

After a 1-level Takeout Double

The main use of a redouble is when partner opens, the next hand doubles, and you now can redouble.

1H (X) XX

The XX – redouble bid

- **states that you have 10 or more HCPs**
- immediately establishes that your side has the balance of High Card Power
- suggests that the best result for your side may be achieved by doubling the opponents and defending, rather than declaring the hand
 - **Vulnerability** becomes a key component in your decision whether to double and defend, or play the hand.
 - As usual, they VUL you NOT is the best time to double them as you only need a 2-trick set to exceed any game you can make (Down 2 X & Vul = 500 vs your 3NT=400).
 - When you are VUL and they are not, this is the worst time to double them, and you are probably better to bid and make your game (Need to set them 4 for +800 to exceed your 3NT=600). If however, you can only make a part score, doubling opps can be profitable (by getting +200 or more).
- Since you are considering defending, a XX usually denies a fit w partner, although you can do it with exactly an 8-card fit, not a 9 or longer. The reason for this is
 - the more cards you have in your suit, the less defensive tricks you have in that suit (Consider holding AKQxx opposite JTxxx = 1 if not 0 defensive tricks)
 - the better your fit, then the better fit your opponents have, and doubling their part score is less likely to be the right decision

Once you redouble, the first order of business is for either partner to double whatever they bid with a reasonable trump stack. Note you do not need a big (5-card) trump stack, as you already know your side has most of the high card points. Having a good 4-stack in the opponent's suit is adequate for a penalty double. Consider this hand;

The auction You NVul, They Vul

1D X XX 2C

? You have S Ax H xxx D Axxx C KQT9

This is a lovely penalty double thanks to the redouble by partner. You have two lovely Aces (almost always sure tricks on defense) and a terrific trump stack, likely to produce 3 more tricks.

You hence have 5 very likely tricks and a partner with 11+ HCPs, very likely to produce two more tricks. Down 2 appears likely for a great result. Note that if you only defeat the contract one trick, it is more likely that you would not have made 3NT, so +200 beats all of your possible part score results, still Top board.

However, if the opener bidding has a hand that is offensive-heavy and weak on defense, they can bid and overrule your partner's (the redoubler's) suggestion to double the opponents. Consider these two hands that opened the bidding 1D

- a) S KJx H Axxx D KQxx C xx this hand has typical defensive values, should give priority to defending
- b) S Qxxx H xx D KQJxxx C K here you have much less potential defense, and far more offense in a diamond or NT contract. Overrule partner's recommendation to penalize and rebid your diamonds on your 2nd bid.

Lets look at how you should have patience after a redouble auction (They Vul, you not)

Auction 1C X XX 1H

? You hold S KQxx H Jx D KQx C QJTx. You do not have a heart-stack but your partner may, don't ruin her fun, just pass (forcing).

P ? Partner holds S Axx H KT98 D Axx C xxx. Partner should Double, down two looks likely

When the opponents try to run from one doubled contract to another, probably best to keep doubling. Remember partner wanted to defend the first contract they bid. If you have a moderate trump stack, they are still in trouble, double them again.

Other sequences as corollaries of a Redouble

Since a redouble shows any hand (other than a 4+ trump raise) with 10+HCPs, what would you bid with a hand like S Axx H xx D KQJxx C Jxx? Without the double, you would have bid 2D, showing 10+ pts. But you now would redouble with this hand, showing 10+ pts. Thus a new suit at the 2-level can now show a very good 5+ card suit with lower than usual pts = 6-9 points.

Over 1H X and holding S xx H Tx D KQTxxx C Qxx bid 2D, not forcing.

A jump bid over the double, shows a long suit, weak hand, a pre-emptive action. You are hoping to keep them from competing, probably in spades.

With S xx H x D KQJxxxx C xxx jump to 3D

We have said that you can make a redouble with an 8-card fit, ie with 3 hearts over partner's 1H opening. However, you should not XX with a 9-card fit, ie 4 cards in partner's major.

Your raises are

- 1) Single raise and 2) weak-freak 4-level raise have same meaning as if no double
- bid 3 Major as a preemptive raise, ie holding S x H QTxx D Jxxx C xxxx
- With a limit raise or better, a convention called Jordan or Dormer is used. This is a conventional bid of 2NT (Alert it). 2NT is not needed as a natural bid (11-12 balanced) as you would redouble with such a hand.
 - S xx H KJxx D Axxx C Qxx Over 1H (X) bid 2NT
 - Think of it as a light Jacoby 2NT raise (or better)

What if the opening bid is 2 Diamonds or higher (preemptive) ?

The meaning of the Redouble bid now says "I think our best option will be to double the opponents, wherever they choose to play the hand". Because partner has a weak hand, not 13+ pts, you need quite a bit more than 10 pts.

You hold S x H AQTx D AKxx C ATxx.

- 1) Your partner opens 2S and RHO bids X. You are very well-positioned to defend and defeat any contract the opponents land in, so you redouble XX, planning on doubling whatever they bid.
- 2) You have the same hand and your RHO bids 3 Hearts. All doubles after partner preempts are penalty (why ask for another suit when partner has a one-suited hand?). Smoothly put the red card on the table and sit back and enjoy 500, maybe 800

Note that despite having a 17-count, 3NT is probably a poor contract, as ...

- Your partner's hand may be useless as his spades may not run as long tricks, esp. with you having a singleton.
- You will have very few, if any entries to partner's hand, so you cannot lead towards your high cards.
- In summary: Do you really want to go down in 3NT when you could double and defeat the opponents (likely at least two down doubled in any 3-level contract)

| | |
|----------|--------|
| S KQJxxx | S x |
| H x | H AQTx |
| D Txx | D AKxx |
| C xxx | C AJTx |

Here, 3NT fails miserably getting no spades, 1H, 2/3 Ds, 1C. However defending 3 Anything, you expect to get 2S, 2/3 H, 2C, 2D for down 4 X for a juicy 800/1100

WHAT A GAME!!