

## Double, Redouble Toil and Trouble!

Negative doubles, redoubles, SOS redoubles and penalty doubles cause more trouble for new players than almost any other bridge basics. So the following is a brief synopsis of these VERY important tools to help you improve. Drag out those red, white and blue cards more often!

### Negative doubles

	87				
	K532				
	K 10			N	E
	AKJ32			S	W
Q94	AJ1032	2H	1C	1S	X* P
96	QJ7	4H	P	3H	P P
87654	QJ9				
654	Q7				*Negative
	K65				
	A1084				
	A32				
	1098				

1 of a minor - (1H or 1S) - X (negative): Shows four of the other major.

1 of a minor - (1H) - 1S promises 5 or more spades!

1H - (1S) - X (negative) promises 4+/4+ in the minors!

1C - (1D) - X (negative) promises 4+/4+ in the majors!

### STRENGTH REQUIREMENTS:

1 level = 6+ points

2 minor = 8 or more points

2 major = 9 or more points

3 level = 10+ points

### OPENER'S REBIDS:

Level	Points
Lowest available	Min. hand (12 to 14)
Jump	Med. hand (15 to 17)
Double jump to game	Max. hand (18 to 19)
Cue bid opponents suit	Huge hand (20+)