to show strength (16+ HCPs)
 - 5. Doubling an unnatural bid for Lead Indication

Differences between the two main types of Doubling

Doubling type:	Take-out	Penalty
When used:	After Opponents have opened with a suit (including Weak 2s and Pre-emptive bids)	After Opponents have opened with 1 NT or, after Opponents have bid to a level of contract, probably Game, which you do not believe they can make.
Message to Partner:	I do not like the suit bid. Please describe your hand.	I believe we can bring the Opponents down in the contract they have bid and this would be better than us bidding higher
Criteria:	Opening strength (12+ HCPs), Shortage in bid suit, Tolerance (3+ cards) in other suits	16+ HCPs for doubling 1 NT, any shape For other situations, confidence that the Opponents' bid contract will not make

Response if your Partner doubles for take-out

What does the Opponent to your right do?	If your hand is weak	If your hand is strong		
Opponent passes You are expected to bid, even with no points	· · · · · · · · · · · · · · · · · · ·	How strong? 9+ HCPs pt choose a Major suit		
	with 4 cards in preference to a 5 card Minor Bid at the lowest level Jump a level			
Very occasionally, you will have a hand that gives you confidence you and your Partner, who you know has opening strength, can defeat the contract. Then you Pass to change the Take-out Double to a Penalty Double.				
Opponent bids You choose whether to bid; you have a "free bid"	How weak? < 6 HCPs Pass	How strong? 6+ HCPs Same criteria as above, but be more inclined to bid if both Opponents have bid the same suit.		

Doubling 1 NT for Penalty

- Doubling a NT contract bid is always for penalty
- ▲ Most partnerships view the 1 NT "dustbin" response bid as not being a contract bid – so a double after a 1 NT response would be for Take-out
- You would need at least one-half of the 40 HCPs to double bids of 2 NT or 3 NT - this would be very exceptional
- ◆ To double 1 NT, for Penalty, you need 16+ HCPs; any shape
- Because you double 1 NT with 16+ HCPs, any suit overcall of 1 NT shows a maximum of 15 HCPs.

What happens after 1 NT is doubled

- **♥** Partner of the Opener (who bid 1 NT) needs to "rescue" their partnership is she has less than 7 HCPs.
- With 7+ HCPs, at least 19 HCPs combined, Partner should win a 1 NT contract with control of both hands
- There are several different rescue conventions. Using Exit
 Transfers is probably the easiest and described on next page.
- ♣ If Opener's Partner does not rescue, the Partner of the Doubling Partner needs to rescue their partnership with less than 6 HCPs – starting by bidding her longest suit.

Brief description of the Exit Transfer rescue

- Partner has opened the bidding with 1 NT and has been doubled
- You have < 7 HCPs and decide a "rescue" is needed</p>
- It would be better for your Partner to be Declarer because she has the strongest hand (that would not be seen)
- You ask your Partner to bid your longest suit by sending a signal (which your Partner must alert)
- ♣ If you want your Partner to bid ♣ s, redouble XX; for ♦ s, bid 2
 ♠; for ♥ s, bid 2 ♦; for ♠ s, bid 2 ♥.

Doubling for Penalty in other circumstances

- Most partnerships agree a maximum level for Take-out penalties to apply, usually 2 ♠ s to begin with.
- ▲ Irrespective of the agreed level above, a Double after a Pre-emptive bid is a Take-out Double.
- You will need to use all of the clues available from the bidding to help you decide whether to Double for penalty.
- Quite often, your Opponents have bid to Game and you are deciding whether to Double or bid higher.
- **▼** Take into account the vulnerabilities to work out relative scores.
- ▼ If you are unsure, it is usually better to bid at the same level than to double, and to double in preference to playing a contract at a higher level
 - e.g. bid 4 ♠ over 4 ♥, but double 4 ♠ rather than bid 5 ♥.

Negative Doubles

Very brief description:

- Negative doubles are used when the Opponent to your right has stolen your bid.
- **★** Example: Your partner opened 1 ♥; the Opponent to your right overcalled 2 ♠. Without the overcall you would have bid 1 ♠.
- ♦ If you have 5 ♠ s and can satisfy "Rule of 14", you can bid 2 ♠.
- ♣ If not, you can double to promise your partner 4 ♠ s
- ▼ A Negative Double promises your partner that you have 4 cards in the unbid Major suit. Bidding the suit at the 2 level promises 5+ cards.

Doubling initially to show strength

Very brief description:

- ♠ Many partnerships agree that doubling an Opponent's suit bid can have an additional meaning to the Take-out Double described earlier:
 - **▼** I have 16 17 HCPs and 6+ cards in a suit, or
 - ▼ I have 18+ HCPs and 5+ cards in a suit
- As with the Take-out double described earlier, more information about Partner's hand is requested, before using up bidding space and possibly preventing Partner from bidding
- The responding Partner will not know that her doubling Partner is strong and bids as set out previously

Doubling an unnatural bid for Lead Indication

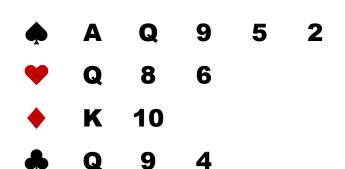
Very brief description:

- When the Opponents use a convention bid, it is asking for information, not a "Natural" bid for a contract they wish to play in.
- Examples are:
 - 2 ♠ (Stayman), 2 ♦ & 2 ♥ (Red Suit Transfer), 2 ♠ (Xr to Minor) after 1 NT You will come across more as you learn more conventions
- If you double any of these unnatural bids, Opposition will not wish to play a contract in the doubled suit bid and will ignore the intervention for their next bid.
- By this means you can tell your Partner you have a strong suit in your hand – particularly helpful when Partner has the first lead

Vulnerability: North / South
Dealer: South, who opened 2 ◆
Opponents only pass after this first l

Opponents only pass after this first bid

West's hand:



Bidding:				
South	West	North	East	
2 ♦	X	Pass	2 🛧	
Pass	3 🛧	Pass	Pass	
Pass				

West has 13 HCPs, a SQOT of 7 in ♠ s, which is not enough for a 2 level suit overcall. She is short in ♠ s and has tolerance (3+ cards) in the other suits, so doubles.

There is no intervening bid and West will expect East to bid, whatever her strength. East bids 2 ♠ to show her longest suit.

West knows there is a fit of 9+ cards in ♠ s but has no idea about East's strength. The opening Opponent is weak and the other Opponent did not bid, so partner could be strong enough for Game. West bids 3 ♠ to find out.

East knows from West's bid that they have a fit in ♠ s. She has 8 points and 10 losers. She passes.

East's hand:

•	8	6	4
•	K	5	2
•	J	4	3
.	A	6	5

Vulnerability: East / West

Dealer: South, who opened 1 ◆

Responder can raise this to 1 ♥, after which the Opponents pass

West's hand:

	K	•	Q
7	N	J	3





	Q	J	8	5	
_	-				

Bidding:			
South	West	North	East
1 🔷	X	1 💙	2 🗙
Pass	Pass	Pass	

West has 13 HCPs; SQOT of 7 in ♣ s – not enough for a 2 ♣ overcall.

She is short in ◆ s and has tolerance (3+ cards in each of the other suits). She doubles.

North bids 1 ♥.

East's hand:

A	10	8	5	3

V J 9 4

♦ Q 5 2

♣ A 4

East has 11 HCPs. Her right-hand Opponent has bid and so she has a "free bid". She bids her longest suit and shows strength of 9+ HCPs by jumping a level – bidding 2 ♠.

West knows they have a combined strength of 22+ HCP. From the bidding, Opponents have at least 15 points*. She decides they are unlikely to make a Game contract in ♠ s and passes.

*After the take-out double, next player will often "stretch" strength by adding a couple of points – so may respond at the 1 level with, say, 4 HCPs rather than 6 HCPs.

Vulnerability: East / West

Dealer: South, who opened 1 ♥

Opponents only pass after this first bid

West's hand:





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	J	9	7
T	J	J	7

Bidding:			
South	West	North	East
1 🖤	Pass	Pass	X
Pass	2 🔷	Pass	Pass

West has 10 HCPs; SQOT of 7 in ◆ s – not enough for a 2 ◆ overcall. She does not have opening strength to double. She passes.

Pass

East's hand:

4 11		A	J	7	2
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💙 Q 3

4 10 8 5 4

East has 8 HCPs; no 5 card suit; shortage in ♥ s and tolerance in the other suits. Being in the Protective Seat, she can "Borrow a King", i.e. add 3 points. She can double.

West bids her longest suit, 2 ♦.

East is happy that West plays in 2 ◆.

Vulnerability: East / West
Dealer: South, who opened 1♠
The Opponents pass after this initial bid

West's hand:







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	V		7
	N	J	

East's hand:

\$	5
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💙 K J 5



♣	10	9	6
1		_	_

Bidding:			
South	West	North	East
1 ♠	Pass	Pass	X
Pass	Pass	Pass	

West has 13 HCPs and would have opened 1 ♠. All she can do is pass and hope the Opponents play in ♠ s.

East has 8 HCPs. Because she is in the 4th Protective Seat, she can assume higher strength ("borrow a King"). She is short in ♠ s and has tolerance (3+ cards) in the other suits. She doubles.

West knows East will expect her to bid. However, she thinks their partnership is better defending in ♠ s and will bring down a 1 ♠ contract. She passes, effectively turning the take-out double into a penalty double.

If she is wrong, she might be looking for a new partner!

North

♠ A J 9 4

🖊 Q 10 8 2

A J 7

5 2

Vulnerability: None

Dealer: South

West

10 5

J 7 3

♦ 9 8 5

♣ Q J 9

Bidding:			
South	West	North	East
Pass	Pass	1 NT	X
Pass	2 🔷	Pass	Pass
Pass			

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♠ K 8 3

♥ A K 6

♦ Q 6 4

♣ A 8 7 6

Neither South nor West have opening hands and both pass.

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North has 12 HCPs, balanced. She bids 1 NT.

East has 16 HCPS and doubles.

South

• Q 7 6 2

9 5 4

♦ K 10

♣ K 10 4 3

South has 8 HCPs, so she knows their partnership has 20 – 22 HCPs and should make a 1 NT contract. She passes

East has only 4 HCPs and knows that South think N / S can make the contract. Her partnership might only have 20 HCPs. She rescues by bidding her longest suit.



Thank you