

Common Low Level Doubles

Defining Low Level Doubles

Opener, Overcaller, Responder, Advancer

Doubles by Overcaller (Takeout Doubles)

Doubles by Responder (Negative Doubles)

Doubles by Advancer (Responsive Doubles)

Doubles by Opener (Support Doubles)

Takeout Doubles

Why Double?

Getting Partner into the Auction

Doubles vs. Overcalls

Captaincy

Overcalls Make a Statement

Doubles Ask a Question

Expected Holding

Shape

4-4-4-1 (or close)

Strength

Approximately opening count

The further from ideal shape, the stronger (up to NT overcall)

When You Double and Ignore Partner's Response

Very Strong Hands; Within One Trick of Game

AVOID THE "POWER DOUBLE"

With Balanced Hands and Minimal Opening Values...

What Question Do You Want to Ask?

Would You Use Stayman with Two 3-Card Majors?

Learn How to Pass Smoothly

Develop a Culture of Balancing (Discussion later)

Responding to Partner's Takeout Double

Making Cheapest Bid in a Suit (0-7)

Jump Responses in a Suit (8-11)

1NT Response (8-11)

With an Opening Hand

Cue-Bidding the Opponent's Suit (Relinquishing the Captaincy)

2NT Response

Free Bids

Show Extra Values

Strength

Shape

Negative Doubles

When and Why?

When You Could Have Bid at the One-Level

The Opponents Overcall and Prevent Your Natural Bid

Ostensibly Promises the Other Two Suits

If Partner's First Suit was a Minor...

You May have Support Instead of the Other Minor

At the One-Level

About 8+ HCPs

At the Two-Level

About 10+ HCPs

More Distribution Requires Less HCP Strength

1C – (1D) – 1H Only Promises 4 Hearts

1C – (1D) – 1S Only Promises 4 Spades

1C – (1D) – X Promises Both Majors

1C – (1H) – X Only Promises 4 Spades

1C – (1H) – 1S Promises 5+ Spades

1D – (2C) – X Promises One Major

A Negative Double Asks Partner to DSI...