

“Maximal Double”

A “**Maximal Double**” is a competitive conventional double used mainly in two specific competitive auctions by an Opener of the auction to differentiate between a competitive situation and a game try. It is a double used to invite to game when the auction is too crowded for any other approach.

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
2H	2S	3H	1S ????

(In this bidding scenario, South may have one of two (2) choices.)

1. “**Bid 3S**” = A hand which he/she wished to compete further and to **sign-off**.
2. “**Double**” - A hand with which he/she wishes to **invite to game**. **Note:** In this instance, Responder has the option of (a) dropping the bidding at **3S**, (b) continuing to game by bidding **4S**, or, (c) converting the auction to a penalty scenario by simply “**Passing**.”

With the availability of the use of a “Maximal Double,” either hand can be described: i.e., **3S** would be a competitive sign-off, and a “**Maximal Double**” would be used as a conventional bid inviting to game. To reiterate, a double, when used in this way, invites to game, while a suit bid is merely competitive.

Prerequisites: For a Maximal Double to be in effect, the following conditions are, thus, necessary:

- The Opponents have competed and raised to the 3-level
- We have bid and raised to the 2-level in our agreed-upon suit
- Our suit **outranks them by one** (Spades over Hearts, or Hearts over Diamonds)
- We have not yet established a game-force.
- The doubling hand can logically be in a position to try for game

Important Note: The most apparent, obvious and evident disadvantage of the maximal double is the fact that the Partnership loses its ability to employ the call of a “double” as a *penalty double*.

If the competitive team’s suit is higher-ranking by one suit (as seen below), the maximal double is *not needed* and is *never used*.

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
2D	2S	3D	1S ????

(In this bidding scenario, South may have one of three (3) choices:

1. “**Bid 3S**” - a competitive sign-off.
2. “**Bid “3H”**” - A “**conventional forcing bid**” showing a hand with which he/she wishes to **invite to game**.
3. “**Double**” - for **penalty**.