

DOUBLES AND CUE BIDS

ANSWERS TO PROBLEMS

SLIDE 5
RHO Opens 1♥

1. Model minimum double
2. Double with 4432 and 13+
3. Double with 4M and 5m and 3-3
4. Double with 4M and 5m in a 5431
5. Double with any 19+
6. Double with any 19+

SLIDE 6
RHO Opens 1♥

7. Prefer overcall of 1♠
8. Prefer overcall of 2♦ (up to 18)
9. Prefer overcall of 1NT
10. Prefer overcall of 1♠ (or 2 suited overcall)
11. Pass
12. Prefer overcall of 2♦

SLIDE 7
1♥ P 2♣ ?

13. Model minimum double
14. Pass (too weak)
15. Prefer 2NT (weak and distributional)
16. Prefer 2♥ cue (strong and distributional)
17. Double – OK with weak 5 card M
18. Prefer 2♠ (strong 5 card M)

SLIDE 8
1♥ P 2♥ ?

19. Model minimum double
20. Pass (too weak)
21. Bid 3♥ (NV)
22. Double (4 card M is not guaranteed)
23. Pass
24. Pass

SLIDE 10
1♥ X P ?

25. 1♠
26. 2♠ - must show better than the previous hand
27. 2♣
28. 2♥ (cue) although 2♠ is not wrong
29. 3♣
30. 1NT

SLIDE 13
1NT ?
1NT X 2♦ ?
1NT X P ?
1NT X 2♠ ?
1NT X 2♦ ?

31. Double with 14 because of strong lead
32. Pass with 15 because of no good lead (3♦ is best)
33. Bid 2♠ (too weak to double 2♦)
34. Pass – remove because of shape, not weakness
35. Double – penalty
36. Bid 3♦ - FG Cue

SLIDE 17

1♠ 2♣ ?
1♣ 1♠ ?
1♥ X 2♦ ?
1♥ X 2♥ ?
1♠ P 2♣ 2♦
?
1♠ P 2♣ X
?

- 37. Double – model minimum negative double
- 38. Double – negative (bid 2NT next)
- 39. Double - responsive
- 40. Double – responsive (2♠ is not wrong)
- 41. Double – competitive (shows extras)
- 42. Redouble – competitive (shows extras)

SLIDE 18

1♠ 2♣ 2♠ P
P ?
1♦ 1♠ 1NT P
2♦ ?
1♥ 2♦ 2♥ P
1♣ 1♥ 1♠ ?
1♠ P 2♠ 3♣
?
1♥ P 2♥ 2♠
P P ?

- 43. Double – competitive (shows extras)
- 44. Double – competitive (shows extras)
- 45. Double - competitive
- 46. Double – competitive
- 47. Double – competitive (shows extras and only 4♠)
- 48. Redouble – competitive (shows max and only 3♥)

SLIDE 20

1NT P 2♦ ?
1NT P 2♥ ?
1NT P 2♦ ?
1♠ 2♣ P P
?
1♠ 2♣ P P
?
1♠ 2♣ P P
?

- 49. Double – shows diamonds (subject to agreement)
- 50. Bid 2♠ (take out of spades)
- 51. Bid 3♦ (natural and strong)
- 52. Double – in case partner has a penalty double hand type
- 53. Prefer 2♥
- 54. Prefer pass (club holding is warning)

SLIDE 22

1♦ X P ?
2♣ X P ?
1♠ P 2♠ P
P 3♣ X P
?
1♦ 1♠ 3♦ X
P ?
1♥ P 2♥ 2♠
X P ?
?
1♠ 2♣ X P
?

- 55. Pass
- 56. Pass (at MP), Prefer 3♣ at teams
- 57. Pass (balance of strength and evidence of misfit)
- 58. Pass (balance of strength and evidence of misfit)
- 59. 3♥ (8 card fit known and no balance of strength)
- 60. Pass (balance of strength and evidence of misfit)

SLIDE 24
1♣ 1♠ ?

- 61. 2♣ (Unassuming cue)
- 62. 2♣ (Unassuming cue – may have doubleton support only)
- 63. 2♠
- 64. 2♣ (Unassuming cue might be strong)
- 65. 3♣ (Jump cue with good hand and 4 card support)
- 66. Raise to 3♠ (or 4♠)

SLIDE 25
1♣ 1♠ ?

- 67. 2♣ (Unassuming cue)
- 68. 2♥ (Weak raise)
- 69. 3♥ (Weak raise)
- 70. 3♣ (Jump cue showing 4 card support)
- 71. Double (Competitive)
- 72. Raise to 4♥