

Double Trouble – Week 2

The Take Out Double – Responding with Intermediate or Strong Hands

With Intermediate Hands, 10-12 HCP

With 10-12 HCP, you have game invitation values. To indicate this, you do the same as for weak hands but bid one level higher. In other words, you jump. If your opponent bids after the double, you can now bid at the three level.

The jump bid is not forcing. Partner will know you have 10-12 points and can pass with a minimum hand.

Examples

Left hand opponent opens 1♥, partner doubles and next player passes What do you bid?

Your Hand
♠ K Q 5 2
♥ 8 3 2
♦ A J 4 3
♣ 3 2

With 10 HCP, this scrapes into the intermediate range. Jump to 2♠, the major rather than the minor.

Your Hand
♠ 9 5 2
♥ K Q 6 2
♦ A 4
♣ K T 3 2

12 HCP this time. It is a balanced hand, you have stoppers in the opponent's suit and you don't have four cards in the unbid major. Bid 2NT.

With Strong Hands, 13+ HCP

You now have values for game. Bid game immediately, if it is clear-cut. Otherwise, cue bid the opponent's suit.

The game is clear-cut if:

- you have a five card major – partner has promised three cards in the suit. Bid game in the major.
- you have a balanced hand with a stopper in the opponent's suit. Bid 3NT.

The cue bid is forcing. Partner may not pass. Bid four card suits up the line until you find your best contract.

Examples

Left hand opponent opens 1♥, partner doubles and next player passes What do you bid?

Your Hand
♠ K J 5 3 2
♥ A 3 2
♦ A T 4 3
♣ 3

There are only 12 HCP but there is a guaranteed fit in spades – partner has promised three. Add two extra points for the singleton. That makes 14 points, enough for an immediate 4♠.

North opens 1♥. How might the bidding go?

West	East
♠ A J 5 2	♠ K T 9 4
♥ T 6 2	♥ 8 3
♦ K 4	♦ A Q 9 7
♣ K Q 7 2	♣ A J 3

East: **Double** Take out.

West: **2♥**. The hand has 13 HCP. It has four spades but partner has only promised three. There is no clear-cut game contract, so cue bid the opponent's suit.

East: **2♠**. Start bidding suits up the line.

West: **4♠**. OK, we have a 4-4 fit.

North opens 1♥. How might the bidding go?

West	East
♠ A J 5 2	♠ K T 4
♥ T 6 2	♥ 8 3
♦ K 4	♦ A Q 9 7
♣ K Q 7 2	♣ A J T 3

East: **Double** Take out.

West: **2♥**. The hand has 13 HCP. It has four spades but partner has only promised three. There is no clear-cut game contract, so cue bid the opponent's suit.

East: **3♣**. Start bidding suits up the line. This bid denies four spades.

West: **3♠**. This does not deny support for clubs but promises four spades.

East: **4♦**. Second suit.

West: Can choose between **4♠** or **5♣**. There is only a 4-3 fit in spades but then only ten tricks are required.

Lead Directing Double

The double of an artificially bid suit is lead directing. At a low level, the double shows very good values in the suit. It is a hand that would have made the same natural bid as was just made artificially. At a high level, the double could indicate a good holding in the bid suit; against a prospective suit contract, the double could also be used to show a void.

If your partner ends up on lead it is a strong request to lead the doubled suit. Partner would need an excellent alternative to ignore the doubler's request.

Support Doubles

[Much of the information and examples below come from the excellent discussion of support doubles at www.bridgebum.com/support_double.php]

Consider these hands and auction

<p>West</p> <table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td>♠ K T</td></tr> <tr><td>♥ A J 8</td></tr> <tr><td>♦ K 9 7</td></tr> <tr><td>♣ Q T 9 6 3</td></tr> </table>	♠ K T	♥ A J 8	♦ K 9 7	♣ Q T 9 6 3	<p>East</p> <table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td>♠ 6 5 3</td></tr> <tr><td>♥ K Q 9 5 2</td></tr> <tr><td>♦ A 8 5</td></tr> <tr><td>♣ K J</td></tr> </table>	♠ 6 5 3	♥ K Q 9 5 2	♦ A 8 5	♣ K J	<table border="0"> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> <tr> <td>1♣</td> <td>Pass</td> <td>1♥</td> <td>1♠</td> </tr> <tr> <td>1NT⁽¹⁾</td> <td>2♠</td> <td>3NT⁽²⁾</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td></td> </tr> </table>	West	North	East	South	1♣	Pass	1♥	1♠	1NT ⁽¹⁾	2♠	3NT ⁽²⁾	Pass	Pass	Pass		
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1NT ⁽¹⁾	2♠	3NT ⁽²⁾	Pass																							
Pass	Pass																									

1. East's bid has only promised four hearts so west cannot raise the suit. The club suit is not great so West prefers 1NT despite the poor spade stopper.
2. East could try 3♥ but it would be a gamble. West may have only one or two hearts. 3NT is doomed. The defence will take four spade tricks and the ace of clubs.

Another way

<p>West</p> <table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td>♠ K T</td></tr> <tr><td>♥ A J 8</td></tr> <tr><td>♦ K 9 7</td></tr> <tr><td>♣ Q T 9 6 3</td></tr> </table>	♠ K T	♥ A J 8	♦ K 9 7	♣ Q T 9 6 3	<p>East</p> <table border="1" style="border-collapse: collapse; width: 100%;"> <tr><td>♠ 6 5 3</td></tr> <tr><td>♥ K Q 9 5 2</td></tr> <tr><td>♦ A 8 5</td></tr> <tr><td>♣ K J</td></tr> </table>	♠ 6 5 3	♥ K Q 9 5 2	♦ A 8 5	♣ K J	<table border="0"> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> <tr> <td>1♣</td> <td>Pass</td> <td>1♥</td> <td>1♠</td> </tr> <tr> <td>Dble⁽¹⁾</td> <td>2♠</td> <td>4♥⁽²⁾</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td></td> </tr> </table>	West	North	East	South	1♣	Pass	1♥	1♠	Dble ⁽¹⁾	2♠	4♥ ⁽²⁾	Pass	Pass	Pass		
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1. This double is a **support double**. It promises **exactly** three cards in partner's suit.
 2. With 13 points and a heart fit, East can comfortably bid 4♥.
- There are an easy ten tricks in hearts.

Notes

1. Support doubles apply when:
 - a. Opener begins the auction with 1-of-a-suit.
 - b. Responder bids a new suit, usually a major.
 - c. Next player makes a bid.
2. Support doubles do not apply when your side has bid no-trumps.
3. When rebidding, opener's priorities are:
 - a. With four card support for partner's major, raise it.
 - b. With three card support for partner's major, make a support double.
 - c. Rebid a six card suit.
 - d. Bid no-trumps to show a stopper.
 - e. Bid a new suit.
4. All suit and NT bids **except raises of responder's suit** deny 3-card support.
5. If your opponent interferes with a double instead of a bid, redouble takes the place of the support double. This is called a **support redouble** and works exactly like a support double.

Deal 1

		North		
		♠ Q J 6 4 ♥ J 8 ♦ A K J 7 6 ♣ J 2		
West			East	
♠ K 3 ♥ K T 5 2 ♦ 8 3 2 ♣ K Q 4 3			♠ A T 8 ♥ A Q 9 3 ♦ 9 4 ♣ A 9 6 5	
		South		
		♠ 9 7 5 2 ♥ 7 6 4 ♦ Q T 5 ♣ T 8 7		

West	North	East	South
	1♦	Dble ⁽¹⁾	Pass
2♥ ⁽²⁾	Pass ⁽³⁾	3♥ ⁽⁴⁾	Pass
4♥ ⁽⁵⁾	Pass	Pass	Pass

1. Take out double.
2. Jump to show game invitational values (10-12). Bid the major rather than the minor.
3. Don't bid again with a minimum hand.
4. West's 2♥ is not forcing but east has 14 points plus a doubleton - enough to invite to game.

5. 11 points plus the doubleton make this a maximum. Bid game.

Declarer should have an easy time after ruffing the third round of diamonds.

Deal 2

		North		
		♠ A Q 7 2 ♥ K Q 5 2 ♦ 7 6 2 ♣ K T		
West			East	
♠ 9 6 ♥ 9 7 6 4 ♦ J 8 5 ♣ 9 8 6 4			♠ J T 5 3 ♥ T ♦ A K Q T 4 ♣ Q 3 2	
		South		
		♠ K 8 4 ♥ A J 8 3 ♦ 9 3 ♣ A J 7 5		

West	North	East	South
		1♦	Dble ⁽¹⁾
Pass	2♦ ⁽²⁾	Dble ⁽³⁾	2♥ ⁽⁴⁾
Pass	4♥ ⁽⁵⁾	All Pass	

1. Take out double.
2. Game forcing but no clear-cut game.
3. Lead directing double.
4. Start by bidding four card suits up the line.
5. With a 4-4 heart fit, the game is now obvious.

There are nine top tricks plus a ruff (clubs or diamonds). If you delay drawing trumps, you can get two club ruffs for eleven tricks.

Deal 3

	North	
	♠ Q 3 ♥ 9 3 2 ♦ K J T 5 2 ♣ K 7 6	
West		East
♠ J 2 ♥ A J 6 ♦ 9 7 4 ♣ A Q J 8 3		♠ K T 9 ♥ Q T 8 5 4 ♦ A 8 3 ♣ 5 2
	South	
	♠ A 8 7 6 5 4 ♥ K 7 ♦ Q 6 ♣ T 9 4	

West	North	East	South
			Pass
1♣	1♦	1♥	1♠
Dble ⁽¹⁾	Pass	2♥ ⁽²⁾	All Pass ⁽³⁾

1. Support double.
2. Five hearts but not enough strength to invite to game.
3. South may be tempted to rebid the spades. If that happens, east with maximum for the previous bid may push on to 3♥.

Without the support double, west would probably rebid 2♣ and it is unlikely that east-west will ever find their heart fit.

With the ♠Q and the ♥K placed favourably, declarer should make nine or ten tricks.

Deal 4

	North	
	♠ 6 4 ♥ T 9 8 2 ♦ 7 4 2 ♣ J 8 7 5	
West		East
♠ K 8 2 ♥ K Q J 6 3 ♦ A T 6 ♣ 9 4		♠ A Q J 9 7 ♥ 5 4 ♦ Q J 5 ♣ K T 6
	South	
	♠ T 5 3 ♥ A 7 ♦ K 9 8 3 ♣ A Q 3 2	

West	North	East	South
1♥	Pass	1♠	Double ⁽¹⁾
Redbl ⁽²⁾	Pass	4♠	All Pass

1. Take out double. When the opponents have bid two suits, the double promises at least four cards in the other two suits.
2. Support redouble.
3. With the 5-3 fit confirmed, an easy raise to game.

This is an occasion when south's double makes life easier for west. Without the double, west would have bid 1NT and east-west would have to work harder to find their spade fit.

South's double also makes the play easier for declarer. The diamond finesse is very likely to succeed while the club finesse will probably fail.