

# FRIENDS BRIDGE GROUP

## **Lesson 6: Penalty and takeout doubles**

*Surendra Mehta*

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# RECAP

- Recap from previous lessons

# Counting points

(Suit ranking: C, D, H, S & NT)

High Card points	Length points	Support points
Ace - 4	5-card suit - 1	Voids - 3
King - 3	6-card suit - 2	Singleton - 2
Queen - 2	7-card suit - 3	Doubleton - 1
Jack - 1	8-card suit - 4	(when suit agreed)

## Balanced hand

- A hand that has 3 or more cards in each suit, except it can have one doubleton.
- No void, no singleton, no more than one doubleton.
- The following combinations permitted:
  - 4-3-3-3
  - 4-4-3-2
  - 5-3-3-2

# Unbalanced hand

- Could have a void
- Could have a singleton
- Could have more than one doubleton
- Examples of unbalanced hands:  
5-5-3-0; 5-4-2-2; 6-3-3-1

# Opening bid one of a suit

Requires:

- Unbalanced hand of  $> 12$  points; or
- Balanced hand of with  $> 14$  points
- BID LONGEST suit;
- If 2 4-carder, bid lower ranking;
- If 3 4-carder, bid middle ranking;
- If 2 5-carder or 2 6-carder, bid higher

# Game zones

- In No trump 3 (9 tricks)
- In major (H or S) 4 (10 tricks)
- In minors (C or D) 5 (11 tricks)

+++++

- Grand slam 37 points
- Small slam 33 points
- Game 25 points
- Part game < 25 points

## Supporting partner's major suit (H or S) NEED 4 CARDS IN THAT SUIT

- 0-5 points                      Pass
- 6-9 points                      Raise to the two level
- 10-12 points                      Raise to the three level
- 13 or more points                      Raise to the four level

## No interest partner's major suit (Balanced hand)

- 0-5 points                      Pass
- 6-9 points                      Respond 1 NT
- 10-12 points                   Respond 2 NT
- 13 or more points              Respond 3 NT



# Penalty and takeout doubles

# Reasons for penalty doubles

- Opponents overbids just to prevent you making a contract & rubber – prepared to lose some points
- Double them so that their overbid is not worthwhile
- Push the opponents higher
- Interfere with opponents' bidding and create confusion
- Redouble

# Penalty doubles and redoubles

- Can only double when it is your own turn
- Can only double opponents; not partners
- Doubles/redoubles followed by three passes before auction can be concluded
- Only double if quite certain you can defeat the contract and they cannot escape to a better contract
- Risky to double a part-game contract – see next slide
- Insult points

## Doubled part game scores when bid and made

Bid and made	Undoubled	Doubled
3C or 3D	60	120
2H or 2S	60	120
2 NT	70	140

# Penalty doubles and redoubles - Summary

THE DOUBLE IS A BID WHICH CAN BE USED TO INCREASE THE PENALTY BONUS FOR DEFEATING THE OPPONENT'S CONTRACT.

If your contract has been doubled for penalties and you think you are going to make it; then REDOUBLE to increase the bonuses even further.

## Penalty points if the contract is DOUBLED (100/200 for first and 200/300 for each subsequent)

<u>No of under-tricks</u>	<u>Not vulnerable</u>		<u>Vulnerable</u>
1	100	(50)	200 (100)
2	300	(100)	500 (200)
3	500	(150)	800 (300)
4	700	(200)	1100 (400)
5	900	(250)	1400 (500)

***IF CONTRACT IS REDOUBLED THE SCORE IS  
TWICE THAT OF A DOUBLED CONTRACT***

# Takeout doubles and responses

S A 9 8 4  
H 3  
D K Q 4 3  
C A J 9 8

- Opponents open 1H
- You have 14 HCP and want to bid but do not have a 5-card suit to overcall

- You wish to bid all 3 suits at once
- WHAT DO YOU DO?
- You DOUBLE – this is a ‘take-out’ double or informative double
- It is a forcing bid
- Respond anything other than opponent’s suit

# Takeout doubles and responses

S A 8 7 6

H 9

D Q J 4 3

C A J 8 2

- Opponents open 1H
- You have 12 HCP+ 2 dummy points and want to bid but do not have a 5-card suit to overcall
- Again, you wish to bid all 3 suits at once
- DOUBLE

S A 9 8 7

H 7 5

D K Q 9 2

C A J 3

- Opponents open 1H
- You have 14 HCP and want to bid but do not have a 5-card suit to overcall
- Worried about clubs
- DOUBLE

# Takeout doubles and responses

S A 9 7 5

H -

D K J 8 4

C A J 6 4 2

- Opponents open 1H
- You have 13 HCP+ 3 distribution points
- Have a choice of overcall in 2C or double since you support unbid suits
- DOUBLE – as it would be a better bid

S K 9 8 4

H A 10 4 3

D 9

C A Q 7 2

- Opponents open 1D
- You have 13 HCP+ 2 distribution points – perfect for DOUBLE
- If opponents open 1H
- Do not double as no support for D - PASS

# Takeout doubles and responses

(More examples – opponents open 1S)

<p><b>S</b> 8</p> <p><b>H</b> A 8 7 6</p> <p><b>D</b> K Q 9 8</p> <p><b>C</b> Q 10 9 8</p>	<p><b>S</b> K Q 8 4</p> <p><b>H</b> 3</p> <p><b>D</b> K Q 9 8</p> <p><b>C</b> Q 10 9 8</p>	<p><b>S</b> 3</p> <p><b>H</b> A 8 4 3</p> <p><b>D</b> A Q 7 5 4</p> <p><b>C</b> K 7 4</p>
<p>11 HCP + 2 DP</p> <p>DOUBLE</p>	<p>12 HCP + 2 DP</p> <p>No support for unbid H</p> <p>PASS</p>	<p>13 HCP + 2 DP</p> <p>Choice of 2D o/c or double</p> <p>Better double than o/c in 2D</p>

# Responses to takeout doubles

0 – 9 points

Bid your suit as  
inexpensively as  
possible

10 – 12 points

Bid your suit jumping 1  
level

13 or more points

Bid to the game zone in  
major suit (>12); minor  
(>15)

# Responses to takeout doubles

(N – 1H; E (partner) double; S – pass; W (you) - ??)

<p><b>S</b> J 10 8 7  <b>H</b> 4 3 2  <b>D</b> K 4  <b>C</b> K 8 6 4</p>	<p><b>S</b> 9 8 7 3  <b>H</b> 6 4 2  <b>D</b> 9 8  <b>C</b> 5 4 3 2</p>	<p><b>S</b> K 8 5 4 2  <b>H</b> K Q 8  <b>D</b> 3 2  <b>C</b> A J 10</p>
<p>7 HCP + 1 DP            Choice of 2 suits            Prefer Major            BID 1 S</p>	<p>0 HCP + 1 DP            Prefer to No bid            BUT takeout double            is a FORCING bid;            1S</p>	<p>13 HCP + 1 DP            4S</p>

# Rebidding after a minimum response from your partner

12 – 15 points

Pass

16 – 19 points

Raise 1 level

19 or more points

Raise 2 level

# Penalty V/S Takeout doubles (How do you distinguish them?)

## PENALTY if:

- Your partner has already made a bid or
- The opponents are in a game zone
- Look to defeat the contract by at least 2 tricks

## TAKEOUT if:

- Double at 1 or 2 level; and
- When your partner has not already made a bid