

# Power Double

## Overall Structure – Part 1

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I have played a version of the Power Double (PD) for over 40 years with good results. This article is primarily based upon a 1997 description by expert Jeff Goldsmith. PDs are part of a system called Overall Structure, which we will explore in the coming months. After RHO opens one of a suit, DBL is alerted as showing 15+ with no singleton unless 17+. The PD does not show length or a stopper in any suit. Single suited hands should overcall unless greater than 17.

What do you currently bid with the following hands after RHO opens 1♥?

[A] ♠AKx ♥10xxx ♦KJxx ♣Ax

[B] ♠Kx ♥10xx ♦AQJx ♣KQxx

[C] ♠KQx ♥xx ♦AKx ♣Kxxxx

[D] ♠KJxx ♥xxxx ♦A ♣AQJx

[E] ♠KQxx ♥xx ♦Ax ♣KQJxx

You reluctantly pass with hands [A], [B], and [D], while you try 2♣ with [C] and [E]. The PD should be used on all these hands. PDs are also more effective over weak third seat light opening bids than standard bidding.

### Advancer's bids after 1 suit – DBL; PASS – ?

PASS When the opponents are vulnerable, it is often better to pass with ♠Kx ♥Axx ♦QJ9x ♣xxxx after a 1♦ opener rather than bid 3N. After a major is opened you need five decent cards to pass.

1 Suit 0-7 and a 4+ card suit

1N 0-7 length/stopper in opener's suit or no one level suit to bid

2 Suit Non-jump: 0-7– and 5+ cards

Jump: 7+-9 and 5+ cards

Q-bid Non-jump: GF, 8+ working cards with shape or two probable entries

Jump: NAMYATS

2N 7+-9 with at least Qxx stopper

3 Suit Preemptive double jump

### Advancer's bids after 1 suit – DBL; 1 or 2 suit – ?

PASS NF, weak hand, 0-7–

DBL One level: 0+, takeout with at least 4 cards in unbid suits OR 7+ no stopper

Two level: 5+, takeout or 7+ no stopper

Three level: 7+ forcing one round

1/2/3 Suit Non-jump: NF, some values, not invitational

Jump: 5+ cards, invites

1N 4-7-, Qxx or better in opener's suit

Q-bid Opener's suit: GF

Responder's suit: Natural, one round force

Jump Q-bid: Natural, 6+ cards, good suit, forcing one round

2N 7+-9 with at least Qxx in opener's suit

### **Advancer's bids after 1 suit – DBL; RDBL – ?**

Pass with no good bid which includes some good hands; partner will bid if opener passes. Otherwise, the bids are the same as if Advancer passed.

### **Power Doubler's Rebids**

1N 15-17 with a stop opener's suit

2♣ Artificial over Advancer's new suit with 18+-21. Stayman after a 1N advance.

New Suit: Non-jump: NF, 5+ cards unless the cheapest suit

Jump: Strong jump overcall, typically 17+

Q-bid: Non-jump: very strong, denies stopper

Jump: Takeout double with void

2N Non-jump: 17-18 stop opener's suit

Raise Extra values, good fit or shape with at least 3 card support

The Power Double involves advanced treatments and can be used with all convention charts. Be sure to mark your convention card and alert properly. Thoroughly discuss applicable auctions, including passed hand bids, before playing these treatments with your regular partner.

Next month in Part 2, we will look at 1N which is a light takeout. ♣