

Quiz: Trouble with Doubles—True or False

- _____ 1. Most duplicate bridge players make a takeout double after the opener with any opening hand.
- _____ 2. A takeout double usually shows at least 3-card support for any suit your partner bids.
- _____ 3. If you can't make a takeout double, you should always overcall.
- _____ 4. The upper limit of your suit overcalls should be about 15-16 points.
- _____ 5. If you have a balanced hand with 15-17 high card points, you should bid 1NT after the opener, even if you don't have a stop in his bid suit.
- _____ 6. If your hand is not the right shape for a takeout double or NT bid, and you have 17 or more high-card points, you should make a takeout double anyway.
- _____ 7. You should pass your partner's takeout double if your hand is too weak to bid.
- _____ 8. You can pass your partner's takeout double if you have a lot of the opponent's suit and you think the contract will be set and give you a better score than playing the hand.
- _____ 9. You should not pass your partner's takeout double even if the person on your right takes a bid.
- _____ 10. You should jump in your suit after your partner's takeout double with 9-11 high card points.
- _____ 11. You should never jump in a suit after your partner's takeout double with only 4 cards in that suit, even if you have 9-11 high card points.
- _____ 12. A negative double is used to show unbid suits, especially majors, after your partner has opened and the person on your right has overcalled.
- _____ 13. A negative double does not promise any points.
- _____ 14. A reopening double is a form of takeout double bid by the opener after his left-hand opponent has overcalled and partner has passed.
- _____ 15. To show the remaining suits, you make a responsive double when your partner has either doubled or overcalled a suit and your right hand opponent makes a bid.
- _____ 16. A responsive double is alertable.
- _____ 17. A maximal double is used in a competitive auction for the opener to let his partner know that he has a maximum hand and is interested in game.
- _____ 18. A bid can be competitive and invitational at the same time.
- _____ 19. A support double or redouble lets the opener tell the responder that he has 3 of the major that responder bid after his right hand opponent has either bid or doubled.
- _____ 20. A support double does not have to be alerted.
- _____ 21. Most doubles below the 3-level are not for penalty.
- _____ 22. If you don't use all the special doubles on the back of the convention card, you can't win.