Bidding over Doubles (Jordan and Redouble)

Game Forcing Raises



Bidding Over Opponents Takeout Double

There are some very standard understandings when the opponents have made a takeout double. First lets define positions at the table. Your partner is the "Opener" and bids one of a suit. This is followed by a Double (for takeout) by your Right Hand Opponent. (RHO) the "over caller". As partner of the Opener, you are the "Responder". Left Hand Opponent (LHO) is the "Advancer".

Notice that Opener and RHO (the Doubler) have at least 26 points between them. This doesn't leave much for you the Responder and LHO (the advancer).

JORDAN

When RHO has doubled and you have limit raise values with support for partner's opening major - bid 2NT. Partner will then rebid 3 of his major with 12/13 and 4 of his major with 14 playing points. Some partnerships like to play JORDAN 1, 2 and 3NT based on minimum, limit and GF raises with everything else pre-emptive.

For a complete explanation of JORDAN visit http://www.bridgebum.com/jordan_2nt.php

For a more complete explanation of bidding over a Double refer to http://www.mr-ideahamster.com/bridge/pdf/over-takeout-double.pdf

As Responder and partner of the Opener, you will usually know which side the hand belongs to.

- Responder is the "captain" and determines the initial bidding action for the partnership
- The only strong bid by Responder is to Redouble (10+)
- > Opener should pass at his/her next opportunity
- One level new suit bids by Responder are lead directive and weak, not constructive
- All jump bids by Responder are preemptive and indicate weakness
- All raises by Responder are preemptive and may be very weak

When Responder Redoubles

- ➤ It imperative that Opener PASS
- > Opener does NOT rebid a 6 card suit
- Responder has some high cards but we may have a misfit (even a void in opener's suit!).
 In which case we should consider defending.

Partner should PASS your LHO Opponent's bid around to the redouble to see if he/she wants to double the bid.

Partner Opens 1 and RHO Doubles - Possible Responder hands for a Redouble include:

- - Responder redoubles and intends to Double the final
- ▼ KQJxx contract, it is doomed to down 3 or 4 at the 2 level.
- Axxx Opener must PASS the Redouble back to partner
- * xxxx to let him clarify his hand.

On the other hand, Responder could hold a fit for the Redouble with $10+\ \mathrm{hcps}.$

- ♠ Oxxx Responder redoubles because he has 10+ hcps.
- ▼ xx The Opponents must bid as you will certainly make
- ◆ KOJx overtricks at 1 ♠ Redoubled for a TOP score.
- Axx The Opponents will tend to obstruct and pre-empt w/fit

When Responder later bids 4. Opener will know it's his side's hand and bid accordingly.

Again, Opener must PASS the Redouble around to Responder as he does not know which hand partner holds, either a penalty defense misfit or a game going fit.

Any bid other than Redouble by Responder is WEAK and serves the purpose of helping partner on Opening Lead. Opener should tend to PASS.



www.bridgewebs.com/borderlinebridge

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The Impossible Spade ♠Bidding Options



The Impossible ♠

The theory is that if partner bids a ♠ when he can't possibly have ♠s, then he is giving you a better than a direct raise of the suit that you just bid.

There are certain auctions where inferences can be made by what was not bid.

Inferential bids are confusing at first. They just don't sound right.

For The Impossible • refer to http://bridgewinners.com/article/view/t he-impossible-two-spades/

For Michaels Cue Bid refer to http://www.bridgebum.com/michaels_cuebid.php

Impossible ♠ Example

W N E S Partner's Hand

P 1♥ P 1NT ♠A98♥AQ984♦8 ♣AT98

P 2♣ P 2♠ Your Hand

↑75 ♥32 **↑** AT92 **♣** KQ432

You have 9 hcps. Your bid over 1 ♥ is 1NT whether playing 2/1 or SAYC. When partner rebids 2♣ your hand grows up with distribution and you'd like to say more than just 3♣. The answer is the *Impossible 2*♠. Partner knows that you have good support and can revalue with distribution and in this case knows that 5♣ has a very good chance of making.

On the other hand if partner is more flat, with a hand that doesn't value up very much, partner can sign off in 3.

It is the "Impossible ♠" because you bid 1NT rather than 1♠ over 1♥, therefore you can't possibly have ♠s.

Transfers over 14

The ACBL recently approved transfers over the minors at the 1 level. The responses are all pretty much scientific and very few bids are natural.

These bidding sequences are included because this system is gaining popularity at the world class levels and if you play in the "A" Flight of an ACBL Tournament, you should be aware of it.

My advice is to mess them up by sticking in a 1 level bid of your 5 card suit, and use "Michaels" or the "Unusual" INT when distributional. Double when Strong.

Transfers over 1♣ - George Jacobs example card

1♣= Min 2 cards, 11-21, may have longer • even up to 5 in a balanced hand of 11-14 and 18-21 HCP. The responses are:

1 **♦**/**♥** = 4+ cards in **♥**/**♠**

1♠ = No 4-card major 5+ HCP

1NT = **♦**s 9/10+ HCP

2♣ = Diamonds weak or strong

2♦ = multi, like weak 2 in major

2♥/♠ = Reverse Flannery 5♠&4+♥ (one bid which I don't want to give up)

2N = Both minors or Balanced GF (without a major)

3♣ = Preemptive

3♦/♥ = Transfer Preempts

 $3 \triangleq$ = Transfer to 3NT (I want partner to play in 3NT)

3NT = To play 13-15 HCP

The main advantage of transfers is rebids by opener:

1**♣**-1**♦** (showing **♥**) - ?

1♥ = 2-4 ♥s, 11-14 HCP

1♠ = Generally 5+ ♣ and 4♠, as with balanced hand I must accept the transfer

1NT = 17/18-19 HCP (without 4 hearts)

2 = Good 14 - 16 HCP (with a shortness)

2NT = 20-21 HCP

Transfers in a major allow 1NT rebid as strong.

Similarly playing unbalanced diamond, when responder responds in a major (1 → 1 ▼/★ which is natural), I prefer to play transfers rebids by opener as below:

1**♦**-1**♥** (natural 4+ **♥**) - ?

 $1 \spadesuit = \text{Nat, shows} \bullet \text{ and } \spadesuit$

1NT = 4s, that means opener has both minors

 $2 = \bullet s$.

 $2 \rightarrow = 3$ -card \forall , non forcing

2 = 4-card raise 11-14

3 = 15-17 HCP, both minors 55+

3♦ = 15-17 HCP, 6+♦, denies 3-card♥

By transfers of 1NT and 24, opener can bid big hands slowly. Further rebids by opener can define HCPs

Transfers over 1♣ are shown only because it is the latest fad among the expert players. Unless you intend to have a regular partnership that is aspiring to win a world championship – one level transfers are not recommended. However, if you are playing in the "A" Flight, you should understand what is happening.