

Negative doubles

Sputnik

Who: The advancer

When: Immediately after opponent intervention

Meaning: No other possible bid

Level: 4H

- 1C/D-1S-DBL: 4+ hearts
- 1C/D-1H-DBL: Spades and the other minor
- 1C-1D-DBL: 4+4+ in the majors
- 1H-2C/D-DBL: 4+ spades OR 3-card fit in hearts and limit strength OR both
- 1S-2C/D-DBL: 4+ hearts OR 3-card fit in spades and limit strength OR both

Support (or extra strength) DBL/RDBL

Who: The opener

When: After advancer bid a major and RHO intervened (not in NT) or raised his partner's suit

Meaning: Usually 3-cards in partner's suit. May also be any very strong hand that cannot make another bid

Level: 2S – beyond and up to 4H it is strictly for extra strength

- 1C/D-1H-1S-2H-DBL
- 1C-Pass-1D-1S-DBL: Extra strength because of Walsh

Classic Responsive DBL

Who: The defensive bidders

When: As a response to partner's Takeout DBL when opponents raise a suit

Meaning: Similarly to the Negative DBL – when there is no other bid available

Level: 4H

- 1X-DBL-2X-DBL
- 1X-Pass-1Y-DBL-2Y-DBL

Extended Responsive DBL

Who: The defensive bidders

When: As a response to partner's Overcall when opponents raise a suit

Meaning: Similarly to the Negative DBL – when there is no other bid available

Level: 4H

- ❑ 1X-1Y-2X-DBL
- ❑ 1X-Pass-1Y-1Z-2Y-DBL

Opener's camp's Responsive DBL

Who: The opener and the advancer

When: Opponents overcall and raise a suit

Meaning: Similarly to the Negative DBL – when there is no other bid available

Level: 4H

- ❑ 1X-1Y-DBL-2Y-DBL
- ❑ 1X-1Y-DBL-2Y-Pass-Pass-DBL

Competitive DBL

Who: Anyone

When: Strictly speaking, the Competitive and Responsive DBLs belong to the same family.

Meaning: No other bid available, but does not want to let opponents play at their current spot.

Level: 4H

- ❑ 1S-Pass-1NT-2C-Pass-Pass-DBL
- ❑ 1S-Pass-2C-3D-Pass-Pass-DBL
- ❑ 1D-1S-Pass-2H-3C-Pass-Pass-DBL
- ❑ 1D-2S-DBL-3C-Pass-Pass-DBL

Value DBL

Who: Opener or Overcaller

When: Opponents bid and partner passes or bids 1NT

Meaning: A much-better-than-promised-so-far hand.

Level: 4H

- 1X-Overcall Y-Response-Pass-Any bid-DBL
- 1X-Pass-Response-Overcall Y-Any bid-Pass-Pass-DBL
- 1X-Pass-1NT-2/3Y-DBL

Game trial DBL

Who: Anyone

When: Partnership has bid and raised a suit and – due to competition – there is no space for another game trial bid.

Meaning: Invitation to game.

Level: 3H

- 1S-2H-2S-3H-DBL
- 1S-2H-2S-3H-Pass-Pass-DBL
- 1H-1S-2H-2S-3H-DBL
- 1H-1S-2H-2S-3H-Pass-Pass-DBL

Snapdragon DBL

Who: The partner of the over-caller (4th seat)

When: 3 different suits have been bid without jumps

Meaning: A good 4th suit with a tolerance for partner's suit. By inference the bid of the 4th suit denies tolerance.

Level: 2S

- 1C-1D-1H-DBL
- 1H-2C-2D-DBL
- 1D-2C-2H-DBL