



Penalty Doubles and Redoubles

We have already met the Takeout Double: double of an opening bid in a suit asks partner to bid his best suit.

The original meaning of 'Double' was Penalty: "double" said "I think you have bid too high and you are going down." Now double can be both Takeout and Penalty: how can we tell what "double" means?

Double is usually Takeout.

Double is Penalty when:

- Opponents have bid game
- Partner has bid no-trump (so you know his point range and distribution) and an opponent has overcalled
- An opponent has opened 1NT and you have 16 or more points.

Scoring When the Final Contract is Doubled

1. The Contract Goes Down:

When an **undoubled** contract fails each undertrick costs 50 non-vulnerable, 100 vulnerable

When a doubled contract fails,

Non-vulnerable the first undertrick costs 100, the second and third undertricks 200 each, each subsequent undertrick 300

vulnerable the first undertrick costs 200, every subsequent undertrick costs 300

1 down non-vulnerable is	-100	1 down vulnerable is	-200
2 down is	-300	2 down is	-500
3 down is	-500	3 down is	-800
4 down is	-800	4 down is	-1100
5 down is	-1100	5 down is	-1400 and so on!!

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

2. The Contract Makes

Part score, game and slam bonuses

The double affects the level at which game is reached, since the trick score is doubled

2♥/2♠ doubled is game, and you score the relevant game bonus

But 2♣/2♦ is not game, since 4♣ or 4♦ is not game

2NT doubled is game, but 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.)

Trick points

These are doubled when a doubled contract makes, multiplied by four when a redoubled contract makes

The trick score depends solely on the denomination: vulnerability is irrelevant

Overtricks

Non-vulnerable overtricks are reckoned at 100 apiece, whatever the contract

Vulnerable overtricks are reckoned at 200 apiece

A Redouble doubles these up to 200 non-vulnerable, 400 vulnerable

Extra bonus (for the 'insult')

Whenever you make a doubled contract you get a 50 point bonus, irrespective of vulnerability

The bonus for making any redoubled contract is 100

Example:	3♥ doubled making 10 tricks:	180 for tricks (90x2)	180
	Game bonus	300 (non-vulnerable)	500 (vulnerable)
	Overtrick	100	200
	Extra Bonus	50	50
	Total	630 (non-vulnerable)	930 (vulnerable)