

HOW TO USE THE ENEMY --- DOUBLE THEIR ARTIFICIAL BIDS!

Here is one area of bidding that the average bridge player totally ignores. What a waste!

Here is your new toy in a nutshell:

When your opponents have made an artificial bid, double that bid to show partner you have length and strength in that suit.

What are artificial bids? Here are some examples:

Stayman - both the 2♣ bid (asking for a major) and the 2♦ bid (denying a major) are artificial.

Jacoby - all suit responses to notrump openings are artificial.

Blackwood - all responses to 4NT are artificial; all responses to 5NT are artificial.

Opening 2♣ - both the 2♣ opening and the 2♦ responses are artificial.

This is just a partial list of artificial bids --- tournament bridge players carry many conventions in their arsenal. But the theory is the same with all:

When an opponent makes an artificial bid and you have length and strength in that suit – double. It is a penalty double, but it's unlikely that they will stop there - don't forget, it's an artificial bid, so they will continue while you slipped information in *free*.

What information? Your double says, *Partner, lead, or maybe even bid that suit – I like it!*

<i>You</i>		
♠ 6 5		Opp. Partner Opp. You
♥ 7 5		1NT Pass 2♣ <u>Dbl</u>
♦ A 8 6		
♣ K Q 10 9 6 5		

You are indicating a lovely club lead for partner. Note that if the responder to 1NT had bid any other suit, you would pass.

<i>You</i>		
♠ 6 5		Opp. Partner Opp. You
♥ A K 9		1NT Pass 2♦ <u>Pass</u>
♦ 7 5		
♣ K Q 10 9 6 5		

You must be in the right position for this to work:

<i>You</i>		
♠ 5 4		Opp. Partner Opp. You
♥ 8 7 5		2♣ Pass 2♦ <u>Pass</u>
♦ J 9 6		
♠ A Q J 9 4		

You want a club lead, but are in the wrong position to ask for it. If you double, you'd be indicating a diamond suit. And if you bid 3♣, you're asking for trouble!

Don't violate the strength and length requirement:

<i>You</i>		
♠ 5 4 3		Opp. Partner Opp. You
♥ void		2NT Pass 3♥* <u>Pass</u>
♦ K J 9 6		
♣ 9 7 6 4 3 2		

*Jacoby transfer for spades

If they wind up in spades, you'd love a heart lead. And the 3♥ bid is certainly artificial, so why not double? Two reasons: partner will believe you have the length and may *sacrifice* – that is, bid hearts at a high level to keep them out – or if they wind up in notrump, he'll still think you want a heart lead.

But here is an exception to the *length* requirement:

The double of a **four** level or higher artificial bid requires strength, but not length. A strong three-card holding (K Q 10) is enough.

<i>You</i>		
♠ J 7 5 4		Opp. Partner Opp. You
♥ 9		1♥ Pass 3♥ Pass
♦ K Q J		4NT Pass 5♦ <u>Dbl</u>
♣ 9 7 6 4 3		

The opponents are headed for a heart slam. You would love partner to lead a diamond, and now you have a lucky opportunity to tell him.

When you don't double a Blackwood response, you warn partner that you have no interest in that suit. How do you use this *negative inference*?

<i>You</i>		
♠ 5 4 3		Opp. Partner Opp. You
♥ 8 7 5		1♦ Pass 1♥ Pass
♦ J 9 6		3♥ Pass 4NT Pass
♣ 9 7 6 4		5♣ <u>Pass</u> 6♥ All Pass

You have two unbid suits to lead: spades and clubs. If partner wanted a club lead, he had an opportunity to double the 5♣ Blackwood response. So using *negative inferences*, try a spade lead. It's just a guess, but an "intelligent" guess!