

# Lightner Double

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A Lightner double is a lead-directing double of an enemy slam contract. It frequently implies a void, and asks partner for a ruff. Generally speaking, partner is asked to:

1. Lead dummy's side suit, if one has been bid
2. Lead declarer's side suit, if one has been bid
3. Make any other unusual lead - usually partner's longest suit to get a ruff

Additionally, the double asks partner to NOT lead any suit that your side has bid.

## Examples

♠5432	LHO	Partner	RHO	You
♥653	1♥	Pass	2♣	Pass
♦	3♥	Pass	6♥	Db1 <sup>1</sup>
AT9876				

♣void <sup>1</sup> A Lightner double. This requests a club lead because your right-hand opponent bid clubs.

♠762	LHO	Partner	RHO	You
♥void	1♠	3♣	3♠	5♣
♦AT987	6♠	Pass	Pass	Db1 <sup>1</sup>
♣K9842				

<sup>1</sup> A Lightner double. This asks your partner to NOT lead a club (your side's suit) and to find an unusual lead (in this case, a heart).

♠A762	LHO	Partner	RHO	You
♥void	1♦	Pass	3♦	Pass
♦76	4NT	Pass	5♦	Pass
♣T876532	6♦	Pass	Pass	Db1 <sup>1</sup>

<sup>1</sup> A Lightner double. Hopefully partner can find a heart lead.

## Other Considerations

- The Lightner double is not in effect if the opponents are sacrificing at the 6- or 7-level. In those situations, it's more practical to use regular penalty doubles.
- Playing Lightner doubles, the opening leader can also infer what to lead if his partner did NOT double. For example, if the opponents bid a side suit en route to a slam contract and partner does not double, the inference is that partner does NOT want a lead of the enemy side suit.

## Origins

The Lightner double is named for its creator, American player Theodore Lightner.

## See also

### ☑Lead-Directing Double

A conventional double that typically asks partner to lead a side suit that the opponents have bid.

## About

Bridgebum began in 1999 and covers a large set of descriptions of bidding conventions, declarer play and defense, and more.

## Latest Update

Fast Arrival by Danny Kleinman  
Fast arrival is the theory that when a forcing bid is available below game, a jump to game denies, but a forcing bid implies, slam interest.

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