

DSI Double Trouble

Board 6

East Deals

E-W Vul



♠ Q J 7 6 2

♥ 10 8 5 3

♦ K 2

♣ 10 2

West	North	East	South
<i>Amnon</i>		<i>Pete</i>	
		Pass	1 ♣
1 ♦	Pass	Pass	1 ♥
2 ♦	2 ♥	2 ♠	3 ♥
Dbl ¹	Pass	?	

1. Do something intelligent.

As East, I passed as dealer.

Playing that a cue bid shows a good hand with at least 3-card support (the customary limit raise or better), you need to play a new suit as forcing after an overcall. Otherwise, you have no way to force. Since game was highly unlikely, I passed when partner's 1 ♦ overcall came back to me -- no reason to force the auction to the 2-level.

When partner showed 6+ diamonds, my hand looked up a little. I stuck in a 2 ♠ bid, not wanting to sell out to 2 ♥ opposite partner's shortness in hearts. Consider this: I did not take the chance to open a weak 2 ♠ bid, to jump to 2 ♠ (weak) at my second turn, or to show spades at 1 ♠. This 2 ♠ bid must be an offer to play, on the way to 3 ♦. However, partner could have doubled 1 ♥ for takeout, so good spade support is unlikely. My 2 ♠ bid seems aggressive. A better hand for it would have been:

♠ A 8 7 6 2 ♥ 10 8 5 3 ♦ K 2 ♣ 10 2

Could I have that hand? With two sure tricks for partner, this looks like a minimum 1 ♠ bid. Partner's vulnerable 1 ♦ overcall promises something like an opening bid, so I should be willing to compete to 2 ♦. (Opposite a non-vulnerable overcall, this better hand would have been possible for the delayed 2 ♠.) My actual delayed 2 ♠ should warn partner against bidding on without a spade fit.

When South competed to 3 ♥, partner laid the DSI (do something intelligent) double on me. What would you have done in my position?

On the bidding, the opponents will likely take eight or nine tricks in 3 ♥ doubled, either +100 or -530 for us. Assuming we can make 2 ♠ or 3 ♦ for +110, even the +100 should not earn many matchpoints.

We are unlikely to make 3 ♠ or 4 ♦, so bidding likely yields -100 (or doubled for -200).

What is the intelligent action?

Board 6
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DSI Double

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

EW 3♦; EW 1N; EW 1♠; NS 1♥; Par -110

West	North	East	South
<i>Amnon</i>		<i>Pete</i>	
		Pass	1 ♣
1 ♦	Pass	Pass	1 ♥
2 ♦	2 ♥	2 ♠	3 ♥
Dbl ¹	Pass	?	

1. Do something intelligent.

The intelligent action is, Pass. This is an application of the rule, "when fixed, stay fixed." A singleton diamond should let the opponents make 3♥, but they have not made it yet. In fact, this time we set it with four top tricks and a club ruff. West might also have had a better hand. My fear of them making 3♥ was legitimate, but there was no unrevealed feature of my hand that indicated bidding on. I had my bid and should have passed.

Partner could not have three spades, making my actual 3♠ bid particularly poor. South started out ♥A, ♠A, ♠K, ♥K, ♥J, but switched to a diamond instead of cashing the fourth heart: still a poor score for -100. Bidding 4♦ has more merit, but also fares poorly.

West's DSI double was quite aggressive. In the rare case where we can make 4♦, East may bid it anyhow. While DSI seems to make sense, in effect, it is either a "bet they won't double us" double or a penalty double. It's more risky to make a DSI double when vulnerable, risking -200.

It's risky to double a non-vulnerable partscore for penalties at the 3-level for down one, because the upside is so small and the downside is so large. There is no possible score between +50 and +100, so a successful double only changes the result against pairs in an equivalent contract. Doubling does not protect our possible partscore, worth at least +110.

However, if the opponents had been vulnerable, then doubling might yield +200, magnificently protecting our +110 partscore.