

# Doubles

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Sofie Græsholt Sjødal

# Different types of doubles

- Take-out doubles
  - First bid
  - Negative
  - Re-opening
- Support doubles
- Lead-directing doubles
- Double of 1NT and strong openings

# Take-out doubles

- Two types
  - 12-17 hcp and semi-support in unbid suits
    - If upper range (15-17) 3+ in unbid majors
    - Over 1M: If lower range (12-14) usually 4 in other major
    - Over 1m: If lower range (12-14) usually 4-3 or 4-4 in majors
  - 18+ hcp any hand – too strong to overcall



# Responding to take-out doubles

- 0-7(8) hcp: bid your longest suit on the lowest level
- 8-10 hcp: bid your longest suit with a jump
- (9)10-12 hcp: bid your longest suit on the three level
- 13+ hcp: bid game



# Subsequent bids after take-out doubles 12-17

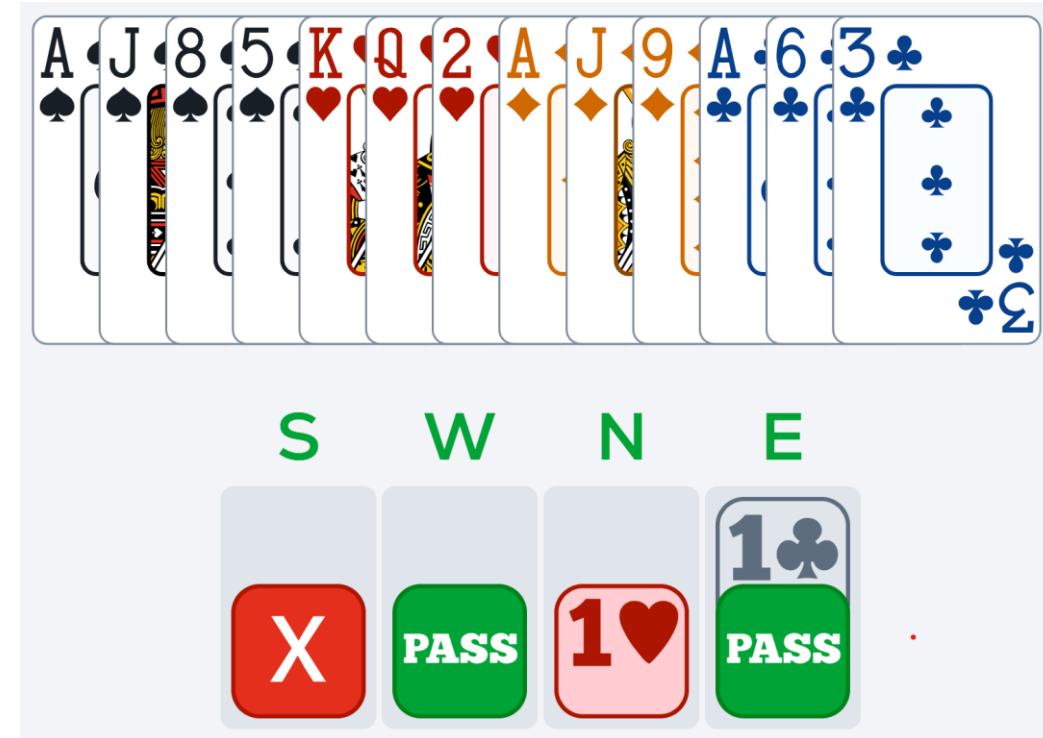
- If partner showed 0-7 – pass
- If partner showed some extras
  - see if we have enough for game
  - If not – pass
  - If we do – bid game

The diagram illustrates a bridge hand distribution and subsequent bids for four players (S, W, N, E). The hand is shown in a row of 13 cards, with the top card of each suit (A, J, 8, K, Q, 3, 2, A, J, 9, 9, 6, 3) and the bottom card (2) visible. The suits are Spades, Hearts, Diamonds, and Clubs. Below the hand, the players' names (S, W, N, E) are listed. Under each name is a button representing a bid or action:

S	W	N	E
X	PASS	2♥	1♣ PASS

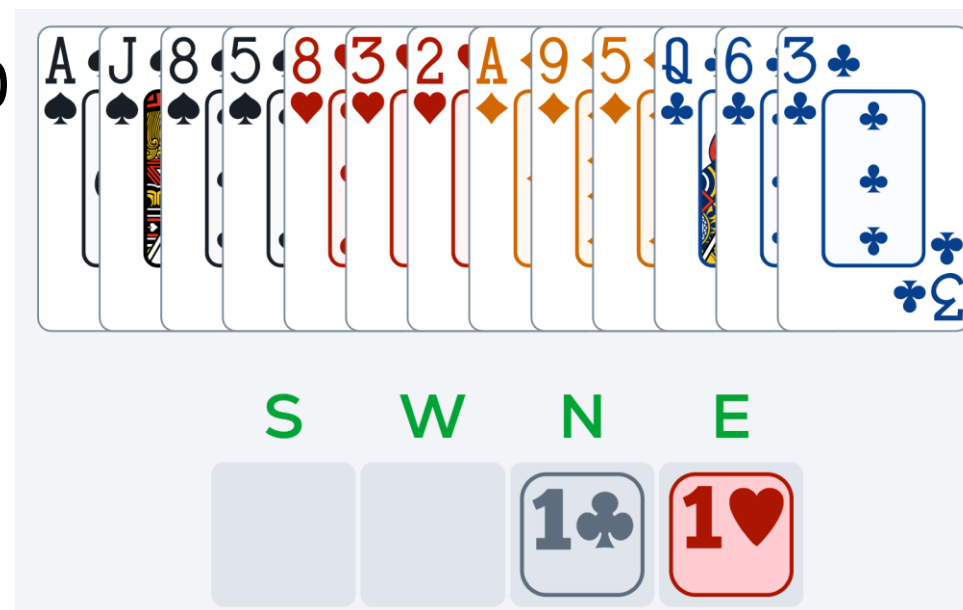
# Subsequent bids after take-out doubles 18+

- We can have three types of hands
  - 1. Support to partner
  - 2. Balanced hand
  - 3. Long suit hand
- With support we raise partner with a jump
- Bidding NT on lowest level 18-20 hcp
- Bidding NT with jump is 21-23 hcp
- Bidding a new suit is 18+ hcp and 5+ in the suit



# Negative doubles

- Partner has opened and opponents bid
- Focuses on the majors
- $1\clubsuit - 1\diamondsuit - \text{dbl} = 44$  in majors
- $1\text{m} - 1\heartsuit - \text{dbl} = 4\text{S}$
- $1\text{m} - 1\heartsuit - 1\spadesuit = 5+\text{S}$
- $1\text{m} - 1\spadesuit - \text{dbl} = 4\heartsuit$  any strength or  $5+\heartsuit$  6-10
- Also used if opponents bid on 2-level
  - At least 4-3 in majors or 4 in unbid major
- $1\heartsuit - 1\spadesuit - \text{dbl} = \text{both minors}$



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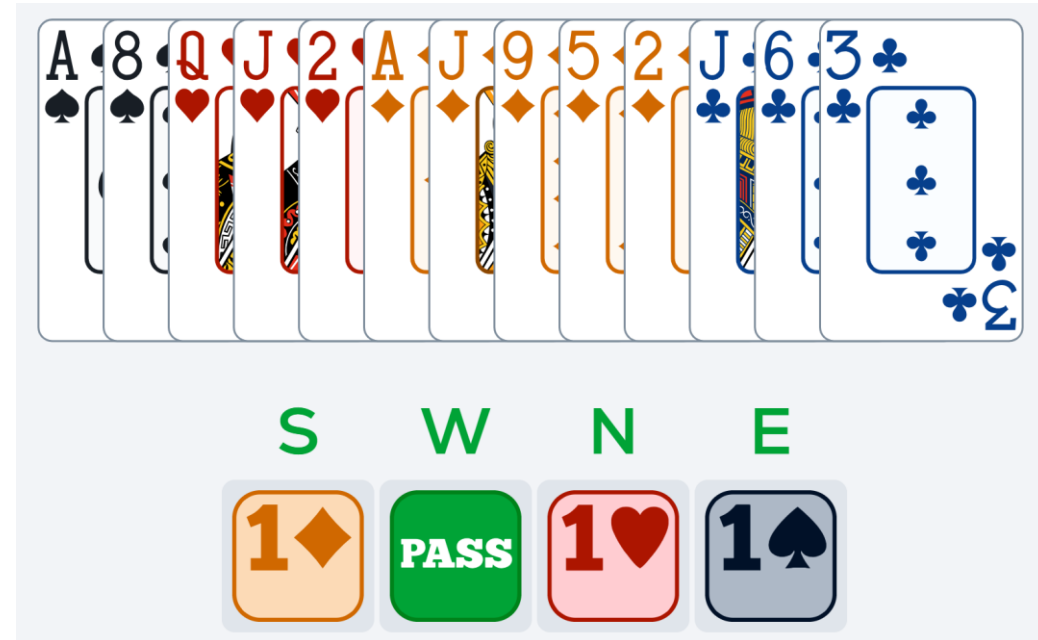
# Re-opening doubles

- If opponents stop in a low contract
- We would like to compete
- Either push them up or find our own contract
- 1♠ – P – 2♠ – P
- P - dbl



# Support doubles

- We open and partner bids a major and opps overcall
- Up to (including) 2♥
- We double to show three card support
- 1♦-P-1♠-2♣  
dbl = 3♠
- 1♦-P-1♠-3♣  
Dbl = extra strength and the other suits



# Lead-directing doubles

- If opponents bid an artificial bid
- Double so partner will lead the suit
- 1NT – P – 2♦ – dbl = diamonds



# Doubles of strong openings

- Agree what a double of 1NT and artificial openings are
- Many options
- Over 1NT – most normal penalty, 5+m and 4M or one long suit
- Over 1♣/2♣ strong – clubs or both majors
- Other options are also possible

# Summary

- Doubles are usually used for something else than penalty
- Many different types of doubles
- Take-out doubles
- Support doubles
- Lead-directing doubles
- Artificial doubles – especially over strong openings