



# Bidding Basics

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## Responding after RHO's one-level takeout double

Our partner opened one of a suit and the opponents doubled for takeout. Now what?

**Pass:** Responder is not required to bid. Usually, pass usually shows 0–5 HCP, but could be a slightly better hand with nothing attractive to say. Pass after 1♦–(Dbl) with:

♠6 5 4 ♥8 7 5 4 3 ♦4 2 ♣9 6 2  
or

♠Q 8 7 ♥Q 7 2 ♦8 7 6 ♣Q 6 5 4.

Don't make the mistake of "running" or "rescuing" with something like:

♠9 8 6 5 ♥6 5 4 2 ♦2 ♣10 7 6 5.

If the opponents leave the double in, it is up to partner (opener) to run. Your pass does not show a willingness or desire to play in the contract that was doubled.

**Redouble:** 10 or more HCP. Just like pass, this doesn't show a desire to play in partner's suit. It is just indicating point count. Typically, it means the opponents are in big trouble. Subsequent doubles by either player in our partnership are for penalty. Redoubles usually show balanced hands. (See the description of a one-level suit response below to understand why.) After 1♦–(Dbl), redouble with:

♠A Q 9 2 ♥K J 7 6 ♦10 2 ♣K J 7.

**One-level suit bids:** Six or more points and forcing one round, the same as if the opponents had passed. This isn't a universal agreement, but it is the most common way to play. After 1♦–(Dbl), it is nice to be able to respond

1♥ (forcing) with hands such as:

♠2 ♥A Q 10 7 6 5 ♦A 9 7 ♣K 10 2.

Sure, you could redouble first to show 10+, but the opponents might do some spade bidding that makes the auction get too high before you have even mentioned your excellent heart suit. For that reason, the redouble (10-plus) is usually a somewhat balanced hand. With a good long suit (or a two-suiter) that you can show on the one level, it is best to start with it and then show your strength later.

**1NT:** 6–10 HCP, balanced, as if there were no double. However, don't be in a hurry to make this bid with an ugly 6 or 7 points, especially if vulnerable. It is OK to pass with a so-so hand. With a decent 10, redouble is a likely start. With the following 10, I like 1♦–(Dbl)–1NT as a somewhat preemptive move:

♠K 8 7 ♥K 4 2 ♦Q 10 2 ♣Q 8 7 6.

**Two-level raise:** The same as without the double, however you can shade towards the light side. I'd gladly raise 1♠ doubled to 2♠ (especially not vulnerable) with as little as:

♠K 6 4 ♥2 ♦J 10 8 5 4 ♣8 6 5 4.

**Two-level new suit bid (but not a jump):** Natural, not forcing. As with a one-level suit bid, this agreement also isn't universal, but is most common. After 1♠–(Dbl), bid 2♦ with:

♠6 5 ♥5 3 ♦A Q 10 9 6 5 ♣Q 5 3.

Add another king and you would have to start with a redouble.

**Jumpshift to a new suit:** Don't

make such a bid without partnership discussion. Best guess would be "weak," but not everyone plays that way. For example, 1♦–(Dbl), bid 2♥ with:

♠9 8 2 ♥Q J 10 8 7 2 ♦10 5 4 ♣2.

**2NT:** There is no reason for this to be natural (such a hand would redouble). Accordingly, experienced players use it conventionally/artificially. It shows a good raise (invitational or better) of opener's suit. Technically, this is called Jordan 2NT. It is Alertable. Don't try such a bid unless you are sure you and your partner have discussed it. If you have this agreement, then a redouble is unlikely to have primary support. After 1♥–(Dbl), bid 2NT with:

♠A 2 ♥A Q 3 ♦J 9 7 6 5 ♣9 7 2.

This artificial raise can be made with only three-card support for a major, but typically you'd want at least four to raise diamonds and five to raise clubs.

**Three-level raise:** If you are using 2NT to show a limit (or better) raise, that frees up a three-level raise as preemptive (at least four-card support for a major and likely five-plus card support for a minor). Bid 3♥ after 1♥–(Dbl) with:

♠5 ♥K 10 6 5 ♦8 6 2 ♣J 7 6 4 2.

**3NT:** This bid doesn't need to exist.

**Four-level raise:** Weak, usually based on an expectation of 10-card trump fit. Raise 1♠–(Dbl) to 4♠ with:

♠Q 10 9 6 5 ♥2 ♦K 10 7 6 5 ♣8 2.

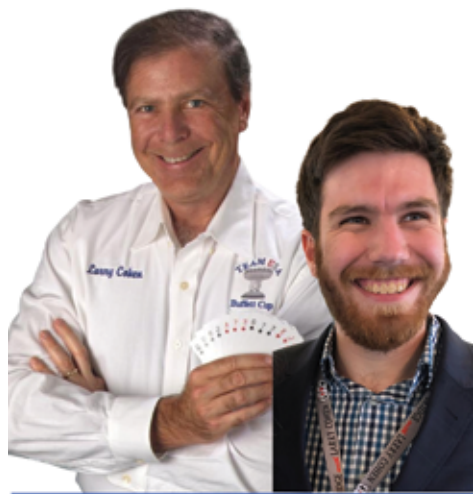
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## BIDDING BASICS QUIZ

What is your action after 1♦-(Dbl) with:

1. ♠Q765 ♥J876 ♦32 ♣J32
2. ♠A2 ♥KJ87 ♦7652 ♣1032
3. ♠KQJ ♥AQ107 ♦54 ♣Q1083
4. ♠2 ♥KJ875 ♦A2 ♣Q7652
5. ♠J43 ♥Q42 ♦KQ87 ♣543
6. ♠A2 ♥A4 ♦Q10876 ♣J543
7. ♠5 ♥K32 ♦K10875 ♣8762
8. ♠A3 ♥543 ♦32 ♣KJ10876

## QUIZ ANSWERS

1. Pass. There is no need to speak with this lousy hand.
2. 1♥. Natural, one-round force (as if there were no double).
3. Redouble. 10-plus HCP, usually balanced, out for blood.
4. 1♥. Natural, forcing. Redouble risks making it too hard to show your hand if the opponents start bidding spades.
5. 2♦. Natural, 6–10 HCP. Could this land your side in a 4–3 fit? About 4% of the time.
6. 2NT. Limit raise or better in diamonds (Jordan).
7. 3♦. Preemptive.
8. 2♣. Natural, non-forcing.