

Doubles and Cue Bidding Opponents' Suit

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The Benefits and Risks of Defensive Bidding

The Benefits

Enables Competition

Pre-emptive Value

Lead Direction

The Risks

Punishment

Helps Opps in the Bidding

Helps Opps in the Play

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

Take-out Doubles

- 1. 3 suited with 11+ HCP**
- 2. Balanced, 13+ with at least 3 in any unbid major**
- 3. 5422 or 5431, 12+ with 4 in an unbid major**
- 4. Any hand with 19+ HCP**
- 5. 13+ HCP and 4-4 or 5-4 after opponents bid 2 suits**
- 6. With 13-18 HCP, prefer to overcall a 5 card major**
- 7. With 2 suited hands, make a conventional bid or bid higher suit**

S W N E
1♥ ?

1) ♠ K J 8 7
♥ 3
♦ A J 8 2
♣ K 9 7 2

2) ♠ K 10 2
♥ 9 7
♦ A K 8 2
♣ K 9 8 2

3) ♠ A Q 8 3
♥ K 7
♦ Q 10 8 7 2
♣ Q 2

4) ♠ K Q 7 2
♥ 2
♦ A Q 8 6 2
♣ Q 5 2

5) ♠ A K Q 7 3
♥ 2
♦ A K 8 2
♣ A 6 2

6) ♠ A 2
♥ J 5 2
♦ A K Q 8 6 3
♣ A Q

	S	W	N	E
	1♥	?		

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

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

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

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

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

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

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
1♥	P	2♥	?

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

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

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 10 8 3
 ♥ 10 8 7
 ♦ A 5
 ♣ A J 4 2

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

Responses to Take Out Doubles

- 1** 1NT with 5-9, 2NT=10-12
- 2** Minimum suit bid with up to 9 HCP
- 3** Jump with 8+ and (normally) 5 card suit
- 4** Cue opposition's suit with 10+
- 5** Jump to game with 11+ (Working points) and a good enough suit

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

Penalty Doubles - Suggested Rules

- 1. Double of 1NT and any subsequent doubles**
- 2. Any double after partner opened a weak 2 or weak 3**
- 3. Any double after partner has made a competitive double**
- 4. Any double after you or partner has made a penalty double**
- 5. Any double made by a player who has previously bid 1NT**
- 6. Doubles after partner has bid 1NT (subject to partnership agreement)**

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

31) ♠ A 2
♥ K Q J 9 2
♦ K 10 3
♣ J 5 3

1NT ?

32) ♠ A Q 6 2
♥ A J 3
♦ K J 7 3
♣ 8 4

1NT ?

33) ♠ Q J 9 6 3
♥ 3
♦ 10 7 4 2
♣ 9 5 2

1NT X 2♦ ?

34) ♠ J 9 5 3
♥ 10 4
♦ 9 8 6 2
♣ 10 7 2

1NT X P ?

35) ♠ Q 9 6 2
♥ A 3
♦ J 8 3 2
♣ 8 6 5

1NT X 2♠ ?

36) ♠ A Q J 6
♥ Q 9 8 3
♦ 2
♣ 9 8 3 2

1NT X 2♦ ?

Doubling a response of 1NT

Sometimes played as take-out but I recommend penalty

16+ HCP, generally balanced

Subsequent doubles are penalty

With minimum take-out type pass and hope for a 2nd chance

Competitive Doubles - Meaning

- 1 I am too strong in HCP to pass**
- 2 I do not have good support for partner**
- 3 I have no convenient bid to make**
- 4 I have extra strength within the limits of any bid I have previously made**

Competitive Doubles

- 1** By responder after an overcall
(negative double)
- 2** After Take-out double by partner
(responsive double)
- 3** After response and overcall
- 4** Double after you have bid and partner has passed
- 5** Double after partner's overcall
- 6** After you have bid and supported a suit to the 2 level

37) ♠ 9 2
♥ A Q 7 2
♦ Q 8 5 2
♣ J 5 3

1♠ 2♣ ?

38) ♠ A 10 9 3
♥ Q 8 6 3
♦ A 5 2
♣ 8 4

1♣ 1♠ ?

39) ♠ K 9 2
♥ K 8 3 2
♦ 7 3
♣ A 10 7 3

1♥ X 2♦ ?

40) ♠ A Q 4 3
♥ 10 5
♦ K 8 6 2
♣ Q 7 2

1♥ X 2♥ ?

41) ♠ A Q 8 6 2
♥ A Q 3
♦ 8 3 2
♣ A 5

1♠ P 2♣ 2♦
?

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

1♠ P 2♣ X
?

43) ♠ 9 2
 ♥ A Q 7
 ♦ J 5 2
 ♣ A K Q 10 6

1♠ 2♣ 2♠ P
 P ?

44) ♠ A Q J 6 4
 ♥ A 10 7
 ♦ A 5
 ♣ 8 4 2

1♦ 1♠ 1NT P
 2♦ ?

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

1♥ 2♦ 2♥ ?

46) ♠ A 4 3
 ♥ 10 5
 ♦ A K J 7
 ♣ 10 8 7 2

1♣ 1♥ 1♠ ?

47) ♠ A Q 8 6
 ♥ A K 3
 ♦ K 10 7 2
 ♣ 8 5

1♠ P 2♠ 3♣
 ?

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

1♥ P 2♥ 2♠
 P P ?

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

49) ♠ J 10 7
♥ A 8
♦ K Q 10 9 3
♣ 10 5 3

1NT P 2♦ ?

50) ♠ 4 3
♥ A Q 10 8
♦ K Q 9 6
♣ A J 7

1NT P 2♥ ?

51) ♠ J 5
♥ A 3
♦ A K Q J 7 3
♣ 10 7 2

1NT P 2♦ ?

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

1♠ 2♣ P P
?

53) ♠ K Q 8 6 2
♥ A Q J 9 2
♦ 8 3
♣ 9

1♠ 2♣ P P
?

54) ♠ A Q 9 6 2
♥ 5
♦ A 8 3 2
♣ Q 10 8

1♠ 2♣ P 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

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

1♦ X P ?

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

2♠ X P ?

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

1♠ P 2♠ P
 P 3♣ X P
 ?

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

1♦ 1♠ 3♦ X
 P ?

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

1♥ P 2♥ 2♠
 X P ?

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

1♠ 2♣ X P
 ?

The Unassuming Cue Bid

- 1 Cue of Opponent's suit at the 2 level after partner's suit overcall**
- 2 Different meaning depending whether a double is available (ie RHO has bid)**
- 3 If a double is available**

Cue shows constructive raise to 2 level+
Jump Cue shows raise to 3 level+ with 4+ trumps
- 4 If double is not available (RHO has passed)**

Cue is equivalent to a competitive double

S	W	N	E
1♣	1♠	Pass	?

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

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

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

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

65) ♠ A 10 8 2
 ♥ K 7 2
 ♦ K J 10 7
 ♣ 9 2

66) ♠ K 10 8 5 2
 ♥ 7 2
 ♦ 8 3
 ♣ 10 8 6 2

S	W	N	E
1♣	1♥	1♠	?

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

68) ♠ 8 2
 ♥ Q J 4
 ♦ J 7 6 4 2
 ♣ 9 6 2

69) ♠ 2
 ♥ Q 10 8 2
 ♦ Q 8 7 3 2
 ♣ J 9 2

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

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

72) ♠ 10 8 6 5 3
 ♥ Q J 9 6 3
 ♦ 8 3
 ♣ 2

More Unassuming Cue Bids

- 1 Cue of Opponent's suit at the 2/3 level after Opening bid and response**
- 2 Different meaning depending whether a double is available (ie RHO has bid)**
- 3 If a double is available**
Cue shows constructive raise to 3 level+
Jump Cue is Forcing to Game
- 4 If double is not available (RHO has passed)**
Cue is equivalent to a competitive double

S	W	N	E
1♦	X	1♠	?

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

74) ♠ 10 9 2
♥ K 10 8
♦ A 10 7 3
♣ 10 7 6

75) ♠ 9 8
♥ K J 9 7 2
♦ 7 3
♣ J 10 8 4

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

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

78) ♠ 5
♥ A Q 10 8 4
♦ 9 8
♣ K 9 8 7 2

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** **Unassuming cue bids have different meanings depending on whether a competitive double is also available**
- 5** **Use redoubles in the same sense as competitive doubles**