RESPONSIVE DOUBLES

After an Opponent's one-level opening, a takeout double by Partner and a *raise* by Responder, the Advancer (the Partner of the Doubler) has some choices:

- Pass with nothing.
- Bid a long suit if one is present. Jump if appropriate.
- Responsive Double to show to two places to play.

If the opening bid and raise has been in a *Major* suit, a responsive double shows *both Minors*. If the opening bid and raise has been in a *Minor* suit, a responsive double shows *both Majors*.

Four-card length (at least) is promised in the shown suits.

Double is a penalty double (not a responsive double) if:

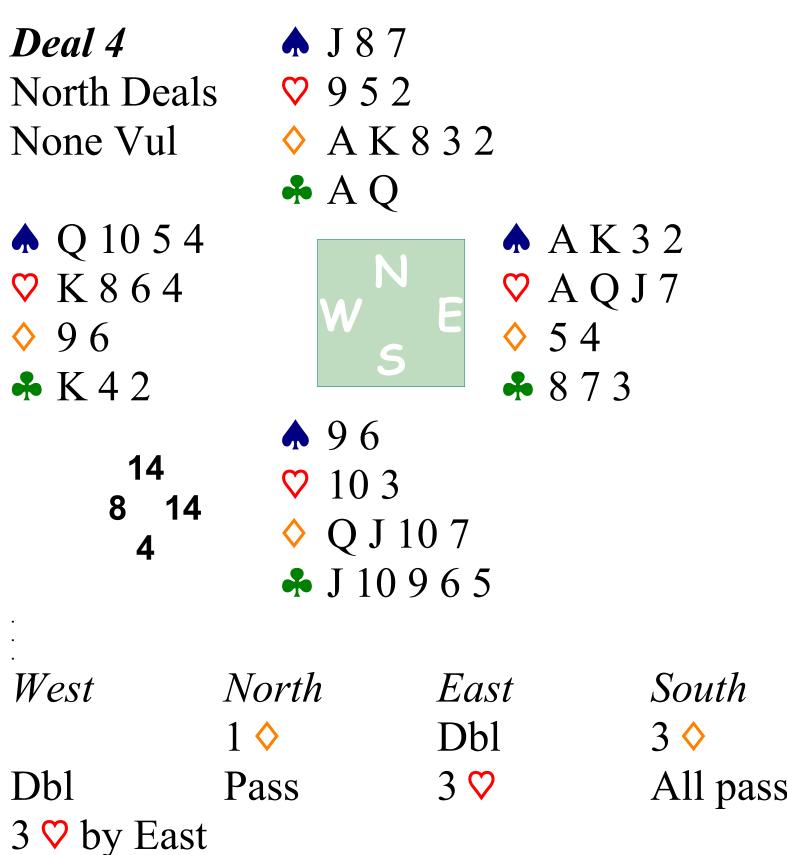
- ➔ Responder does not raise. (bids a new suit or notrump)
- Partner overcalled notrump, Partner jump-overcalled.
- ➔ Opening bid was at the two-level. (Check with Partner.)

Points promised:

- ➔ A Responsive Double of 2-Minor requires 6 points.
- ➔ A Responsive Double of 3-Minor requires 8 points.

Discuss with Partner how high to play:

- → Responder jump-raises through 4D, double is Responsive
- ➔ Responder jump-raises to game, double is Optional.



<u>Bidding</u>: Responder's 3 \$\lorepsilon jump after the takeout double is weak. Four HCP with good four-card support and two doubletons are enough. West makes a Responsive Double. A working eight HCP are fine. (With eleven working HCP, West would plan to bid game.) East does not have enough strength or shape to jump to game. <u>Defense</u>: Does North want \$\lorepsilon to be continued at trick two? Would a shift help? North's trick one signal reflects these answers. North uses his imagination to see a path to five defensive tricks. <u>Play</u>: Where do you think the & Ace is? Would North have enough points to open without it?