

DOUBLES:

The most important thing is that you MUST agree with partner when a double is for takeout or when it is a Penalty Double.

Most players are initially taught that a Double up to and including 2♠ is for takeout. Any double above this is for Penalties

Open players play negative doubles up to and including 3♠ or 4♥

Note:

If the Opposition opens at the 3 level or above then doubles become takeout

1. A Double of an opening bid shows 12+ points and at least 3 cards in each of the other suits OR 16+points and a suit of their own
2. A double followed by a suit bid shows 5+ cards in the suit bid AND 16+points
3. A double can also be used to show a stronger hand over opposition interference. Eg

All vulnerable

(a)	Opener	Opposition	Responder	Opposition
	1♣	(Pass)	1♠	2♥
	X			

This sequence shows that the opener has at least 16+ points and is forcing
You are vulnerable and opposition isn't

(b)	Opener	Opposition	Responder	Opposition
	1♣	1♥	1♠	3♥
	X			

This sequence shows that opener has 16+ points and is forcing. Also shows no more than 2 or 3 small♠.

The double Cannot be penalties in this instance.

A bid of 3♠ or 4♣ would show 12-15 points with 3 card support for ♠ or at least 5 good ♣

PARTNERS DOUBLE OVER OPPOSITION INTERFERENCE

You open 1♦ and opposition bid 1♠

- Partners double shows 8+points and no 5 card suit OR 12+ points and game going
- A bid of a suit shows 8+ points and 5+ suit
- A bid of 1NT Shows 6-9 points with the opposition suit held.