### I. What gives you the most fun at bridge

- 1. Bidding slams
- 2. Clobbering the opponents
- 3. Making a doubled contract
- 4. Simply fooling the opponents somehow

## II. Let's talk doubles

### 1. Penalty

- a. High cards
- b. Trumps and their position (possession of A of trumps an additional plus)
- c. You have good lead
- d. How confident has their auction been
- e. Best to have a surprise
- f. Feel like you can beat them 2 tricks at least
- g. What can go wrong
- h. Double (and delayed doubles) of two suited bids
  - 1. Puts pressure on you
  - 2. Might locate cards for declarer
  - 3. Partner might get in the way i.e. pull your double
  - 4. Beating them undoubled might be a good score so why risk it

# 2. Takeout

- a. Negative
- b. Responsive
- c. Stolen bid
- d. Fourth suit doubles
- e. Should be resonibly balanced, with big shape make a two suited bid
- f. Delayed takeout double (generally holding RHO's suit)

## 3. Support

- a. Support double
- b. Maximal double

### 4. Lead Directing

- a. Stayman
- b. Transfer
- c. Bergan
- d. Drury
- e. Splinters
- f. Sidebar just plan bidding a suit over 2NT or Drury as lead directing
- g. Lightner double doubling after you have preempted
- h. Doubles of 1NT 3NT
- i. Fisher double
- 5. Novelty
  - a. Striped tailed ape

### III. Redoubles

- 1. Business BY FAR THE LEAST COMMON
- 2. Obvious i.e. 1C-double-redouble
- 3. Rescue
- 4. To play i.e. (when opponents double your transfer or stayman)
- 5. When you have extra strength and suggest penalizing opponents
- 6. Honor redouble

7. Bluff

### IV. GM bridge tips

- 1. If partner opens a minor play them to have 12-14 balanced until proven otherwise
- 2. Be attentive to vulnerability
- 3. If you open a 6 or more card major and partner has a limit raise, bid game no matter how bad your opener.
- 4. Consider preempting with some unusual hands
- 5. Consider down grading 3334 hands and only one card above a queen
- 6. If partner splinters and you have shortness in another suit, be very bullish



