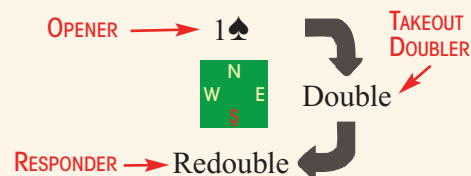


This series is based on *Grant Standard*, a set of conventions and agreements that are in popular use today, such as 15-17 INT openings, five-card majors, and weak two-bids. A summary chart of *Grant Standard* and the corresponding convention card can be found at www.AudreyGrant.com. The site also has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

When opener bids one-of-a-suit and the next player doubles, one of our options as responder is to **redouble**.



THE REDOUBLE

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

The redouble tells partner that the hand belongs to our side. With 10 or more points, we expect to win the auction or double the opponents if they try to outbid us.

Last issue, we noted that opener generally passes the auction back to us when we redouble, giving us a chance to describe the hand. We plan to follow up with one of four actions:

AFTER THE REDOUBLE

Responder plans to:

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

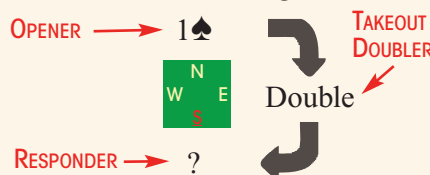
The Redouble — Part II

Doubling the Opponents

One reason for redoubling is the possibility that we can double any contract the opponents reach and collect a penalty as much as, or hopefully more than, the value of any contract we can make.

Doubling the opponents for penalty is usually a good option when we *don't* have a good fit for opener's suit. If we have a fit with opener, then it is more likely that the opponents have a suitable trump fit of their own. When we don't have a fit for opener's suit, it becomes more likely that the opponents don't have a comfortable place to play.

Also, it is usually more profitable to double the opponents when their side is vulnerable, especially if our side is not vulnerable. The penalties for vulnerable undertricks are usually more than enough to compensate for any partscore, game, or even slam contract that we might make.



With this hand, we would start with a redouble as responder, hoping to double the opponents for penalty.

We aren't concerned about the singleton spade. If we redouble and everyone passes, the partnership should have more than enough high-card strength to take seven tricks in a spade contract. East's double was for takeout, not for penalty, so East

is unlikely to have much in spades. Also, the score for making 1♠ redoubled includes the game bonus, and redoubled overtricks are worth a lot (see last issue). It's unlikely the opponents will want to defend.

The full deal might look like this:

NORTH (OPENER)			
♠	A K J 9 5		
♥	5 3		
♦	J 10 2		
♣	K 8 7		
WEST (ADVANCER)		EAST (DOUBLER)	
♠	Q 10 8 6 2	♠	7 3
♥	8 6 2	♥	A Q 9 4
♦	Q 7 4	♦	K 8 6
♣	5 3	♣	A J 9 4
		SOUTH (RESPONDER)	
		♠	4
		♥	K J 10 7
		♦	A 9 5 3
		♣	Q 10 6 2

WEST	NORTH	EAST	SOUTH
Pass	1♠	Double	Redouble
	Pass	2♥	Double

East has a perfectly reasonable takeout double, but has chosen an unlucky time to enter the auction. Once we redouble, East-West have no place to go. If they leave North in 1♠ redoubled, North will easily take 8 or 9 tricks. If West tries to play in 1NT, that contract can be held to 3 tricks with best defense.

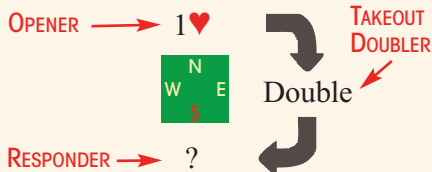
Most likely, East-West will land in a poor trump contract at the two level, and be defeated 3 or 4 tricks, for a large penalty. In 2♥ doubled, we would get at least two spade tricks, three heart tricks, one or two diamonds, and one or two clubs.

Partner has a minimum opening, and we have only 10 high-card points. Left alone in the auction, we might not even reach game. After the takeout double and redouble, we might collect 800 or 1100 points.

As discussed in the previous article, notice how opener passes the auction back around to give us an opportunity to double for penalty.

Bidding a New Suit

With a good five-card or longer suit and 10 or more high-card points, responder typically starts with a redouble. There's the possibility that the opponents might choose to play in that suit, in which case responder can double for penalty. Otherwise, responder can simply bid the suit at the next opportunity.



If East had passed, we'd have responded 2♦ with this hand. Once East doubles, we start with a redouble to show 10 or more high-card points. If the opponents bid diamonds, we'll be happy to double. If, as is more likely, they bid some other suit, we can then show our diamond suit. For example:

WEST	NORTH	EAST	SOUTH
	1♥	Double	Redouble
1♠	Pass	Pass	2♦

Our 2♦ bid is forcing. It's just as though there were no interference and we responded in a new suit at the two level. So why redouble?

The key point is that if we didn't redouble first, a response of 2♦ would show fewer than 10 high-card points and would not be forcing. This is an important corollary to the use of the redouble:

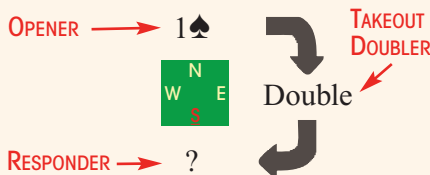
RESPONDER'S FAILURE TO REDOUBLE

When responder doesn't redouble, responder typically shows fewer than 10 high-card points.

We'll look at some exceptions in the next issue, but it's this concept that impacts the meaning of responder's bids following a takeout double. So, an immediate bid of a new suit at the two level is no longer forcing since responder failed to start with a redouble. Opener 'knows' responder has fewer than 10 high-card points.

Supporting Opener's Suit

With 10 or more high-card points and support for opener's suit, responder typically starts with a redouble. The 'typically' is there because responder does have other options, which we'll address in the next issue.



This hand has 10 high-card points, so we would again start with a redouble.

Suppose the auction continues:

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

With only a doubleton heart, we don't want to double the opponent's 2♥ contract for penalty. Even if our partnership has the majority of the high-card strength, it's usually not a good idea to make a penalty double at a low level when our side has an eight-card or longer trump fit.

So we should bid 2♠. Notice that there's no need to jump to 3♠. We have already promised at least 10 high-card points with the redouble. With support for spades and fewer than 10 points, we would have raised right away. With about 10-12 points, we redouble and then show the support at the cheapest available level. In this auction, our 2♠ bid is not forcing; it's only invitational. Opener can pass with a minimum, and we can stop in partscore at the two level.

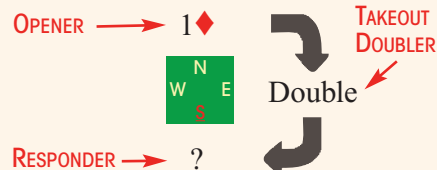
Suppose we held a stronger hand, like this. Now the auction would begin:

WEST	NORTH	EAST	SOUTH
	1♠	Double	Redouble
2♥	Pass	Pass	3♠

Our jump to 3♠ would be forcing, showing more than a minimum for the redouble, about 13 or more points. Partner must bid again.

Bidding Notrump

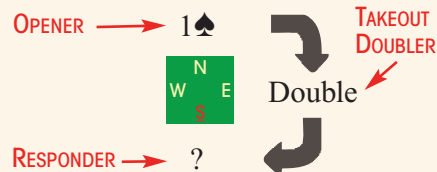
With a balanced hand of 10 or more high-card points, responder can start with a redouble and then bid notrump if the hand isn't suitable for making a penalty double.



With 11 high-card points, we start with a redouble. If the opponents bid hearts or clubs, we might choose to make a penalty double, especially if they are vulnerable. But suppose the auction continues:

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

A penalty double of 1♠ is unlikely to show a large profit, and it might even make if the opponents have found an eight-card fit. Instead, we can bid 1NT, showing about 10-12 points. This is not forcing. With a stronger hand, we would jump in notrump.



With 14 high-card points, we would start with a redouble after East doubles. Suppose the auction continues:

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

If the opponents had bid clubs or diamonds, we'd probably double for penalty. In hearts, there's too much danger that they've found an eight-card fit. The safe option is probably to jump to 3NT. We should have enough strength to take nine tricks. If East-West were vulnerable and our side were not, double would be more appealing. Even a penalty of 500 points for down two would be more than the value of our game. ♠