

90. Double After a Redouble

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	♠ 8 ♥ KJ76 ♦ KJ43 ♣ KJ54														
♠ AKJ76 ♥ 108 ♦ A65 ♣ A32			♠ 109 ♥ AQ54 ♦ Q982 ♣ Q98												
	♠ Q5432 ♥ 932 ♦ 107 ♣ 1076														
	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%; text-align: center;">W</td> <td style="width: 25%; text-align: center;">N</td> <td style="width: 25%; text-align: center;">E</td> <td style="width: 25%; text-align: center;">S</td> </tr> <tr> <td style="text-align: center;">1 ♠</td> <td style="text-align: center;">Dbl</td> <td style="text-align: center;">Rdbl</td> <td style="text-align: center;">2 ♥</td> </tr> <tr> <td style="text-align: center;">P</td> <td style="text-align: center;">P</td> <td style="text-align: center;">Dbl</td> <td style="text-align: center;">All Pass</td> </tr> </table>	W	N	E	S	1 ♠	Dbl	Rdbl	2 ♥	P	P	Dbl	All Pass		
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P	P	Dbl	All Pass												
--North South Vulnerable--															

Penalty Doubles

Takeout doubles are usually doubles at the one or two-level, higher if opponents pre-empt, while the following doubles are for penalty:

1. Doubles made by doubling over and not doubling under;
2. A double made by your partner when you have already told him your hand (1NT or a pre-empt does this);
3. A double after one's partner has already answered (by a bid not a pass) a takeout double;
4. A double made when the partnership knows they have the balance of power;
5. A double made after the partnership has agreed on a suit;
6. Any takeout double may be passed not for lack of a better bid but for penalty (conversion);
7. Any double made after a takeout double has been converted to penalty (passed); and
8. any double after the partnership makes a redouble.

This week's column, the last of a series on doubles, is an example of 8.

The bidding:

West opens one spade with a balanced 16 points. North has a Roman (1-4-4-4 distribution) twelve points. Shortness in the doubled suit with four in all of the unbid suits is a very good situation to double. East does not have a spade fit, but has ten points so he redoubles.

A redouble made by a person being doubled is SOS asking partner to run to his best suit. However, a redouble made by the partner of the person being doubled implies no fit and shows ten high card points or more.

Any double following this redouble is for penalty. It is best to double opponents for penalty when you and your partner have a misfit.

South bids hearts. Notrump is a destination, not an escape. South should not bid one notrump just because he has five spades to the queen. When partner is doubling, it is better to find a seven-card fit than to bid notrump.

The contract: Two hearts doubled by South

The opening lead: Five of diamonds

Leading from an ace in a suit contract is almost never done. From the bidding, it is obvious South probably has zero high card points and North has all of the opponent's points. Making declarer guess right off the bat is the right thing here.

Parenthetically, if the opponents are known to never lead from an ace, then it is almost always right playing the jack when holding KJxx in a suit.

The play:

Declarer ducks the opening diamond lead around to his ten. East wins the queen. Ducking in dummy loses to the queen but the suit is almost set up. East plays two spades and dummy ruffs the second round. Dummy plays a small diamond and West wins the ace. West plays a heart and East wins the ace and queen and then plays a third heart. Declarer wins in dummy and discards two clubs on the diamonds. Dummy exits a club and East wins the queen. East knows South probably only has two points, the queen of spades, so is quick to play the queen of clubs. Declarer is finished winning tricks and the declarer wins four tricks, two diamonds and two hearts.

The result: Two hearts doubled down four for -1100.

Note: When an opponent gets into an auction and your side has enough for game, it is better to have the opponent play doubled. With all of the points in one opponent's hand, declaring becomes very difficult.