

**Your Rebid having Doubled**

This is the last in this series of 'the beginner's page' and it covers what one should do if you have initially doubled and partner has responded. Remember that if partner bid a new suit that is not a jump then it's 0 - around 8, he may have zero points!

**With a minimal double**

Hand 1 RHO opens 1♥ and you double. Partner responds 1♠, what do you do?  
You must pass. You have 'forced' partner to bid and he may have zero points.  
♠ KJ64 He may not even have a 4 card ♠ suit (say he's 3433 shape).  
♥ 7 But what if partner had jumped to 2♠? Then he's promising around 8-10  
♦ AJ64 points and 4 ♠'s. His jump is not forcing and with this minimal double you  
♣ K965 should still pass

Hand 2 RHO opens 1♥ and you double. Partner responds 1♠, what do you do?  
Your hand is a bit stronger this time but partner may still be bust. But you  
should make an effort and 2♠ here is invitational; asking partner to bid game  
if he's in the 7-8 range  
♠ KJ64  
♥ 7  
♦ AQ64  
♣ AQ65

Hand 3 RHO opens 1♥ and you double. Partner responds 1♠, what do you do?  
It's much stronger this time but partner may still be bust. You should make  
a big effort and 3♠ is strongly invitational here. It tells partner to bid game  
if he's in the 3-8 range. Note that jumping to 4♠ directly is incorrect as  
partner may be completely bust.  
♠ KQ64  
♥ 7  
♦ AK64  
♣ AQ65

Hand 4 RHO opens 1♥ and you double. Partner responds 1♠, what do you do?  
This time you expect to make game even opposite a partner who is  
virtually bust, so bid 4♠. Note that you really need a hand this good to  
make the jump to game opposite a minimal response.  
♠ KQ654  
♥ -  
♦ AK64  
♣ AQJ5

**Question time.** With all of these RHO opens 1♦ and you double, what do you do if

- (a) Partner responds 1♥?  
(b) Partner responds 2♥?

Hand 5	Hand 6	Hand 7	Hand 8	Hand 9	Hand 10
♠ K765	♠ AKQJ65	♠ KJ7	♠ KJ97	♠ KQ7	♠ KJ97
♥ QJ65	♥ 76	♥ Q7	♥ Q7	♥ Q72	♥ KQ97
♦ 8	♦ 63	♦ AQ10	♦ AQ6	♦ K7	♦ 8
♣ AJ76	♣ AK6	♣ AKJ107	♣ AK74	♣ AKQ53	♣ AQJ4

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- Hand 5: (a) Pass. Partner is 0-8  
(b) Pass. Partner is around 8-10 but it's not enough for game.
- Hand 6: (a) 1♠. You doubled initially because your hand was too strong for a simple 1♠ overcall; so a 1♠ bid now, having doubled first, conveys that message.  
(b) 2♠. When partner has jumped then a 2♠ bid conveys the same message but you expect partner to bid on this time. There is no need to jump, 2♠ here is forcing.
- Hand 7: (a) 1NT. You doubled initially because your hand was too strong for a simple 1NT overcall; so a 1NT bid now shows 19-20  
(b) 3NT. 3NT is where you want to play opposite partner's +/- 9 points.
- Hand 8: (a) 1NT, same as for Hand 7.  
(b) 2NT. This time it's slightly different. 2NT here shows the required 19-20 points but the fact that you did not jump directly to game indicates that you are not sure of the final contract. Here it's because partner may have 4 ♠'s. 2NT is of course forcing as it shows 19+ points opposite partner's 8+ (opener was presumably a bit light?)
- Hand 9: (a) 1NT, same as for Hands 7 & 8.  
(b) 2NT. A similar situation to hand 8. 2NT here shows the required 19-20 points but the fact that you did not jump directly to game indicates that you are not sure of the final contract. Here it's because your ♦ stop is minimal and 4 may be a better contract if partner has 5 ♥'s.
- Hand 10: (a) 2♥. Quite enough, this is game invitational and remember that partner may be bust.  
(b) 4♥. When partner promises a 4 card ♥ suit and around 8-10 points then you have enough for a shot at game.