



# U3A Intermediate Bridge 2013-14



Week 7 Doubles



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## Week 7 Travellers

### **Some things about last session's travellers.**

Basically they were correct. A few minor flaws, but the travellers would just about do at a club. Hooray.

Flaws:

- a) Row illegible
- b) No EW pair number
- c) A Declarer ("By") missing





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## Week 7 Doubles

Paul Mendelson – The Right Way to Play Bridge –  
Chapter 9, page 106 onwards.

The original intent of “Double”, was to raise the stakes. **They** say they think they can make a contract, **you** say you think they can't. So instead of playing for a score of 20 or 30 per trick you are playing for 40 or 60.

And of course, if they are really confident, **they** can “Redouble” and play for 80 or 120 per trick.

Note that game is defined as a score of 100 or more. So 4♠ (worth 120) is game. But so is 2♠x (also 120) and 1♠xx (only 7 tricks).

That is if they make the contract...

The bonus scores don't change.

But they do get an extra bonus for making a doubled (50) or a redoubled (100) contract.



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## Week 7 Doubles

On the other hand when they fail, undertricks cost them more.

Non-vulnerable / Vulnerable normally costs 50 /100.

Doubled the first undertrick is 100/200, the second and third 200/300 and subsequent 300/300.

Redoubled the first undertrick is 200/400, the second and third 400/600 and subsequent 600/600.

You probably ought to try to memorise the total penalty for **doubled** undertricks up to about 4 to work out if a sacrifice is sensible:

	Non-vul	Vul
1 under	100	200
2 under	300	500
3 under	500	800
4 under	800	1100



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## Week 7 Doubles

Of course, using Double in this manner often is only sensible towards the end of the bidding, once opponents have got high enough to have stretched themselves too far.

This means that there are some “spare” bids available to convey more/different information.

Generally Doubles are divided into one of two types:

- Penalty doubles

- Takeout doubles

But there are also some extra uses of double to do with overcalls that will get confused with these!



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## Week 7 Doubles

### Takeout doubles

In order to double, your opponents must have made the last active bid.

If the last active bid was a suit bid  
and your partner has not yet made an active bid  
and your opponents have only bid one or two of the four suits,  
then you can consider a takeout double.

Your double bid will be understood as this in that context.

It means

“I am weak in the opponents’ suit(s) – I can support all the remaining suits – Partner, which is your longest suit of those?”



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## Week 7 Doubles

### Takeout doubles

“I am weak in the opponents’ suit(s) – I can support all the remaining suits – Partner, which is your longest suit of those?”

To bid you need:

**Shortage** in at least one of your opponents’ suits (L2-)

**Support** for ALL the unbid suits

12+ Pts (9+ if previously passed with good distribution)



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## Week 7 Doubles

### **Takeout doubles**

What is support for a suit?

L3+unbid if three unbid suits

L4+unbid if only two unbid suits

and if one major unbid, then L4+unbid\_major

Ideally with at least one honour per unbid suit.





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## Week 7 Doubles

### Takeout doubles

If doubler's LHO passes then partner **MUST** bid, even with 0 HCP.  
(You **really** don't want to play in the doubled suit bid.)

Partner replies with his longest unbid suit that, even if it is honourless.

*Assume doubler holds 4441 13 HCP.*

Doubler has told you all about his hand. Where the bidding goes now is doubler's partner's responsibility.

*Bid as many of your best suit as you think you can jointly make.*



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## Week 7 Doubles

### Takeout doubles

Responding to the double:

With 0..8 HCP just raise the bid in your longest suit.

9..12 HCP then jump bid in your longest suit.

13+ HCP, L6+unbid\_suit, bid game.

13+ HCP, with support for both **majors**, but unsure which one to bid:

Use UNASSUMING CUE BID convention (ALERT)

Conventional bid of opponents suit at lowest level meaning

“I have a good hand, but need to know your better major.”

After doubler responds, raise to game.



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## Week 7 Doubles

### Takeout doubles

Responding to a takeout double with NT isn't what doubler wants to hear. Responding in NT denies L4+majors and says "only good suit(s) are opponents suits".

Bid NT based on doubler having 4441 and 13 HCP, at a level you expect to make when you have **TWO** stoppers in (all) opponents' suits.

This is similar to replying in NT to partner's opening bid in a suit.

===

If doubler's LHO does bid, it frees partner from **having** to reply, so bids by partner are voluntary and are done one level lower.

That is pass with 0..8HCP and just raise the bid in a long suit if you have a reasonable hand.



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## Week 7 Doubles

### **Takeout doubles**

Normally doubler does not bid again.

He will if requested by an Unassuming Cue bid.

Rarely he may have a very strong hand and these bids deny the 4441 13 HCP hand previously assumed.

### **Double then change suit**

16+ HCP L6+new\_suit

Shows too strong for a jump overcall

Not a forcing bid, but highly invitational. Raise with L3+ support and an outside King, or straight to game with 2 probable tricks.

### **Double then rebid NT**

19..21 HCP balanced hand, 2 stoppers      Raise in NT

22+ HCP balanced hand, 2 stoppers      Jump in NT



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### Penalty doubles

A penalty double is an attempt to play the doubled contract and get declarer down. Generally don't do it unless you expect to get them down by **at least 2** tricks.

Double after a NT bid is always for Penalty.

Double if your partner has already made an active bid is for Penalty.

Double after a slow bid to game by opponents is for Penalty.



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## Week 7 Doubles

**Overall summary** from the last session

None of below...	Pass
6..10 Pts, Good L7+suit	Pre-emptive overcall, double jump. If vulnerable suit to be very good.
8..15 Pts, Good L5+suit	1suit
11..15 Pts, Good L5+suit	2suit (Bid 1 if available)
12..15 Pts, Very good L6+suit	Jump overcall
16..18 HCP Bal + 2 Stoppers	1NT <i>Other books only say 1 stopper</i>
16+ Pts, L6+suit	<b>Double</b> On next bid, bid the L6+suit
19+ HCP Bal + 2 Stoppers	<b>Double</b> On next bid, bid NT.



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## Week 7 Play

### Play

Divide yourselves into pairs and then into tables. Fill in table slips.

NS have the pair number of their table.

EW have the pair number of their table plus 6.

N has his back to the screen.

When you have played a hand, pass it to the next numbered table in sequence. The highest numbered table passes to table 1.

And one last thing – **as part of the learning process** – I would like the **partner** of whoever has just bid to take whatever action is **standardly required** (announcing 1NT as 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on what the bid means.

**Any questions?**

**Tea & coffee. (20p)**

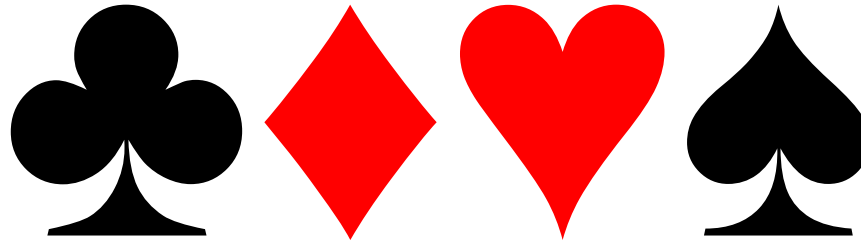
**PLAY**



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Week 7



The end

(Set hand references to follow in a couple of days.)