

Lead-directing Doubles

- A double of an artificially bid suit
- At a low level shows a good suit – and a hand that would have made the same natural bid that was just made artificially.
- At a high level – just lead-directing, could be a good holding in that suit, or a void.
- In all cases, a double of an artificial suit is **lead-directing**. If your partner ends up on lead it is an instruction to lead that suit.

DLR: South VUL: NS	♠ A Q 10 ♥ K Q 10 9 8 ♦ Q 8 5 ♣ 7 6 (13pts)	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <td style="padding: 2px;">W</td> <td style="padding: 2px;">N</td> <td style="padding: 2px;">E</td> <td style="padding: 2px;">S</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> <td style="padding: 2px;">1NT</td> </tr> <tr> <td style="padding: 2px;">P</td> <td style="padding: 2px;">2♦!</td> <td style="padding: 2px;">X</td> <td style="padding: 2px;">P</td> </tr> <tr> <td style="padding: 2px;">P</td> <td style="padding: 2px;">3NT</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;">P</td> </tr> </table>	W	N	E	S				1NT	P	2♦!	X	P	P	3NT	P	P
W	N	E	S															
			1NT															
P	2♦!	X	P															
P	3NT	P	P															
♠ 5 3 2 ♥ J 4 3 ♦ 9 2 ♣ 10 8 5 3 2	<table style="margin: auto;"> <tr> <td></td> <td>N</td> <td></td> </tr> <tr> <td>W</td> <td></td> <td>E</td> </tr> <tr> <td></td> <td>S</td> <td></td> </tr> </table>		N		W		E		S		♠ 8 7 4 ♥ 7 5 2 ♦ A K J 10 3 ♣ A 4 (12pts)							
	N																	
W		E																
	S																	
	♠ K J 9 6 ♥ A 6 ♦ 7 6 4 ♣ K Q J 9 (14pts)																	

DLR: South VUL: NS	♠ A Q 10 6 ♥ K Q 10 9 ♦ 7 6 ♣ Q 8 5 (13pts)	W	N	E	S
					1NT
		P	2♣	X	2♦
		P	3NT	P	P
♠ 5 3 2 ♥ J 4 3 ♦ 10 8 5 3 2 ♣ 9 6	N W E S	♠ 8 7 4 ♥ 7 5 2 ♦ A 4 ♣ A K J 10 3			
	♠ K J 9 ♥ A 8 6 ♦ K Q J 9 ♣ 7 4 2 (14pts)				

DLR: South VUL: NS	♠ A Q 10 6 ♥ K Q 10 9 ♦ 7 6 ♣ A 8 5 (15pts)	W	N	E	S
					1NT
		P	2♣	X	2♦
		P	3NT	P	P
♠ 5 3 2 ♥ J 4 3 ♦ 10 8 5 3 2 ♣ 9 6	N W E S	♠ 8 7 4 ♥ 7 5 2 ♦ A 4 ♣ K Q J 10 3			
	♠ K J 9 ♥ A 8 6 ♦ K Q J 9 ♣ 7 4 2 (14pts)				

DLR: South VUL: NS	♠ J 8 2 ♥ A 10 2 ♦ J 10 8 2 ♣ 10 8 6(6pts)	W	N	E	S
					2♣
		P	2♦	P	2♠
		P	3♠	P	4NT
		P	5♦	X	6♠?
♠ 4 ♥ K Q J 7 ♦ 9 7 6 5 4 ♣ A J 7	W N E S	♠ 10 5 3 ♥ 9 8 5 4 3 ♦ -- ♣ 9 5 4 3 2			
	♠ A K Q 9 7 6 ♥ 6 ♦ A K Q 3 ♣ K Q (23pts)				

DLR: South VUL: NS	♠ J 8 2 ♥ A 10 2 ♦ J 10 8 2 ♣ 10 8 6(6pts)	W	N	E	S
					2♣
		P	2♦	P	2♠
		P	3♠	P	4NT
		P	5♦	X	6NT?
♠ 4 ♥ K Q J 7 ♦ 9 7 6 5 4 ♣ A J 7	W N E S	♠ 10 5 3 ♥ 9 8 5 4 3 ♦ -- ♣ 9 5 4 3 2			
	♠ A K Q 9 7 6 ♥ 6 ♦ A K Q 3 ♣ K Q (23pts)				

Artificial bids that you can double

- Stayman 2C
- Transfer bids: 2D/2H/2S
- Responses to 4NT Blackwood (or to 4C Gerber)
- Control-showing bids (Cuebids)
- Game Trial Bids

Double an artificial suit that shows the suit bid is **not** alertable

If the opponents double your partner's artificial bid, generally make the same bid you were going to make.

If they double your partner's transfer bid, complete the transfer with 3 or more cards in partner's suit – pass with 2.

		W	N	E	S
		1NT	P	2C	X
		2S			
♠ A Q 10 4 ♥ K 6 3 ♦ 10 8 7 ♣ K 6 4	N W E S				

		W	N	E	S
		1NT	P	2D!	X
		2H			
♠ A Q 10 4 ♥ K 6 3 ♦ 10 8 7 ♣ K 6 4	N W E S				

		W	N	E	S
		1NT	P	2D!	X
		P			
♠ A Q 10 4 ♥ K 6 ♦ 10 8 7 ♣ K 6 4 2	N W E S				

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- Not alertable