

COMPETITIVE DOUBLE

⇒ After a suit opening bid, Responder's double of an enemy raised-suit is useless as a penalty double. Double of a raised suit is best used as a “competitive double”. A “competitive double” shows *values* to compete, but also uncertainty about *where* to compete.

But these are not competitive doubles:

- ① Partner has bid notrump.
- ② Your side has already found a fit.
- ③ You passed at your previous turn. (penalty pass)

⇒ Applies through a raise to 2♠ or 3♠ or 4♦.

⇒ Minimum Strength Requirements

Two-level: Double shows at least a Queen extra.

Three-level: Double shows at least an Ace extra.

There is no upper limit. Doubler may bid again.

⇒ After a Competitive Double

Partner chooses the contract. Passing the double requires four trumps, or three trumps at 3-level.