



Lesson 24 Teacher's Notes

Penalty Doubles and Redoubles

Aims

- To introduce the concept of penalising opponents when they have bid too much at the wrong time
- To teach your class how to score doubled contracts.

Content

- 1 Remind the class that bidding is not a precise science. Sometimes suits break badly and cards lie badly. When you think opponents' contract is going down you can **double for penalties**.

Double says: "I think you have bid too high". We call such doubles "**Penalty Doubles**" since they are used to **penalise** opponents who have bid at the 'wrong' time.

Doubling the final contract increases the stakes! The declaring side **scores more** when the contract **makes**, and **loses more** when it **goes down**. The penalty for going down increases progressively.

Either member of the declaring side can **redouble** to say "You got this wrong - we will make our contract". If the final contract is redoubled the scores are twice as big again.

A doubled contract is played in exactly the same way as an undoubled one. Only the scoring is different.

- 2 Explain how to count the score **when the contract fails**.

The cost of going down **depends on vulnerability**.

When an undoubled contract fails each undertrick costs 50 nonvulnerable, 100 vulnerable

When you are doubled:	nonvulnerable	vulnerable	Total
First undertrick costs	100	200	1 down = -100/-200
Second undertrick costs	200	300	2 down = -300/-500
Third undertrick costs	200	300	3 down = -500/-800
Each subsequent undertrick	300	300	4 down= -800/-1100 etc

If the contract is redoubled and fails all these scores are doubled again!

- 3 Explain how to count the score **when the contract makes**

More complex: the double affects the level at which game is reached, since the **trick points** are **doubled**.

The **trick score** depends solely on the denomination: the game bonus varies according to vulnerability.

2♥/2♠ doubled scores 120 for tricks. That is **game** so you score the relevant game bonus (300/500)

But 2♣/2♦ doubled scores 80 for tricks. That is not game, just as 4♣ or 4♦ is not game. No game bonus. 2NT doubled is game, 1NT doubled is not.

Similarly, in a redoubled contract the trick score is multiplied by four.

1♥/1♠/1NT redoubled is game, 1♣/1♦ redoubled is not.

But you cannot double opponents in to slam: you have to bid slam to get that bonus.

3♥ or 3♠ doubled gets the **game bonus**, not the **slam bonus**.

Overtricks: Nonvulnerable overtricks are reckoned at 100 apiece, whatever the contract

Vulnerable overtricks are reckoned at 200 apiece

A Redouble doubles these up to 200 nonvulnerable, 400 vulnerable

Extra bonus (for the 'insult')

Making a doubled contract gets you a 50 point bonus, irrespective of denomination or vulnerability

The bonus for making a redoubled contract is 100

- 4 When you make a penalty double you risk losing a lot of points if it makes!

Doubling part scores 'into game' can be particularly costly because of the game bonus.

When you double you should be pretty sure the contract will fail.

Unexpected trump tricks are usually an indication that doubling is a good idea.

Good defenders double to compensate for the times when game makes without enough values.

Redouble is rarely a good idea. If our contract makes we will get a good score anyway.

And when we go down the penalties will be colossal - **redouble only when supremely confident**