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# (52) More Doubles: Support Doubles in Depth - Rebids

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## General

Most partnerships that play Support Doubles have had a conversation about when they apply and when they do not. But most players forget to discuss what Responder should do after the Opener makes a Support Double. We will focus on the detailed meaning of Responder's Rebids both in terms of strength (*Bucket*) and finding a fit.

## Support Double and Support Redouble Auctions

Let's just take a moment and list all of the low-level double auctions and examine them. This might be a little tedious, but it should help us understand which are the simple auctions and which are the more complex:

### 1♣ Opening then Overcall Auctions

- 1♣ - 1♦ (1♥)
  - We generally do not play Support Doubles when partner bids 1♦ - we just raise with 3-card support since we rarely have 4-card support when we open 1♣. A Double here usually shows 18-19 Balanced with no ♥ stopper.
- 1♣ - 1♦ (1♠)
  - We generally do not play Support Doubles when partner bids 1♦ - we just raise with 3-card support since we rarely have 4-card support when we open 1♣. A Double here usually shows 18-19 Balanced with no ♠ stopper.
- 1♣ - 1♦ (1N)
  - X of a natural Notrump overcall is penalty, showing extra values – either HCP or a long strong suit. If the 1N Overcall is conventional then double is Support.
- 1♣ - 1♥ (1♠)
  - Support Double.
- 1♣ - 1♥ (1N)
  - X of a natural Notrump overcall is penalty, showing extra values – either HCP or a long strong suit. If the 1N Overcall is conventional then double is Support.

- 1♣ - 1♥ (2♣)
  - This is a Support Double. But it can be confused with showing extra ♣. This is a good auction to discuss with partner.
- 1♣ - 1♥ (2♦)
  - Support Double.
- 1♣ - 1♥ (2♥)
  - This is a Support Double auction. If 2♥ is natural (as it should be) then it is also penalty.
- 1♣ - 1♠ (1N)
  - X of a natural Notrump overcall is penalty, showing extra values – either HCP or a long strong suit. If the 1N Overcall is conventional then Double is Support.
- 1♣ - 1♠ (2♣)
  - This is a Support Double. But it can be confused with showing extra ♣. This is a good auction to discuss with partner.
- 1♣ - 1♠ (2♦)
  - Support Double.
- 1♣ - 1♠ (2♥)
  - Support Double.
- 1♣ - 1♠ (2♠)
  - This is a Support Double auction. If 2♠ is natural (as it should be) then it is also penalty.

**1♦ Opening then Overcall Auctions**

- 1♦ - 1♥ (1♠)
  - Support Double.
- 1♦ - 1♥ (1N)
  - X of a natural Notrump overcall is penalty, showing extra values – either HCP or a long strong suit. If the 1N Overcall is conventional then double is Support.
- 1♦ - 1♥ (2♣)
  - Support Double.
- 1♦ - 1♥ (2♦)
  - This is a Support Double. But it can be confused with showing extra ♦. This is a good auction to discuss with partner.
- 1♦ - 1♥ (2♥)
  - This is a Support Double auction. If 2♥ is natural (as it should be) then it is also penalty.
- 1♦ - 1♠ (1N)
  - X of a natural Notrump overcall is penalty, showing extra values – either HCP or a long strong suit. If the 1N Overcall is conventional then double is Support.
- 1♦ - 1♠ (2♣)
  - Support Double.
- 1♦ - 1♠ (2♦)
  - This is a Support Double. But it can be confused with showing extra ♦. This is a good auction to discuss with partner.

- 1♦ - 1♠ (2♥)
  - Support Double.
- 1♦ - 1♠ (2♠)
  - This is a Support Double auction. If 2♠ is natural (as it should be) then it is also penalty.

**1♥ Opening then Overall Auctions**

- 1♥ - 1♠ (1N)
  - X of a natural Notrump overcall is penalty, showing extra values – either HCP or a long strong suit. If the 1N Overcall is conventional then double is Support.
- 1♥ - 1♠ (2♣)
  - Support Double.
- 1♥ - 1♠ (2♦)
  - Support Double.
- 1♥ - 1♠ (2♥)
  - This is a Support Double. But it can be confused with showing extra ♥. This is a good auction to discuss with partner.
- 1♥ - 1♠ (2♠)
  - This is a Support Double auction. If 2♠ is natural (as it should be) then it is also penalty.

**Redouble Auctions**

- 1♣ - 1♦ (X)
  - XX in this auction usually shows 18-19 Balanced without a need to be declarer.
- 1♣ - 1♥ (X)
  - XX is Support.
- 1♣ - 1♠ (X)
  - XX is Support.
- 1♦ - 1♥ (X)
  - XX is Support.
- 1♦ - 1♠ (X)
  - XX is Support.
- 1♥ - 1♠ (X)
  - XX is Support.

*Note: If the interferer bids above 2-Responder's Suit then it is not clear if Opener's double is a Support Double or not - we need a partnership agreement.*

- *Most players play this higher level double by Opener as Takeout showing some extra values.*
- *Some Expert players play Support Double+. That is higher-level doubles by Opener showing 3-card support and extra values.*

## Responder's Rebids After a Support Double

When Opener makes a Support Double and the Opponent passes then Responder is forced to describe their hand – bid something. It is good to have some detailed agreements about how Responder shows their strength and shape:

### Minimum Hands

- Rebidding the "supported" suit (Responder's Suit) at the 2-level shows a minimum hand (6-9 points) and could still be only a 4-card suit.
- Rebids below two of Responder's suit show a minimum hand (6-9 points), and are non-forcing and natural.
    - If Responder supports Opener's suit that shows a better fit there than in the "supported suit." - only a 4-3 fit.
    - If Responder bids a new suit this shows 5-cards in this suit and denies a real fit in the "supported suit" – only 4-3 fit.

### Invitational Hands

- Rebids of a new suit above 2-of-Responder's suit show invitational values (10-11 points) and are natural.
    - If Responder supports Opener's suit that shows a better fit there than in the "supported suit." - only a 4-3 fit
    - If Responder bids a new suit this shows 5-cards in this suit and denies a real fit in the "supported suit" – only 4-3 fit.
- Rebids of 2N are natural, invitational (10-11 points), show a stopper in the opponent's suit, and have only a 4-3 fit in the supported suit.

### Game Forcing Hands

- Rebid 4M with a known 5-3 fit in the Major (if no slam interest.)
- Rebid 3N with no fit (only 4-3) and a stopper in the opponent's suit.
- Cuebid the opponent's suit with a game forcing hand that is not sure what to do (no stopper in the opponent's suit.) This is similar to a Western Cuebid, asking for a stopper.
- Cuebid the opponent's suit with a hand interested in slam.
- Pass with a game forcing hand and length in the Opponent's suit, waiting for partner to reopen with a double. Some partnerships might agree that this can be done with an invitational or better hand.

### Other

- 4N should be keycard in the "supported suit."
- Double Jump Shifts (into unbid suits) are Splinters showing at least a 5-3 fit in the "supported suit."

### Responder's Rebid After a Support Redouble

After a Support Redouble Responder's Rebids are similar to after a support double. The major difference is that they will Pass more frequently, since we are XX in our "fit." This pass shows invitational or better values and usually only a 4-3 fit – it often will be interested in Penalizing the opponents if they run to another suit.