

## More on Doubles

**Double** - In addition to the traditional use of the Double for penalties, many conventions are associated with Doubles in various scenarios including:

Type	By	General Purpose
<b>Action, Optional, Cooperative, (Alertable)</b>	Either Partner	<p>Allow partner to either penalize or compete further  <b>Note:</b> Some question wisdom of this convention.                      Example: <b>1C - (1S) - 2C - (2S);</b>                                <b>P - (P) - X</b></p>
<b>Balancing</b>	Either Partner	<p>In "passout seat", keep Auction alive by "borrowing" points from partner                      Example: <b>(1C) - P - (2C) - P;</b>                                <b>(P) - X</b></p>
<b>Equal Level Conversion Double (ELCD)</b>	Overcaller	<p>When the partnership agree to play Equal Level Conversion Doubles (ELCD), the doubler is allowed to have shortness in the Club suit - <i>provided</i> the overcalling doubler has 5 Diamond. This allows the doubler to rebid <b>Diamonds</b> when partner (advancer) responds in the Club suit - overcaller's short suit.                      Example: <b>(1H) - X - (P) - 2C;</b>                                <b>(P) - 2D</b></p>
<b>Fisher Lead Directing</b>	Defenders	<p>When opponents' auction is based purely on Notrump bidding, asking partner to lead a Club (or Diamond if Right Hand Opponent made a Stayman call). Also see Lightner Game Double.                      Example: <b>(1N) - P - (3N) - P;</b>                                <b>(P) - X</b></p>
<b>Lead Directing</b>	Defenders	<p>When opponents' control auction, lead directing request for lead in Doubled suit or opponent's bid suit                      Example: <b>1N - (P) - 2D! - X</b>                      Request for Diamond lead, where <b>2D!</b> = Jacoby Transfer to Hearts                      Example: <b>1H - (3S) - P - (3N);</b>                                <b>P - (P) - (X)</b></p>
<b>Lightner (Alertable)</b>	Defenders	<p>Requests a Spade, promise to win trick &amp; return Heart                      When opponents' bid slam, lead directing request for an "unusual lead"                      Example: <b>(1C) - (1H) - 2D</b>                                <b>(2H) - (2S);</b>                                <b>(5S) - (6S)</b></p>
<b>Lightner Game</b>	Defenders	<p>Requests a Heart lead to enable a quick ruff                      A double of opponents' Notrump contract based on a long running suit, asking partner to lead their short suit without primary honors. Also see Fisher Double.                      Example: <b>(1N) - P - (3N) - P;</b>                                <b>(P) - X</b></p>
<b>Maximal (Alertable)</b>	Either Partner	<p>After Opponents Bid And Raise (OBAR) in lower suit, show game invitational hand (versus competitive)                      Example: <b>1S - (2C) - 2S - (3C);</b>                                <b>P - (P) - X</b></p>
<b>Negative</b>	Responder	<p>Find a fit in unnamed suit/s, preference to major/s                      Example: <b>1D- (1H) - X</b></p>
<b>Reopening</b>	Either Partner	<p>Compete for a low-level auction                      Example: <b>1H - (1S) - P - (P);</b>                                <b>X</b>                      Avoids opponents' winning a "cheap" auction</p>

<b>Negative Slam</b>	Weaker Side	Example: <b>(1H) - 2S - (4H) - 4S;</b> <b>(6H) - X</b> Competitor wants to sacrifice or punish
<b>Negative Free Bid</b>	Responder	Example: <b>1H - (1S) - 2C</b> with less than 10 HCP Reverses the meaning of Negative Double, allowing vigorous competition over opponents' overcall
<b>Responsive</b>	Responder	After Opponents Bid And Raise & Partner (OBAR) bid or double, show values and support of two unnamed suits Example: <b>(1H) - 1S - (2H) - X</b>
<b>Snapdragon (Alertable)</b>	Responder	After 3 suits are bid, double shows 5 in unbid suit and support for partner's bid suit Example: <b>(1H) - 1S - (2C) - X</b> Shows 5 Diamonds & 3 Spades
<b>Striped Tailed Ape</b>	Either Partner	Attempt to have opponents' settle for doubled contract and miss slam, where the opponent will "run like a "Striped Tailed Ape" to their long suit if opponent's redouble! Obviously, this tactic only works with favorable vulnerability. Example: <b>(1D) - 1S - (2S!) - 4S;</b> <b>(4N) - P - (5D) - X</b>
<b>Stolen Bid/ Cuebid (Alertable)</b>	Responder	Reuses the Right Hand Opponent's interference bid Note - partners agree to play "systems on" Example: <b>1N - (2C) - X</b> Double is "Stayman"
<b>Sucker</b>	Either Partner	Unwise Double, based on honors is worthless (long) suits, likely to be ruffed by opponents Example: <b>1H - (1S) - 2D - (3S);</b> <b>4D - ( P) - 4H - (4S);</b> <b>X</b> Both sides have double-fit, increasing probability to make the contract.
<b>Support (Alertable)</b>	Opener	Determine 3 or 4 card trump support by opener (since responder may only have 4 trump) Example: <b>1C - (1H) - 1S - (2H);</b> <b>X</b> Show 3 Spades
<b>Takeout, Informatory</b>	Overcaller	Find a fit in any of three unnamed suits Example: <b>(1H) - X</b>
<b>3 Notrump Doubled</b>	Defender	Opponents bid a 3 Notrump game contract or above, partnership doubles have various lead directing possibilities Example: <b>1H - (1N) - 2N - (3N);</b> <b>X - AP</b>