Week 3 — Answering partner's double (advancing)

When partner doubles and RHO passes, you must bid, and your bid shows both the suit and your strength. *(Cohen, Jun–Aug 2022)*

Response card (partner doubles, RHO passes)

Your bid	Shows
Pass	Rare: five or more good cards in their suit and a wish to defend
Suit, no jump	0–8; you must bid even with nothing
Jump in a suit	9–12, invitational (four cards is enough)
Game, or cuebid their suit	13+; cuebid when unsure where to play
1NT / 2NT / 3NT	6–10 / 11–12 / 13–15, balanced, their suit stopped
After a double of a 4-level preempt	Pass with a flat hand; bid only with real shape

Tie-breakers: bid your longest suit; with equal length, prefer the major. Upgrade for five-card suits, shortness, 10s and 9s; downgrade queens and jacks in their suit.

What's your call? (1♦ – Dbl – Pass – ? unless noted)

#	Your hand	Answer	Why
1	♠ 8 6 4 3 ♥ 7 5 2 ♦ J 8 4 ♣ 10 9 3	1♠	Pass would leave them in 1♦ doubled
2	♠ K 9 6 2 ♥ A Q 5 ♦ 7 4 3 ♣ J 8 2	2♠	10 HCP: must jump
3	♠ A Q 10 6 4 ♥ K 8 ♦ 5 2 ♣ A 7 4 2	4♠	13 + five spades: bid game
4	♠ K J 7 2 ♥ A Q 8 4 ♦ 6 3 ♣ A 9 5	2♦ (cuebid)	Game values, which major?
5	♠ Q 4 ♥ J 7 3 ♦ K J 9 5 ♣ Q 8 4 2	1NT	6–10, diamonds stopped
6	♠ K 5 ♥ Q 9 3 ♦ A Q 10 3 ♣ J 8 6 2	2NT	11–12, diamonds stopped
7	2♥ – Dbl – P: ♠ Q 9 6 3 ♥ 8 4 ♦ K 7 2 ♣ J 9 5 3	2♠	0–8 at the two level
8	4♠ – Dbl – P: ♠ J 8 2 ♥ K 9 6 4 ♦ Q 7 3 ♣ 10 5 2	Pass	Flat hand at the four level

Takeaway: When partner doubles, your bid picks the suit and shows your strength. Jump with 9 or more.

Week 3 — Full deals (Boards 9–10)

Full deals (★ = the hand the lesson is about)

Board 9 · Dealer North · Vul E–W

North · 18 HCP
♠ K 9 2
♥ A 8 4
♦ A K 7 5 3
♣ A 8

West ★ · 1 HCP
♠ 8 6 4 3
♥ 7 5 2
♦ J 8 4
♣ 10 9 3

Dealer North
Vul E–W

East · 16 HCP
♠ A Q 7 5
♥ K J 6 3
♦ Q
♣ K J 6 2

South · 5 HCP
♠ J 10
♥ Q 10 9
♦ 10 9 6 2
♣ Q 7 5 4

Suggested auction: N 1♦ – E Dbl – S Pass – **W 1♠** – N 1NT – E 2♠ – all pass.

West has 1 HCP and must still bid. A pass leaves North in 1♦ doubled with 23 HCP between North and South: an easy overtrick or two, doubled. 1♠ shows 0–8 and four spades.

North's 1NT rebid over 1♠ shows a big hand.

Competitive note: East's 2♠ here does not show anything extra. Because North has bid again, East is just competing; it's simply a bid showing a fit. To show a bigger hand, East has to jump to 3♠. South may now bid 3♦, knowing there is a diamond fit and a big hand from partner.

Board 10 · Dealer East · Vul Both

North ★ · 10 HCP
♠ K 9 6 2
♥ A Q 5
♦ 10 7 4 3
♣ J 8

West · 1 HCP
♠ 10 7
♥ 9 8 7 3
♦ J 9 8 6
♣ 10 6 5

Dealer East
Vul Both

East · 16 HCP
♠ Q 5 3
♥ J 4
♦ A 2
♣ A K Q 9 4 2

South · 13 HCP
♠ A J 8 4
♥ K 10 6 2
♦ K Q 5
♣ 7 3

Suggested auction: E 1♣ – S Dbl – W Pass – **N 2♠** – E Pass – S 4♠ (or 3♠) – all pass.

North has 10 HCP: a jump to 2♠ shows 9–12 and invites. A plain 1♠ would show 0–8 and South would pass. South has 13 HCP, four spades and good controls, so bids game. Some players will bid only 3♠: the controls are good, but North's jump shows 9–12, and opposite 9 or 10 there may not be enough for game. The jump does not promise five spades.

Week 3 — Full deals (Boards 11–12)

Full deals (★ = the hand the lesson is about)

Board 11 · Dealer South · Vul None

North · 1 HCP
♠ 10 8 6
♥ 10 6 5 2
♦ 4 3
♣ J 7 6 5

West · 13 HCP
♠ A J 9 5
♥ K Q 8 4
♦ 6
♣ K 10 9 3

Dealer South
Vul None

East ★ · 9 HCP
♠ Q 4
♥ J 7 3
♦ K J 9 5
♣ Q 8 4 2

South · 17 HCP
♠ K 7 3 2
♥ A 9
♦ A Q 10 8 7 2
♣ A

Suggested auction: S 1♦ – W Dbl – N Pass – **E 1NT** – all pass.

East has 9 HCP, balanced, no four-card major, and diamonds well stopped (♦K J 9 5). 1NT shows 6–10 and is more descriptive than bidding 2♣. West has 13 and a singleton diamond, but no extras, so passes. South may try 2♦ with 17, but East–West have shown their values.

Board 12 · Dealer West · Vul N–S

North · 11 HCP
♠ K J 7 2
♥ A 10 9 4
♦ 6 3
♣ K 9 5

West · 14 HCP
♠ 9 3
♥ Q J 5
♦ A K J 8 4
♣ Q J 6

Dealer West
Vul N–S

East · 2 HCP
♠ 8 5
♥ 7 6 3 2
♦ Q 10 9 7
♣ 10 8 3

South ★ · 13 HCP
♠ A Q 10 6 4
♥ K 8
♦ 5 2
♣ A 7 4 2

Suggested auction: W 1♦ – N Dbl – E Pass – **S 4♠** – all pass.

South has 13 HCP and five good spades: with 13+ facing a double, make sure to reach game. A jump to 2♠ would show only 9–12 and North, with a minimum double, would pass. With two possible games and no clear choice, South could cuebid 2♦ instead; here spades is obvious.

Week 3 · NORTH

Board 9 · Dealer North · Vul E–W
♠K 9 2 ♥A 8 4 ♦A K 7 5 3 ♣A 8

Board 10 · Dealer East · Vul Both
♠K 9 6 2 ♥A Q 5 ♦10 7 4 3 ♣J 8

Board 11 · Dealer South · Vul None
♠10 8 6 ♥10 6 5 2 ♦4 3 ♣J 7 6 5

Board 12 · Dealer West · Vul N–S
♠K J 7 2 ♥A 10 9 4 ♦6 3 ♣K 9 5

Week 3 · EAST

Board 9 · Dealer North · Vul E–W
♠A Q 7 5 ♥K J 6 3 ♦Q ♣K J 6 2

Board 10 · Dealer East · Vul Both
♠Q 5 3 ♥J 4 ♦A 2 ♣A K Q 9 4 2

Board 11 · Dealer South · Vul None
♠Q 4 ♥J 7 3 ♦K J 9 5 ♣Q 8 4 2

Board 12 · Dealer West · Vul N–S
♠8 5 ♥7 6 3 2 ♦Q 10 9 7 ♣10 8 3

Week 3 · SOUTH

Board 9 · Dealer North · Vul E–W
♠J 10 ♥Q 10 9 ♦10 9 6 2 ♣Q 7 5 4

Board 10 · Dealer East · Vul Both
♠A J 8 4 ♥K 10 6 2 ♦K Q 5 ♣7 3

Board 11 · Dealer South · Vul None
♠K 7 3 2 ♥A 9 ♦A Q 10 8 7 2 ♣A

Board 12 · Dealer West · Vul N–S
♠A Q 10 6 4 ♥K 8 ♦5 2 ♣A 7 4 2

Week 3 · WEST

Board 9 · Dealer North · Vul E–W
♠8 6 4 3 ♥7 5 2 ♦J 8 4 ♣10 9 3

Board 10 · Dealer East · Vul Both
♠10 7 ♥9 8 7 3 ♦J 9 8 6 ♣10 6 5

Board 11 · Dealer South · Vul None
♠A J 9 5 ♥K Q 8 4 ♦6 ♣K 10 9 3

Board 12 · Dealer West · Vul N–S
♠9 3 ♥Q J 5 ♦A K J 8 4 ♣Q J 6