

## Gambling Raises

The gambling raise occurs when responder has excellent trump support { usually 5 + cards in opener's major } but less high card points than are usually needed to make game. Responder raises straight to game. The bid is a gamble and there is no guarantee the game will be made. { The G.R. is made in part to shut the opponents out of the auction}. Opener will usually pass the Gambling raise *however strong they are*.

e.g	AQxxx	KJxxxxx	e.g	Axx	KQx
	Kx	Jxx		AQxxx	Kxxxxx
	AQxx	x		Qx	xxxx
	xx	Kx		AQx	void
	1S-----4S			1H-----4H	
	Pass			Pass.	

Doubling the opponents in 1NT when partner has opened the bidding and an opponent has intervened by bidding 1NT.

e.g	(partner)	(opponent)	(you )	(opponent)
	1Sp-----	1NT -----	Double-----	Pass

When partner has opened the bidding and has therefore promised usually 12+ pts you only need 10 pts to penalise { to double} the opponents 1NT call. {The 1NT bidder will be in a very exposed position being sandwiched between you and your partner and will seldom make their contract }.

e.g	(partner)	(opponent)	(you )	(opponent)
	1Sp-----	1NT -----	Double-----	Pass
			xx	
			Axx	
			KQxxx	
			Jxx	

## Lead directing doubles

Whenever an opponent makes a *conventional* bid { e.g 2Cl Stayman } then a double of that conventional bid suggests you have values in that suit and request that partner leads that suit.

e.g	(opponent)	(partner)	(opponent )	(you)
	1NT-----	Pass -----	2C-----	Double
				xx
				xx
				xxxx
				AQJ10x

## Re opening Double

If you open , the opponents overcall and partner passes you can bid a takeout double to demand that partner bids. {You will need to be quite strong of course !}.

e.g	(you)	(opponent)	(partner)	(opponent)
	1S-----	2C -----	Pass-----	3C
	Double			
	AQxxx			
	KQJ			
	Axxx			
	x			

