

## ♠♥♦♣ WHEN TO REDOUBLE ♠♥♦♣

Your partner is the dealer and opens 1♥. Your RHO doubles for takeout. What do you do?

S	South
♠	8
♥	K92
♦	AK2
♣	K109872

You have a very nice hand in support of Hearts. In fact, your 13 HCP and 6-card Club suit informs you that you belong in a Heart game or slam. If East hadn't doubled, you would make a 2/1 response of 2♣ and support Hearts on your next bid. However, the double deprives you of that bid. Over a double, 2♣ is weak and only offers a second suit. You want to tell your partner that you are in a Heart Game Force. 2♣ or any raise of Hearts doesn't send that message.

Your bid in this case is Redouble. The redouble means two things and doesn't mean one thing. Let me explain.

The immediate redouble says: 1 - you have 10 or more points. That means you have a combined 23 or more points. Therefore, you have more points than the opponents and have the understanding that: 2 - you will either win the auction or double the opponents contract for penalty. The bidding will not end until one of those objectives is met.

What the redouble doesn't mean is that you have less than 3-card support of Hearts. It says nothing about your shape and Heart holding.

The redouble does something else. It sets up a forcing pass situation for your partner. He doesn't have to rebid until you have clarified your hand.

In this auction, West advances with 1♠ and your partner makes his forcing pass. East also passes and now you show your strong Heart support with 3♥. You could have bid 4♥, but 3♥ gives your partner more room to investigate slam if he is so inclined.

Partner makes a control cuebid of 4♣ and you show your Diamond control with a 4♦ bid. He asks for keycards and you show 2 – the ♦A and ♥K. He goes to 6♥. East leads the ♠Q. Take over for North and plan the play:

S	South
♠	8
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East Lead: ♠Q

N	North
♠	AK75
♥	AQ1076
♦	964
♣	5

Even though you both have only 13 HCP, once the fit has been found, North's hand revalues to 18 points. The quality 5-card Heart suit adds 2 points; the singleton Club adds 2 points and the 4-card Spade suit adds 1 more point.

The South hand gets 2 extra points for the singleton and 2 more for the 6-card Club suit. That's a total of 35 effective points.

You count 2 Spade losers, 1 Diamond and 1 Club loser. You plan to ruff two spades in the dummy and finesse the ♣K. When you lead your club to the dummy, East takes the ♣A and your ♣K gives a parking place for the Diamond loser in your hand.

This is the entire deal:

D 1	N North	W N E S
	♠ AK75 ♥ AQ1076 ♦ 964 ♣ 5	1♥ X XX 1♠ P P 3♥ P 4♣ P 4♦ P 4NT P 5♦ P 6♥ P P
W West	E East	
♠ 10964 ♥ 854 ♦ J1073 ♣ J4	♠ QJ32 ♥ J3 ♦ Q85 ♣ AQ63	
	S South	
	♠ 8 ♥ K92 ♦ AK2 ♣ K109872	6♥ N NS: 0 EW: 0

You can see how this hand should be played by clicking on this link: <https://tinyurl.com/y2eef5qz>, or copy and paste it into your browser. Click on the

“Next” button on the bottom to advance through each trick. If you don’t want to see the opponents hands, click on the white area in the South hand before you start.

Alternatively, by clicking on “Play” you can play all four hands and see if you can make the hand on your own.

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