

Informative Redoubles of 7NTx

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A glaring defect in current bidding systems is the lack of a meaning for redoubles of 7NTx. Traditional bidding theorists will argue that there is no need to convey information with this bid. No further bidding is possible after the redouble, and the partner of the redoubler will be either declarer or dummy. Therefore partner will either no longer participate in the hand or will know the redoubler's entire hand before taking any further action, so how can the redouble convey useful information? Such reasoning shows a singular lack of imagination concerning the possibilities for the redouble. We will present a simple treatment of responses to 7NTx that can lead to tremendous partnership dividends.

For the purposes of illustration, we will assume that the partnership consists of a couple who have recently begun dating. Different kinds of partnerships can easily modify our system to suit their individual needs. The primary feature of our treatment is that an immediate pass of 7NTx (that is, a pass by the left-hand opponent of the doubler) is an asking bid. It asks partner the question, "Would you like to come over to my place after the game to discuss the hands?" A redouble by partner means "What a splendid idea!" while a pass means "Sorry, I need to get home right after the game." Such bids impart information that is *really* useful for the partnership, unlike more traditional conventions like Blackwood and Stayman.

What if the left-hand opponent of the doubler does not want to ask his partner over for a post-mortem? In that case, he or she simply redoubles. In other words, an immediate redouble of 7NTx means that the redoubler is not interested in further partnership activity following the game.

Here is an example of the Informative Redouble of 7NTx in action. Note how it effortlessly circumvents a bidding misunderstanding.

Dealer East
Both vulnerable

	♠ K Q J 8 7 4 2	
	♥ A	
	♦ K Q J 3	
	♣ 3	
♠ 10 5		♠ 9 3
♥ 9 4 3		♥ 10 7 6 5 2
♦ 7 5		♦ 9 8 6
♣ K J 7 6 5 4		♣ A 8 2
	♠ A 6	
	♥ K Q J 8	
	♦ A 10 4 2	
	♣ Q 10 9	

E	S	W	N
P	1NT	P	4♣ ¹
P	4♠ ²	P	7NT ³
x ⁴	P ⁵	P	xx ⁶
P	P	P	

¹Gerber.

²Two aces.

³Thinks partner has three aces.

⁴Lead dummy's first bid suit.

⁵Would you like to come over to my place after the game to discuss the hands?

⁶What a splendid idea!

Down six when six spades is cold, but so what? After all, partner *redoubled*.