

## Learning Points – Business Redoubles

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S Deals

None Vul

Steve

♠ 765

♥

♦ Q842

♣ J96532

Karen

♠ KQJ

♥ A1092

♦ AK106

♣ A8

N

W 11 E

S

♠ 109832

♥ KJ43

♦ J75

♣ 10

♠ A4

♥ Q8765

♦ 93

♣ KQ74

South

West

North

East

Pass

2N

Pass

3♥<sup>1</sup>

Double

Redbl<sup>2</sup>

Passed Out

South leads ♣ K

1 = Jacoby Transfer to ♠

2 = I can tolerate ♥ if you can partner.

Saturday January 3, 2009. Tuesday Evening Open Pairs, Annease and Marvin Comer, Directors, Cincinnati Bridge Association Bridge Center, 2860 Cooper Road, Cincinnati, OH 45241 (513) 631-8070 . 19 Tables across 2 sections. My partner is Mrs. Karen Kendall

Redoubled contracts are rare in duplicate pairs. There's too much at stake for both sides to risk a top or bottom. That's why many players use redoubles for escape ("Bid something else partner!"). There are a few cases where business redoubles occur. Here's one.

Karen and I are playing for the 1<sup>st</sup> time as a partnership. It's impossible to cover many sequences in advance. We use common assumptions about bidding sequences. A new pair will have to rely on these interpretations when rare moments occur.

### The Bidding

Karen and I agreed to play 2/1 Game Forcing with a few gadgets.

One we agreed to use here was Puppet Stayman. [Puppet

Stayman was originally attributed to Neil Silverman and refined by Kit Woolsey & Steve Robinson for use over 1NT (Bridge World 1977). As 2/1 Game forcing developed more scientific approaches, bidding 1NT with a 5 card major and 5332 pattern became more common. This eliminated a valuation problem when opener's partner responded 1NT (Forcing) to the major suit opener holding 15-17 HCP and 5332 shape. Puppet Stayman was developed to identify when opener had a 5 card major or 4 card major(s). The work puppet comes from the reversal of the telling task – Opener bids 2♦ to elicit the responder's 4 card major. In normal Stayman, opener reveals their major suits, right-siding the contract. See below for a full description. See <http://www.bridgeguys.com/Conventions/PuppetStayman.html> for details].

Puppet Stayman helps avoid 3NT in favor of the major suit game when opener has a 5 card major and responder is long in the minors. Some dislike Puppet Stayman because it fixes opener's shape exactly when opener holds a 5 card major. Hand simulations show that playing 3NT is often as good as playing 4 of opener's major - major suit length in responder is more valuable than similar length in opener's hand.

Many like to play Puppet Stayman over a strong 2N opening bid and the 2♣-2X-2N sequence so that Major suit jumps or demand bids are at least semi-balanced and likely unbalanced in shape.

One issue with Puppet Stayman is that a 5♠-4♥ hand can be difficult to show adequately. When using Puppet Stayman, Smolen (Bidding the short major after Stayman at the 3 level as a game force) is not available. East chose to show ♠ and was ready to offer shorter ♥ as an alternative. East's hand is more valuable in a major suit contract than in 3N.

South chose to double East's transfer call. Typically doubling a transfer call suggests a lead on defense. Some players like to double suggesting a sacrifice in the transfer suit. South's holding leans heavily toward the latter case and seems risky in the face of a 2N opener on the left.

After interference over a Jacoby Transfer opener has several options. One is to accept the transfer immediately at the lowest possible level. That would tend to imply a minimum hand with a 4 card or very good 3 card fit. A Pass would tend to show a minimum 2 card fit (Responder can redouble to retransfer

or rebid the transfer suit at the next level to insist). A jump acceptance by opener would be a strong hand with a great fit. Remember, responder promises no values when transferring. One area where agreement would be useful is what the responder's bid of the target suit means after opener's 2<sup>nd</sup> round pass. Absent further interference, retransfers are allowed. Intentional wrong siding should best be used as a slam try. We leave it to you to decide if slam is a suggestion or a demand. With further interference by responder's right-hand-opponent, responder should be placing the contract level.

### The Play

Partner won the ♣A and ruffed a ♣. The double suggested the ♥Q was well placed and a 3<sup>rd</sup> trick finesse brought news of the bad split. East set about setting up ♠, losing the ♠A and a ♠ ruff to South. In all declarer lost a ♠, a ♠ ruff, the ♦Q and the ♥Q.

3♥<sup>XX</sup>+3 and +760 scoring 17 of 17 Match Points.

Bd 11	A1	A2	A3	A4	A5	A6	A7	A8	A9	A10	B1	B2	B3	B4	B5	B6	B7	B8	B9
MP	9.5	6	17	6	---	2.5	14	14	11	14	9.5	6	14	8	0	2.5	2.5	2.5	14
Score	300	-50	760	-50	---	-100	450	450	420	450	300	-50	450	200	-150	-100	-100	-100	450

### Post Mortem

Who would think a business redouble would occur the first time we played together? We didn't. But sound fundamentals led to right decisions. East bid to keep the majors in view, and West took a unique opportunity to offer a high scoring chance were partner to have the right hand. From the Press Report, many EW pairs made game in ♠ – something good defense might stop – can you see the right line of play with North on lead?

South might be rethinking whether to double a transfer after a 2N opening bid to their left without 2-3 running tricks in the transfer suit...

### Common uses of redoubles:

1X-Double – **Redouble**: In most common approaches this bid shows 10+ HCP and tends to imply no fit. Note that many pairs use this redouble to show a 3-card limit raise hand.

However:

1X-Double – Redouble- Pass

Pass – 1Y – Double – **Redouble** = Run out

1N-Double-**Redouble**: Even weak NT bidders might use this as business or as run out. If a conventional run out, then you'll hear an alert. You might ask about what their agreement is in this sequence.

1X-Pass-1Y-Double-**Redouble**: Often a support Redouble – a business redouble with 3-card support.

In general any redouble made by partner when our side has opened and made a limit raise or better response is Business – to play.

The immediate redouble of a double of a singleton showing bid (splinter, cue) tends to promise the Ace of the suit bid and is descriptive, not business. Therefore a pass denies the Ace. Many play this approach against slam level interference too.

Redoubling a slam bid in our strain is to play and discourages running to NT.

Out of the blue redoubles are run out bids – “Bid something, anything else partner!”

Generally redoubles by partner in the balancing position are run out calls.

Opposite a passed NT opener, a redouble retransfers the suit indicated by responder's original bid.

### **Puppet Stayman:**

Here's a rough outline of 1<sup>st</sup> level responses. Be sure to research continuations and decide what new suit bids mean once conventional responses run their course.

<b>Opener</b>	<b>Responder</b>	<b>Meaning</b>
1N	2♣	Asks for 5 Card or 4 Card majors
2♦		Four Card major(s) but no 5 Card Major
	2♥	4 ♠, not 4 ♥
	2♠	4 ♥, not 4 ♠
	2N	No 4 card major either, Invitational to 3NT
2♥/♠		5 Card Major
2N		Both 4 card majors

Over 2NT opening things change slightly:

<b>Opener</b>	<b>Responder</b>	<b>Meaning</b>
2N	3♣	Asks for 5 Card or 4 Card majors
3♦		Four Card major(s) but no 5 Card Major
	3♥	4 ♠, not 4 ♥
	3♠	4 ♥, not 4 ♠
	3N	No 4 card major either, to play
	4♣	Gerber (or both 4 card majors – Game strength)
	4♦	Both 4-card majors (or both 4 card majors, slammish).
3♥/♠		5 Card Major
3N		No 4 nor 5 card major.

See the URL above for Puppet bidding continuations. As with any convention, check with your partner and assess what you give up against what you gain to see if the change is worthwhile.

### **Learning Pointers:**

- 1) Know your basics and use them accurately.
- 2) Trust partner.
- 3) Make bids that maximize options – flexibility can pay off in surprising ways.