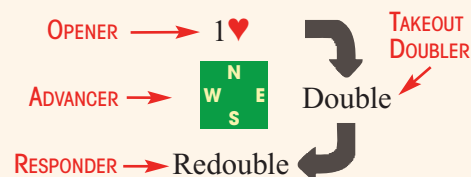


This series is based on *Grant Standard*, a set of conventions and agreements that are in popular use today, such as 15-17 INT openings, five-card majors, and weak two-bids. A summary chart of *Grant Standard* and the corresponding convention card can be found at www.AudreyGrant.com. The site also has *Grant Basic*, a simpler set of agreements.

Earlier articles in this series appeared in the *Bridge Bulletin* and can also be found under 'Articles' at www.AudreyGrant.com.

Although the double was originally introduced to penalize a partnership for overbidding, bridge players quickly discovered that it could be used for a variety of other purposes. Takeout doubles, negative doubles, responsive doubles, balancing doubles, and a host of other 'doubles' are all part of today's game.

Similarly, the redouble was first incorporated into the scoring to increase the stakes when a contract is doubled for penalty (see blue sidebar). However, it is more commonly used in other situations, the chief one being after an opening bid of one-of-a-suit is doubled:



Responder's redouble has a major effect on the subsequent auction. It impacts advancer, opener, and the takeout doubler, as well as the meaning of responder's other initial responses and subsequent actions. If the players don't each understand their role following a redouble, the auction can get quite confusing. So let's take a closer look, starting with the redouble itself.

The Redouble — Part I

Responder's Redouble

The basic requirement for responder to redouble is quite straightforward:

THE REDOUBLE

When opener's bid of one-of-a-suit is doubled, a redouble by responder shows 10 or more high-card points.

A redouble sends the message to opener: "This is our hand!" With 10 or more high-cards opposite partner's opening bid, responder's side expects to win the auction, or to be able to double the opponents for penalty if they compete too much.

After redoubling, responder plans to follow up with one of several possible actions:

AFTER THE REDOUBLE

Responder plans to:

- Double the opponents for penalty.
- Bid a new suit (forcing).
- Support opener's suit.
- Bid notrump.

We'll look at redoubler's subsequent actions later. For now, let's see how it impacts advancer — the takeout doubler's partner.

Advancing After a Redouble

Pity the poor advancer! If opener has 13 or more points, the takeout doubler, has 13 or more points, and responder has 10 or more points, that doesn't leave much for us when we are the advancer. There are only 40 high-card points in the deck. Even adding some distributional points for opener and the takeout doubler,

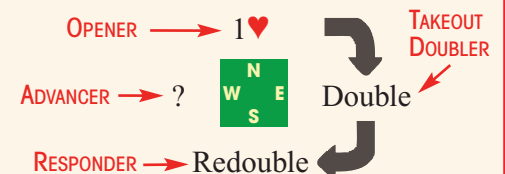
it will be rare for advancer to have more than 4 or 5 high-card points.

Does that get advancer off the hook from bidding? Yes and no. If responder had passed the takeout double, advancer would have to bid with a weak hand. After a redouble, **advancer is no longer obliged to bid**. Partner will have another opportunity to do something when the auction comes back around.

However, **advancer should bid with a distinct preference for one of the unbid suits**. It's important to find a suitable trump fit as soon as possible. The opponents have the majority of strength and may be hoping to double for penalty if we can't find a safe spot.

ADVANCING AFTER A REDOUBLE

- Bid with a distinct preference for an unbid suit.
- Pass with no real preference.



Here we should bid 2♣. We have a definite preference for clubs as trumps. By bidding early and confidently, we are less likely to get doubled for penalty, even if we are in trouble. If we pass, partner may have to choose a suit. If partner bids 2♦, for example, the doubling is likely to start, and we might get even higher trying to find a playable contract.

Partner won't expect any strength from us, so we're merely offering a suggestion. Notice that we shouldn't bid notrump unless we have a much better holding in opener's suit.

Here we'd pass after the redouble. We've a slight preference for clubs, but it's probably best to leave any decision to partner.

Opener's Action When Responder Redoubles

Since responder has not yet had a chance to describe the hand other than it contains 10 or more high-card points, **opener usually passes**, waiting to hear what responder says next. The only exceptions are when opener has a weak, distributional hand, or when advancer bids and opener wants to double to suggest defending for penalty.

OPENER'S REBID AFTER A REDOUBLE

- Pass, with most hands.
- Bid, with a weak, distributional hand.
- Double advancer's bid for penalty.

Suppose we open the bidding as North, and the auction proceeds:

WEST	NORTH	EAST	SOUTH
	1♥	Double	Redouble
Pass	?		

♠ A 9 3	Pass. We have a typical opening. There's no reason to say anything at this point. We don't know what responder's hand looks like, and should wait to see what responder wants to do.
♥ A K J 8 3	
♦ 7 6 2	
♣ J 4	

Responder hasn't promised any support for hearts, and might be hoping to double anything that the opponents bid. If East bids and partner does double for penalty, we should be happy to pass. We've got everything partner might expect for our opening, and we could collect a large penalty, even at the one or two level.

What if we pass and East also passes? First, that's very unlikely, since East doubled for takeout and is likely very short in hearts. Even if East does decide to pass, we should have little trouble taking at least seven tricks when partner holds 10 or more high-card points, sitting over the high cards in the East hand. Seven tricks in 1♥ redoubled gives us a game bonus (see inset), and redoubled overtricks start at 200 points non-vulnerable and 400 points if we are vulnerable.

SCORING REDOUBLED CONTRACTS

If a redoubled contract is made:

- The trick score is multiplied by four, and a game is scored if the total is more than 100.
- There is a bonus of 100 points.
- Non-vulnerable overtricks are 200 points each; vulnerable overtricks are 400 points each.

For example, the (duplicate) score for making 8 tricks in a contract of 1♥ redoubled and vulnerable is worth:

Trick score:	120 (4 x 30)
Game bonus:	500
Redoubled bonus:	100
Overtrick:	400
Total:	<u>1,120</u>

The penalty for being defeated is:

DOWN	NON-VUL	VULNERABLE
1	200	400
2	600	1,000
3	1,000	1,600
4	1,600	2,200

WEST	NORTH	EAST	SOUTH
	1♠	Double	Redouble
2♦	?		

♠ K Q 9 8 7 5 2	2♠. We've opened 1♠ with a weak, distributional hand and don't want to defend for penalty even if partner doubles 2♦. So, we let partner know the nature of our hand right away.
♥ 8 4	
♦ 3	
♣ K Q 4	

Double. Here we have an excellent hand if partner is interested in defending. We can let partner know we have length and strength in diamonds. If we pass, partner might have cards in hearts and clubs but not want to defend if the opponents have found a good fit. Partner doesn't have to pass the double with other things in mind.

♠ A Q J 9 2	Pass. We have a good hand and don't intend to defend for penalty if partner doubles. But if we bid now, we show a weak hand. By passing, and then bidding later, we show a sound opening, with the values for at least game opposite responder's 10+ points.
♥ A K 8 6 3	
♦ 7	
♣ J 5	

Takeout Doubler's Action After a Redouble

Unless opener has a weak, distributional hand, or responder has made a tactical redouble with fewer than 10 points, it's highly unlikely that the deal belongs to the takeout doubler's side. In fact, **most of the time, the objective will be to find a suitable fit so that the partnership doesn't get doubled for a large penalty.**

Suppose we are sitting East. We make a takeout double of 1♥ and the auction continues:

WEST	NORTH	EAST	SOUTH
	1♥	Double	Redouble
1♠	Pass	?	

With 16 high-card points plus 1 dummy point for the doubleton heart, we have more than a minimum takeout double. If responder hadn't redoubled, we'd plan to raise advancer's 1♠ response to 2♠. The partnership could still have enough combined strength for game.

After the redouble, however, we shouldn't consider bidding any more. Partner is unlikely to have more than a couple of points, and maybe none at all! Partner's 1♠ bid is just an attempt to find a safe resting spot. We should be happy we haven't been doubled... Yet!

WEST	NORTH	EAST	SOUTH
	1♠	Double	Redouble
Pass	Pass	?	

Oh-oh! Partner hasn't shown any preference for one of our suits. It's up to us. We can't afford to pass, since 1♠ redoubled will likely make with several overtricks. We'll have to start scrambling by bidding 2♣. Perhaps we'll get lucky and land in an eight-card fit. Or perhaps the opponents won't double us, even if we are in trouble. However, we shouldn't be too surprised if we go for a large penalty in this situation. It happens sometimes.

In the next issue, we'll look at responder's subsequent actions. ♠