

The Red Card

By Chris Dixon

Types of Double (Part Score Zone)

1. Take Out Double

Double of a suit when neither of you has bid

2. Penalty Double

Special Rules

3. Competitive Double

Double when either you or partner has bid

4. Special Cases

Doubles of transfer bids or artificial bids

Requirements for Take Out Doubles

1. High Card Point Strength

At least opening strength

2. Tolerance for unbid suits

Balanced or 3 suited hands - or
Very strong hands, too strong for normal overcall (18+)

3. Balancing doubles

Principle of the borrowed King

4. When opponents have bid two suits

4-4 or 5-4 in unbid suits
At least opening strength

Take-out Doubles

1. **Double of an opening bid of 1 in a suit**
2. **Double when opponents have bid and supported a suit**
3. **Double when opponents have bid 2 suits**
4. **Double of a weak 2 or weak 3 opening bid**
5. **Double in the balancing seat**

S	W	N	E
1♦	?		

1) ♠ A Q 10 7
♥ Q J 9 4
♦ 2
♣ K 9 7 2

2) ♠ K 10 2
♥ A K 10 6
♦ J 3
♣ Q 9 8 2

3) ♠ A Q 8 3
♥ K 7 2
♦ A 9 5
♣ J 8 2

4) ♠ K Q 7 2
♥ A Q 10 8 4
♦ 2
♣ Q 5 2

5) ♠ A K Q 7 3
♥ A Q 8
♦ A 10 7
♣ 6 2

6) ♠ K 2
♥ A K 5 2
♦ 2
♣ A K J 10 8 3

	S	W	N	E
	1♥	P	2♥	?

7) ♠ K J 10 8
 ♥ 10 7 3
 ♦ A K 9 7
 ♣ Q 3

8) ♠ A Q 8
 ♥ 9
 ♦ A K 9 8 2
 ♣ Q 9 7 2

9) ♠ A Q J 8 3
 ♥ 8
 ♦ A 10 7 2
 ♣ Q 8 2

10) ♠ Q J 8 2
 ♥ 2
 ♦ A Q 8 6
 ♣ 10 9 7 2

11) ♠ K 8 7 4 3
 ♥ 2
 ♦ A K 3
 ♣ K 10 9 5

12) ♠ A 2
 ♥ 10 8 3
 ♦ A K Q
 ♣ A Q J 10 3

S	W	N	E
1♥	P	2♣	?

13) ♠ K Q 10 7
 ♥ 3
 ♦ A J 10 8 2
 ♣ Q 7 2

14) ♠ A Q 7 3
 ♥ 9 2
 ♦ Q J 8 7 2
 ♣ 9 3

15) ♠ K Q 10 9 2
 ♥ 2
 ♦ Q J 10 8 6 2
 ♣ 2

16) ♠ A K Q 8 2
 ♥ 2
 ♦ K Q J 10 2
 ♣ 9 2

17) ♠ K J 8 6 2
 ♥ 10 7 2
 ♦ A K Q 8
 ♣ 2

18) ♠ A K Q 8 3
 ♥ 10 7 2
 ♦ K J 6 2
 ♣ 2

S	W	N	E
2♥	?		

19) ♠ A J 9 2
 ♥ 3
 ♦ K Q 8 2
 ♣ K J 7 2

20) ♠ A Q J 5 2
 ♥ 9 2
 ♦ A K 6
 ♣ J 8 2

21) ♠ K Q 10 9 2
 ♥ 2
 ♦ Q J 10 8 6 2
 ♣ 2

22) ♠ A 10 3
 ♥ 2
 ♦ A K J 7 2
 ♣ K J 7 2

23) ♠ K J 9 7 2
 ♥ 10
 ♦ A Q 5
 ♣ A J 4 2

24) ♠ K Q 8 2
 ♥ K Q 6
 ♦ K 3
 ♣ A 10 8 2

S	W	N	E
1♥	X	Pass	?

25) ♠ 10 8 7 2
 ♥ Q 3
 ♦ J 9 8 2
 ♣ 9 4 2

26) ♠ K J 9 7 2
 ♥ 3 2
 ♦ A 10 7
 ♣ 10 7 6

27) ♠ A 8 2
 ♥ J 8 2
 ♦ K 7 3
 ♣ J 10 8 4

28) ♠ K Q 8 2
 ♥ A 6
 ♦ Q 8 6 2
 ♣ 10 9 2

29) ♠ 2
 ♥ J 10 2
 ♦ A 7 3 2
 ♣ K Q 10 9 2

30) ♠ J 5
 ♥ K 10 8 2
 ♦ K 9 8
 ♣ Q 8 7 2

Requirements for Competitive Doubles

1. High Card Strength

Shows 'extras'

2. No convenient descriptive bid available

Prefer a suit bid if you have the HCP needed and a strong suit to bid

3. Most competitive doubles are balanced hands

4. Special case when LHO's overcall is passed

5. Negative doubles after opponents have bid a major

Usually played to promise 4 cards in other major

Competitive Doubles

1. **Double of a suit overcall (Negative Double)**
2. **Double when partner has made a take out double (Responsive Double)**
3. **Double when you have agreed a suit**
4. **Double when they have agreed a suit at the 2 level**
5. **Double by opener after a response**
6. **Balancing double**
7. **Double when partner has made an overcall**
8. **Double after you have bid and partner has passed**

31) ♠ K 8
♥ A J 9 6 2
♦ A K 4
♣ J 9 2

1♥ P 1♠ 2♣
?

32) ♠ 9 6 3
♥ A K 10 7
♦ A Q J
♣ K 4 2

1♥ P 2♥ 2♠
?

33) ♠ 4 3
♥ A K Q 9 4
♦ A K 7
♣ Q 10 4

1♥ 1♠ P 2♠
?

34) ♠ 6 2
♥ A K 10 9 7
♦ A Q 5
♣ K 10 4

1♥ 1♠ 1NT 2♠
?

35) ♠ K Q 6 2
♥ A K J 4
♦ K 4
♣ 10 6 2

1♥ 2♣ 2♦ 3♣
?

36) ♠ 4 2
♥ K 10
♦ A Q J 5 4
♣ K Q 9 4

1♦ X P 1♥
P 1♠ P P
?

37) ♠ K Q 8 7 2
 ♥ A 2
 ♦ 8 6 5
 ♣ J 8 2

1♥	P	1♠	X
2♣	2♦	?	

38) ♠ 10 9 4 2
 ♥ A Q J 9 4
 ♦ K 6
 ♣ 3 2

1♦	P	1♥	2♣
P	P	?	

39) ♠ J 4
 ♥ 9 4
 ♦ K 10 6 3
 ♣ Q 9 8 4 2

1♠	1NT	P	2♦
P	2♥	?	

40) ♠ K 8 2
 ♥ Q 9 8 4
 ♦ A 8 5 2
 ♣ 7 3

1♠	P	2♠	3♣
P	P	?	

41) ♠ 9 7
 ♥ A K 10 6 2
 ♦ K 10 4 3
 ♣ 10 7

1♣	P	1♥	1♠
P	2♠	?	

42) ♠ A 9 6 3
 ♥ K Q 9 6 2
 ♦ 10 4
 ♣ J 2

1♣	P	1♥	X
2♣	2♦	?	

43) ♠ K 10 8
 ♥ 9 6
 ♦ A 10 2
 ♣ A K J 10 4

1♥	2♣	2♥	P
P	?		

44) ♠ A K 10 6 2
 ♥ A K 8
 ♦ 10 4
 ♣ J 6 2

1♦	1♠	2♣	P
2♦	?		

45) ♠ 4
 ♥ A Q 10 8 6 2
 ♦ A 10 2
 ♣ K 9 3

1NT	2♥	2♠	P
P	?		

46) ♠ A K 9 6 2
 ♥ A K J 10 4
 ♦ 4
 ♣ 8 3

1♦	2♦	3♦	?
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47) ♠ A 6 3
 ♥ 4
 ♦ K 10 4
 ♣ A Q J 10 7 3

2♥	3♣	3♥	P
P	?		

48) ♠ 8 7 2
 ♥ A K Q J 4
 ♦ A J 6
 ♣ 5 3

1♣	1♥	1♠	P
2♠	?		

49) ♠ A Q 9 6
 ♥ 8 7 2
 ♦ 10 7 4 3
 ♣ K 4

1♥ 2♣ 2♥ ?

50) ♠ J 4
 ♥ A 8 6 2
 ♦ A 10 6 3
 ♣ 9 6 3

1♥ 1♠ 2♣ ?

51) ♠ Q 4
 ♥ K J 5 3
 ♦ 8 6 3
 ♣ Q 7 3 2

1♦ 1♠ 1NT P
 2♦ P P ?

52) ♠ K 8 2
 ♥ Q 9 4
 ♦ A 7 6 2
 ♣ 10 5 2

1NT 2♣ 3♣ ?
 2♣ = majors

53) ♠ A K 10 5
 ♥ K Q 7 2
 ♦ 10 8 3
 ♣ 9 2

1♦ 2♣ 3♦ ?

54) ♠ 8 7 2
 ♥ K 4
 ♦ A 9 5 4 3
 ♣ 9 7 2

1♣ 1♥ 1♠ P
 2♠ P P ?

Penalty Doubles

1. Double of a 1NT bid
2. Double following a penalty double
3. Double when partner has made a competitive double
4. Double when partner has opened a weak 2 or 3
5. Double after partner has opened 2♣ [By agreement]
6. Double after our side has bid 1NT [By agreement]

Requirements for Penalty Doubles

1. **Your side must have the majority of HCP**
2. **Good trump holding – at least 4 cards**
3. **Can double with 3+ trumps if there is evidence of a misfit**

Doubling an opening 1NT

15+ HCP (maybe 14 with suit such as KQJ106)

Partner will normally pass with any balanced hand

Remove double with any weak(ish) unbalanced hand

Bid 2NT with both minors

Jump in a suit with an unbalanced hand and 9+ HCP

Double a rescue for penalties (with 4+ trumps)

Cud bid a rescue with an unbalanced hand, 9+ HCP and a shortage

55) ♠ A 8
♥ Q J 10 8 6
♦ A K 7
♣ 10 5 3

1NT ?

56) ♠ A Q J 5
♥ K 7 6 5 2
♦ 2
♣ A J 7

1NT ?

57) ♠ J 5 3
♥ 9 7
♦ Q 8 4 3
♣ 9 6 3 2

1NT X P ?

58) ♠ K J 9 7 3
♥ 2
♦ A Q 8 7
♣ 8 6 2

1NT X P ?

59) ♠ Q 10 8 4
♥ K 7
♦ Q 8 6 2
♣ 8 6 2

1NT X 2♠ ?

60) ♠ 2
♥ A Q J 9 5 2
♦ A K J 9
♣ Q 10

1NT X 2♠ X
P ?

Passing Doubles for Penalties

- 1** Pass a take-out double of a 1 level opening only with 5 very good trumps or 6+
- 2** Pass a take-out double of a weak 2 or weak 3 opening with balanced hands and 3+ in opened suit and no convenient bid
- 3** Pass a competitive double for penalties (often at the 3 level, less often at the 2 level) based on at least two of these criteria:
 - a) Your side holds the balance of strength
 - b) You have good trumps
 - c) There is evidence of a misfit

61) ♠ A 10 8 4
 ♥ 8
 ♦ A K 10 8 3
 ♣ A 7 2

1♦	1♠	X	P
?			

62) ♠ A K 10 8
 ♥ 6 2
 ♦ 10 8 6 2
 ♣ K 8 2

1♥	P	1♠	2♦
X	P	?	

63) ♠ A K 10 4
 ♥ A J 3
 ♦ K 4 3
 ♣ 10 7 2

1♠	P	2♠	P
P	3♣	X	P
?			

64) ♠ A Q J 9 3
 ♥ A 10
 ♦ A 8 6
 ♣ 9 7 2

1♦	1♠	3♦	X
P	?		

65) ♠ Q 8 7 4 2
 ♥ Q J 8 2
 ♦ 8
 ♣ 9 4 2

1♥	P	2♥	2♠
X	P	?	

66) ♠ A 8 2
 ♥ Q 10 8 3
 ♦ K 3
 ♣ J 9 8 3

1NT	P	2♦	P
2♥	X	P	?

67) ♠ J 10 7
 ♥ 8
 ♦ Q J 10 8 5 3
 ♣ K 4 3

1♦ X P ?

68) ♠ J 9 2
 ♥ A 8
 ♦ K 9 7 6
 ♣ Q 8 7 2

2♠ X P ?

69) ♠ 9 8 4 2
 ♥ A K 10 2
 ♦ Q 10 9 2
 ♣ 2

1♦ 2♣ 2♦ P
 P X P ?

70) ♠ A Q 10 6
 ♥ 8 3
 ♦ K 9 7 2
 ♣ A 10 2

1NT P 2♦ 2♠
 ?

71) ♠ 2
 ♥ A K 10 8 3
 ♦ A J 7
 ♣ Q J 9 6

1♥ P 1♠ 2♣
 ?

72) ♠ A K 10 7 2
 ♥ 5
 ♦ A 8 3
 ♣ Q 9 8 3

1♠ P 1NT 2♣
 ?

Special Case Doubles

1 Double of an artificial bid

Shows that suit (equivalent to an overcall)

2 Bid of suit identified by opponents

'Virtual' Take-out double

3 Re-opening doubles by opening bidder

In case responder has a penalty double type of hand

73) ♠ J 8 7
 ♥ 8
 ♦ K J 9 7 2
 ♣ A 7 4 3

1NT P 2♦ ?

74) ♠ 2
 ♥ A K 10 8
 ♦ K 9 7 6
 ♣ K 8 7 2

1NT P 2♥ ?

75) ♠ 9 8 4 2
 ♥ 8 6 2
 ♦ A 2
 ♣ Q J 9 2

2NT P 3♣ ?

76) ♠ 9 3
 ♥ K J 10 7
 ♦ 10 8 7 2
 ♣ 9 7 2

1♦ P 1♠ P
 2♣ P 2♥ ?

77) ♠ A 8
 ♥ Q 10 9 2
 ♦ K Q 8 2
 ♣ 10 8 2

1♠ 2NT ?

78) ♠ A Q 10 7
 ♥ 7 3
 ♦ A 8 3
 ♣ K J 9 8

3♣ ?

Types of Double (Game Zone)

1. Doubles for Profit

**Cards are stacked against declarer
Suits are breaking badly
Nowhere to run**

2. Doubles for a Lead

**Double 3NT when partner is on lead to DIVERT them from
their normal lead**

3. Compensation Doubles

**When their bid is a sacrifice against your making contract
Forcing passes when you have the balance of strength**

79) ♠ K Q J 10 8
 ♥ 8 3
 ♦ A 4
 ♣ 9 7 4 3

1NT P 3NT ?

80) ♠ 2
 ♥ K J 9 8
 ♦ K 9 7 6
 ♣ Q 8 7 2

1♠ P 2♥ P
 2♠ P 3♥ P
 3NT P P ?

81) ♠ A 9 8 5 2
 ♥ 2
 ♦ K Q J 10 8
 ♣ K 2

1♠ 1NT P 3NT
 ?

82) ♠ 2
 ♥ K Q J 9
 ♦ A 8 6 2
 ♣ 9 8 7 2

1NT P 2♣ P
 2♠ P 3♠ P
 4♠ ?

83) ♠ A K 8
 ♥ 8 7 2
 ♦ A Q 9
 ♣ Q 8 6 2

1NT P 2♥ P
 2♠ P 3NT ?

84) ♠ A K 10 7 2
 ♥ 5
 ♦ A 8 3
 ♣ Q 9 8 3

1♠ 2♥ 3♥ 4♥
 4♠ 5♥ P P
 ?

Summary

- 1 Partscore doubles can be Take-Out, Competitive, Penalty or Lead Directing**
- 2 Doubles show good hands, not just good distribution**
- 3 Don't make penalty doubles (or pass a competitive double) unless you satisfy 2 of the following criteria:**
 - Balance of high cards**
 - Evidence of a misfit**
 - Good trumps**
- 4 Use redoubles in the same sense as competitive doubles**