

## THE RED CARD (DOUBLE!)

### ANSWERS TO PROBLEMS

SLIDE 5  
1♦ X ?

1. Model hand for a double
2. Double – 4 in each major not essential
3. Double – even with 4333 if 7 cards in the majors and 14-15
4. Prefer 1♥ (although Double is acceptable)
5. Double – too strong for 1♠ overcall
6. Double – too strong for 2♣ overcall

SLIDE 6  
1♥ P 2♥ ?

7. Double – don't worry if partner responds 3♣
8. Double – 4 of other major is presumed but not essential
9. Prefer 2♠ overcall
10. Pass (unless you are a passed hand in which case you can double)
11. Prefer double because 5 card suit is poor quality. Compare hand 9.
12. Double – too strong for anything else

SLIDE 7  
1♥ P 2♣ ?

13. Model hand for a double
14. Pass – too weak for a double on a potential misfit hand
15. 2NT (showing a distributional hand with the other 2 suits)
16. Cue of 2♥ generally shows this type of hand. Double is an alternative.
17. Double – the 5 card suit is weak
18. 2♠ - strong 5 card major preferable to a double

SLIDE 8  
2♥ ?

19. Model for a double
20. 2♠ - prefer to bid a good 5 card major
21. Pass – don't bid on weak HCP hands
22. Double – holding 4♠ is presumed but not essential
23. Double – 5 card major is weak (compare hand 20)
24. 2NT – a double leaves you inconveniently placed on the next round

SLIDE 9  
1♥ X P ?

25. 1♠ - you are forced to respond
26. 2♠ - model hand (although 5 card suit is not promised)
27. 2♣ - about the maximum possible for a non-jump response
28. 2♥ - cue opponents' suit to show 11+. Then raise 2♠ to 3♠ or bid 3♦ over 3♣.
29. 3♣ - jump in a minor is always a 5+ card suit
30. 1NT – 5-9 balanced with a guard

- SLIDE 12**
- 31. Double (competitive, showing extra HCP)
  - 32. Double (extra HCP, 4 cards only in ♥ presumed)
  - 33. Double (after pass by partner this must be 18+)
  - 34. Double (competitive because opps have bid and supported)
  - 35. Double (competitive, extra HCP)
  - 36. Double (competitive - balancing)
- SLIDE 13**
- 37. Double (competitive, extra HCP)
  - 38. Double (competitive – partner may have clubs)
  - 39. Double (risky but good tactics otherwise the contract will be 2♥)
  - 40. Double (shows maximum HCP – 8/9 and only 3 card support)
  - 41. Double (competitive)
  - 42. Double (competitive)
- SLIDE 14**
- 43. Double (competitive – extra HCP)
  - 44. Double (competitive – extra HCP)
  - 45. Double (competitive – extra HCP)
  - 46. Double (extra HCP – you have already shown 5-5)
  - 47. Double (competitive – extra HCP)
  - 48. Double (competitive – extra HCP)
- SLIDE 15**
- 49. Double (competitive – implying, but not promising, 4♠)
  - 50. Double (competitive)
  - 51. Double (competitive, balancing)
  - 52. Double (competitive – asking partner to choose a major)
  - 53. Double (competitive – suggesting, but not promising, both majors)
  - 54. Double (competitive, balancing. Safer than it would have been to double 1♠)
- SLIDE 19**
- 55. Double – shade the HCP requirements because of your good lead
  - 56. Prefer 2♣ (for majors) of a 2 suited bid.
  - 57. Pass a penalty double with any balanced hand
  - 58. Pass unless you are Vul and they are not. In that case bid 3♠ (or 2♥ transfer if this is in your system)
  - 59. Double (penalty)
  - 60. Bid 3♥ - hand unsuitable to defend 2♠X

- SLIDE 21**
- 61. Pass for penalty, Your hand is ideal to defend (good useful HCP, good trumps, evidence of misfit)
  - 62. Pass for penalty. Trumps are not so good, but evidence of misfit and balance of strength is sufficient.
  - 63. Pass for penalty. This time trumps are even worse but if partner has maximum (8-9 HCP) and only 3♠ this will be the best spot for you.
  - 64. Pass for penalty. You have additional HCP but partner will have <3 ♠. Lead a trump.
  - 65. Bid 3♥. You have an 8 card fit and insufficient strength to defend 2♠ despite your good trumps
  - 66. Pass partner's balancing take-out double. You have good trumps (over the suit) and good defensive values.

- SLIDE 22**
- 67. Pass. Ideal hand to defend even at the 1 level
  - 68. Pass. Your hand is too strong for 3♣ or 3♦, there is a potential misfit (you only have 2♥) and you have good defensive values.
  - 69. Pass – partner does not promise a major (just a good hand). You see a misfit, balance of strength and good trumps.
  - 70. Double (penalty). Rare when you are the opening 1NT bidder but shows misfit (only 2♥) and good trumps.
  - 71. Pass (hoping for a re-opening X from partner)
  - 72. Double (penalty because partner has bid 1NT)

- SLIDE 24**
- 73. Double – lead directing
  - 74. Bid 2♠ (a virtual take out double)
  - 75. Double (lead directing)
  - 76. Double (lead directing)
  - 77. Double (shows HCP and good defensive values)
  - 78. Pass hoping for a balancing re-opening double.

- SLIDE 26**
- 79. Double – says 'please find my suit'
  - 80. Double – opps are limited and cards lie badly. Suggests heart lead.
  - 81. Double (lead directing – says 'please don't lead my suit')
  - 82. Double for profit. Opps are limited, you have a good lead and the trumps don't break.
  - 83. Pass – don't double 3NT on HCP alone
  - 84. Double to take your compensation from the sacrifice.