

## **Power Double Quick Reference**

### **Requirements:**

16 or more hcp

Not suitable for a 1NT Overcall (15-17 hcp)

### **Responses**

Exactly the same as for a take out double.

### **Doubler's Next Action with a Balanced Hand**

If partner bid a major and you have support.

16 to 19 hcp     Raise partner's suit

20 to 22 hcp     Jump in partner's suit

23 or more       Bid game in partners suit

If partner bid no trumps

16 to 18 hcp     Invite to game

19 or more       Bid 3NT

With no support for partner

18 to 20 hcp     Rebid in no trumps

21 to 23 hcp     Jump in no trumps

24 or more       Bid game in no trumps

### **Doubler's Next Action with an Unbalanced Hand**

16 to 18 hcp     Bid your long suit

19 to 21 hcp     Jump in your long suit

22 or more       Bid game in your long suit