

## ♠ ♥ ♦ ♣ POWER DOUBLES ♠ ♥ ♦ ♣

### TAKEOUT DOUBLES – First bid for your side

**PURPOSE – to show opening and ask partner to choose the suit**

**Requirements for a takeout double**

- Support for all of the unbid suits, especially the unbid major suit(s).
- At least the strength for an opening bid  
(13 or more total points valued using dummy points).

**OR**

- 18+ total points - too strong for a simple overcall. (BIG DOUBLE)

**Advancing (responding) after a takeout double (*give priority to major suits*)**

**Takeout double is forcing, partner must bid, even with no points**

*0 to 8 total points*

Bid 4-card major **or** longest suit at cheapest level

If opponents make an intervening bid, bid only with 6-8.

*9 to 11 total points*

Jump in 4-card major or longest suit.

*12 or more total points*

Jump to game in 5-card+ unbid major suit **OR**

Cuebid.

***Notrump* advances after a takeout double**

- 1 NT= 7-9 HCP at least one stopper in the opponent's suit.
- 2NT =10-12 HCP at least one stopper in the opponent's suit.
- 3 NT =13 HCP or more and at least one stopper in the opponent's suit.

**Rebids by the takeout doubler**

If the advancer makes a minimum bid, the takeout doubler

- passes with a minimum hand (13 to 15 total points)
- raises with a medium hand (16 to 18 total points)
- jump raises with a maximum hand (19 to 21 total points).

### NEGATIVE DOUBLES – Response after partner has opened

**PURPOSE – to show a 4-card major at a low level**

**WHEN:**

- After partner has ***opened*** AND
- *Opponents have overcalled*

**WHAT:**

- Shows support for the *two* unbid suits
- The double should **always** promise four-card support for an unbid major.
- Support for an unbid minor isn't necessary.

- A suit bid shows a five-card or longer suit, since the negative double is basically used to look for 4–4 fits.

#### **HAND STRENGTH:**

- 1 level – 6 points
- 2 level – 8-10 points
- 3 level – 12 points

#### **Examples:**

1D	1H	Dbl	(6+ and 4 spades)
1C	1D	Dbl	(6+ and 4 cards in both majors)
1H	1S	Dbl	(6+ and 4 cards both minors)

### **RESPONSIVE DOUBLES – Response after partner has overcalled or doubled, opponents have opened and raised one suit**

**PURPOSE – Find a major card fit while staying at a low level, similar to negative double**

#### **WHEN:**

Opponents bid a suit, partner overcalls or doubles, and responder raises opener's suit.

#### **WHAT:**

A double in this situation show either 4 cards in both majors or the other major (if a major has been bid).

#### **Examples:**

1C	1D	2C	Dbl	(6+ points and 4/4 in the majors)
1H	Dbl	2H	Dbl	(8+ points, 4 spades)

### **SUPPORT DOUBLES – Opener rebid after partner responds in a suit, and opponents bid**

**PURPOSE – Used by opener to show 3, rather than 4-card support**

#### **WHEN:**

After responder has bid a new major suit and the opponents have intervened.

#### **WHAT:**

Bidding the suit would show 4-card support. Double shows 3-card support.

#### **Examples:**

1C	P	1H	1S	Dbl	(3 card support for hearts – with 4 hearts raise)
1C	P	1H	Dbl	Redouble	(3 card heart support)
1C	P	1H	1S (or dbl)	2H	(shows 4 card heart support)

## DOUBLES QUIZ:

- |     |      |      |      |     |
|-----|------|------|------|-----|
| 1.  | 1D   | X    | pass | 1H  |
| 2.  | 1C   | X    | pass | 2S  |
| 3.  | 1H   | X    | 1S   | 2NT |
| 4.  | 1C   | X    | 1D   | 1S  |
|     | Pass | 2H   |      |     |
| 5.  | 1D   | 1H   | X    |     |
| 6.  | 1S   | 2D   | X    |     |
| 7.  | 1C   | 1D   | X    |     |
| 8.  | 1H   | 2C   | 2H   | X   |
| 9.  | 1C   | 1D   | 2C   | X   |
| 10. | 1C   | X    | 2C   | X   |
| 11. | 1C   | pass | 1H   | 2D  |
|     | X    |      |      |     |
| 12. | 1C   | pass | 1H   | 2D  |
|     | 2H   |      |      |     |
| 13. | 1D   | pass | 1H   | X   |
|     | XX   |      |      |     |

## ANSWERS:

1. Takeout double, partner has 0-8 points and hearts is best suit
2. Takeout double, partner has 9-11 points and spades
3. Takeout double, partner has 10-12 points and stopper in hearts.
4. Big double, partner has 6-8 and spades
5. Negative double – doubler has 6+ points and 4 spades
6. Negative double – doubler has 10+ points and 4 hearts
7. Negative double – doubler has 6+ points and 4 hearts AND 4 spades
8. Responsive double – doubler has 4 spades and 4 diamonds
9. Responsive double – doubler has 4 hearts and 4 spades
10. (1) Takeout double, (2) Responsive double – doubler has 4 hearts and 4 spades
11. Support double – doubler has 3 hearts
12. 2H bid promises 4 hearts since he did not double
13. (1) Takeout double, (2) Support double – doubler has 3 hearts