

Mark as "takeout", "negative", "penalty", or other.

Auction 1

West	North	East	South
1 ♠	1 ♥	Dbl	

Auction 2

West	North	East	South
1 ♣	1 NT	Dbl	

Auction 3

West	North	East	South
1 ♠	2 ♥	Dbl	

Auction 4

West	North	East	South
1 ♣	2 ♣ ¹	Dbl	

1. Michaels

Auction 5

West	North	East	South
Pass	3 ♠	Dbl	

Auction 6

West	North	East	South
1 ♠	3 ♠	Dbl	

Auction 7

West	North	East	South
2 ♥	3 ♣	Dbl	

Auction 8

West	North	East	South
1 ♠	4 ♥	Dbl	

Auction 10

West	North	East	South
1 ♣	1 ♠	Dbl	2 ♠
Pass	Pass	Dbl	

Auction 11

West	North	East	South
1 ♣	Pass	1 ♥	1 ♠
Dbl			

Auction 12

West	North	East	South
1 ♠	2 ♣	Pass	Pass
Dbl			

Auction 13

West	North	East	South
1 ♠	Pass	Pass	2 ♣
Dbl			

Auction 14

West	North	East	South
1 ♣	1 ♠	2 ♥	2 ♠
Dbl			

Auction 15

West	North	East	South
1 NT	Pass	Pass	2 ♠
Dbl			

Auction 16

West	North	East	South
1 NT	2 ♠	Pass	Pass
Dbl			

Auction 17

West	North	East	South
2 ♣	2 ♠	Pass	Pass
Dbl			

Auction 18

West	North	East	South
Pass	1 ♠	Pass	1 ♠
Pass	2 ♠	Dbl	

Auction 19

West	North	East	South
Pass	1 ♥	1 ♠	Pass
Pass	2 ♥	Dbl	

Auction 20

West	North	East	South
Pass	1 ♠	Dbl	3 ♠
Pass	Pass	Dbl	

Answers to Quiz on Various Doubles

- 1) East's double is a negative double, showing the other major.
- 2) East's double is a penalty double, showing defense versus 1NT.
- 3) East's double is a negative double, showing both minors.
- 4) East's double is a penalty double, suggesting penalizing the opponents if they do not find a fit.
- 5) East's double is a takeout double, requesting that West bid.
- 6) East's double is a negative double, showing the other major.
- 7) East's double is a penalty double, showing defense versus 3C.
- 8) East's double is an optional double. East shows points that could either defend 4H or be a useful dummy if West bids.
- 9) Auction 9 is on vacation.
- 10) East's double is a cooperative-takeout double, suggesting that West compete. West may pass with a defensive hand.
- 11) West's double is popularly played as a support double, showing three-card Heart support (in any strength hand).

- 12) West's double is a takeout double, requesting that East bid.
- 13) West's double is a takeout double, requesting that East bid.
- 14) West's double is a cooperative-takeout double, suggesting that West compete. East may pass with a defensive hand.
- 15) West's double is a penalty double, showing defense versus 2D.
- 16) West's double is a takeout double, requesting that East bid.
- 17) West's double is a penalty double, showing defense versus 2S.
- 18) East's double is a takeout double, requesting that West bid.
- 19) East's double is a takeout double, requesting that West bid.
- 20) Both East's doubles are takeout doubles, requesting West bid.

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.

Deal 4

North Deals

None Vul

♠ J 8 7
 ♥ 9 5 2
 ♦ A K 8 3 2
 ♣ A Q

♠ Q 10 5 4
 ♥ K 8 6 4
 ♦ 9 6
 ♣ K 4 2



♠ A K 3 2
 ♥ A Q J 7
 ♦ 5 4
 ♣ 8 7 3

14
 8 14
 4

♠ 9 6
 ♥ 10 3
 ♦ Q J 10 7
 ♣ J 10 9 6 5

West

North

East

South

1 ♦

Dbl

3 ♦

Dbl

Pass

3 ♥

All pass

3 ♥ by East

Bidding: Responder's 3 ♦ 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.

Defense: Does North want ♦ 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.

Play: Where do you think the ♣ Ace is? Would North have enough points to open without it?