

Redoubles – After a 1-level Takeout Double

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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.
- 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 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 tx 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 10+ HCPs, almost a certainty to produce one if not 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 the partner'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 or three 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.

And get the defense started with a trump lead, which will cut down on declarer's ability to make ruffs in either hand. Declarer's only chance, with at most 18 HCPs on her side, is to make tricks by ruffing

Other sequences as corollaries of a Redouble

Since a redouble shows any hand (other than a 4+ trump raise) with 10+HCPs, a new suit at the 2-level no longer requires 10+ points. It now shows a v. good 5+ card suit with 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

What a Game!!