

Thrup Double

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Thrup doubles are a concatenation of "THRee notrUMP" doubles. They are used when your partner opens and RHO specifically preempts 3♦♥♠:

Partner	Opp 1	You	Opp 2
1♣	3♦	?	

Partner	Opp 1	You	Opp 2
1♣	3♥	?	

Partner	Opp 1	You	Opp 2
1♦	3♠	?	

This situation normally calls for a penalty double or [negative double](#), if you happen to play them through the 3-level. However, the philosophy behind thrump doubles is that probing for 3NT is more practical than showing a 4-card major. Thus the thrump double shows a balanced 10+ points that asks opener to bid 3NT with a stopper in the opposing suit.

The thrump double denies a 5-card major if responder has the opportunity to bid 3♥♠. but chooses to double instead. If opener has bid a 5-card major, then the thrump double also denies 3-card support for partner's suit.

Example

Opener	Responder
♠KT876	♠92
♥A943	♥QJ5
♦AJ3	♦542
♣Q	♣AKJT8

Opener	Opp 1	Responder	Opp 2
1♣	3♦	Dbl (1)	Pass
3NT (2)	All Pass		

1. Thrump double, showing 10+ points, no 3-card support or 5-card major.
2. Promising a stopper.

Playing negative doubles instead, you might be forced to pass or bid 4♣. Either action would put partner in a very difficult spot.

The drawback to thrump doubles, however, is that you can miss 4-4 major suit fits:

Opener	Responder
♠KT876	♠A2
♥AQ43	♥KJT2
♦AT3	♦54
♣9	♣QJT83

Opener	Opp 1	Responder	Opp 2
1♣	3♦	?	

Here you would be happy to make a negative double and find your 4-4 heart fit.

Probing for Slam

On rare occasion, you can use the thrump double as a waiting bid with a big hand. You may have an enemy stopper and interest in slam, but no other suitable call.

Origins

Thrup doubles were created by American expert and teacher Marty Bergen.

See also

Lightner Double

A lead-directing double of an enemy slam contract.

Maximal Double

A conventional double used as a major suit game try.

Negative Double

A conventional double used by

responder after opener starts the bidding with one-of-a-suit and the next player makes a suit overcall.

☑Optional Double

A conventional double made after an opponent has opened the bidding with a preempt.

☑Responsive Double

A conventional double used when partner makes a [takeout double](#) and the next player raises his partner's suit.

☑Snapdragon Double

A conventional double by fourth seat after the first three players bid three different suits.

☑SOS Redouble

A conventional redouble that asks partner to bid a new suit.

☑Stripe-Tailed Ape Double

A double of an enemy game contract, in hopes of stopping the opponents from continuing on to slam.

☑Support Double

A conventional double used by opener after partner makes a suit response and the next player overcalls.

☑Takeout Double

A conventional double that asks partner to bid one of the unbid suits.

About

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

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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.