

# Uncommon Doubles – Pt 2

## Improve Your Bidding

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Although you are familiar with many doubles, there are many *uncommon doubles* available for your consideration. Some alter the meaning of an existing treatment, but most expand the hand types covered, allowing you to double more often. See prior articles on [Uncommon Doubles – Part 1](#), [Rosenkranz Doubles](#) and [Equal Level Conversion Doubles](#).

### Double after Penalty Double of 1N

With more players trying 10-13 notrump openings, it is important to have good agreements after partner's penalty double.

LHO	Partner	RHO	You
1N <sup>1</sup>	DBL	RDBL <sup>2</sup>	P
2♣	P	2♥	?

<sup>1</sup>10-13

<sup>2</sup>Runout with one suit

A: You: ♠Axxx ♥KJ10x ♦xx ♣Kxx

B: You: ♠Axxx ♥xx ♦Qxx ♣Kxxx

C: You: ♠AK109xx ♥Ax ♦xx ♣xxx

After the penalty double, you or your partner's next double is for takeout. All subsequent doubles are penalty. With A you should either 1) pass and wait for partner to reopen with a takeout double/suit bid or 2) just bid 2N or 3N. The choice depends upon vulnerability and partner's agreed minimum. Show invitational strength by making a takeout double with B. With C transfer to spades by bidding 2♥ over the RDBL to avoid later trouble describing your hand.

### Action Double

Doubling in certain auctions asks partner to "do something intelligent." Here are a few example auctions, but you can agree on others. A common thread is that the doubler is under the opponent with the long suit.

RHO	You	LHO	Partner
1♠	2♣	2♠	3♣
3♠	P	P	DBL
P		?	

D: You: ♠AJ10 ♥Kxx ♦K ♣A10xxxx

E: You: ♠x ♥Axx ♦Axx ♣QJ10xxx

F: You: ♠KJ10x ♥Qx ♦Ax ♣QJ10xx

Holding D bid 3N and pray for a spade lead. Bid 4♣ with E, and pass with F.

Here's a recent hand I held.

♠AKx ♥Axx ♦AQx ♣KJxx

RHO	Me	LHO	Partner
1N	P	2♥ <sup>1</sup>	P
2♠	DBL	P	3♣
3♠	DBL		

### <sup>1</sup>Spades

Doubling initially would have been conventional, so I backed in with an Action Double. My pointless partner bid a five card suit, and I managed to score +200.

LHO	Partner	RHO	You
1♣	1♥	1♠	2♥
P	P	2♠	P
P	DBL		

This double invites you to bid game, while 3♥ here would be competitive.

### Balancing over Dead 1N Double

When you are in balancing seat over 1N with a good hand this is a useful convention.

LHO	Partner	RHO	You
1♥	P	1♠	P
1N	P	P	?

G: You: ♠KJ10x ♥xx ♦AQJx ♣KJx

H: You: ♠xx ♥x ♦QJ10xx ♣KQxxx

I: You: ♠Kx ♥Jxx ♦AJxx ♣KJxx

Double here is for penalties based on strength and tends to ask for partner to lead your RHO's suit. You had a chance to show minors with an initial double or possibly a sandwich 1N. Use 2♣ in pass out as a takeout for the other two suits. Double with G, but bid 2♣ with H, and pass with I.

### Penalty Interest Double

Responder's double of a Michaels or a Top and Bottom cue bid tells partner that you have a suit to penalize and/or you hold a limit raise plus. Over an unusual 2N you probably play unusual over unusual, so the double shows a penalty holding in one or both shown suits.

LHO	Partner	RHO	You
	1♠	2♠	DBL
P	P	3♣	?

J: You: ♠x ♥KJ98x ♦Kx ♣QJ10xx

K: You: ♠Kxx ♥Qxx ♦Kx ♣QJ10xx

L: You: ♠Kxxx ♥x ♦Kxxx ♣Axxx

When you double initially with J, partner will avoid rebidding, giving you a chance to double RHO's next bid. The auction might continue with LHO bidding 3♦ which partner could double with a good four card holding. With K and L your primary objective is to show a limit raise or better. You could bid 4♠ on L, but doubling first and then bidding 4♠ will help partner decide what to bid over five level interference. An immediate bid of 3♠ by you shows 6-9, while 4♠ is a distributional raise with 4+ spades and minimal defensive values.

### Forcing Pass Double

A typical expert agreement is that if your side has not made a preemptive bid arriving in game, the opponent's next bid cannot be passed out.

<b>You</b>	<b>LHO</b>	<b>Partner</b>	<b>RHO</b>
1♥	1♠	2♠	3♠
4♥	P	P	4♠
?			

**M:** You: ♠xx ♥KJxxx ♦Ax ♣KJxx

**N:** You: ♠Ax ♥QJxxx ♦Kxxx ♣Kx

**O:** You: ♠x ♥KJxxx ♦Kxx ♣Kxxx

**P:** You: ♠x ♥KJxxx ♦Axx ♣AJxx

This is a Forcing Pass auction. When you double with M, you show two losers in spades. Partner will pass with two losers also and consider bidding with fewer. Passing with N shows first round spade control (Ace or void) and forces partner to double or bid 5♥. Bidding 5♥ shows one spade loser (x or xxxx) and good controls. Holding O double despite one spade loser with a minimum limit raise, but bid 5♥ with P.

Uncommon Doubles involve advanced treatments. Be sure to mark your convention card and alert properly. Thoroughly discuss applicable auctions, including passed hand bids, before playing these treatments with your regular partner. ♣