BIDDING OVER A DOUBLE

North	East	South	
1♠	Dbl	2♠	Very weak raise; may have passed 1♠
1♠	Dbl	3♠/4♠	Preemptive, weak, distributional. South is bidding as high as she dares, with few HCP.
1♥/1♠	Dbl	2NT	Artificial raise of opener's suit, four-card support or better, a hand too strong for any natural raise (all raises are preemptive), not good enough for a redouble. The Stoplight convention (section 4-12) does not apply in this situation.
1♣/1♦	Dbl	2NT	
1♥/1♠	Dbl	3NT	Normal strong artificial raise
1♣	Dbl	3NT	Natural bid: ♠K3 ♥K2 ♦J87 ♣A108765
1♦	Dbl	3NT	Similar, with long diamonds
1♥/1♠	Dbl	4♣/4♦	Splinter bid, strong, ignoring the double
1♠	Dbl	4♥	Same
1♥	Dbl	3♠	Same
1♣	Dbl	1♠	Not forcing. Not a weak four-card suit. May be a weak hand, but does not deny redoubling strength. With a major suit and support for partner's suit, it pays to bid the major rather than redouble--even with as much as 11 HCP. When you have two important features to show in a hand, a redouble may get in the way. Of course you must redouble with a game-going hand.
1♠	Dbl	2♣	Not forcing, but not a worthless hand. Typical: ♠64 ♥J76 ♦43 ♣KQ10986
1♦	Dbl	1NT	6-9 HCP, almost as if the double had not occurred. May have a weak four-card major. A minimum is dangerous against good opposition, who may double.
1♣	Dbl	2♦/2♥/ 2♠	Not quite forcing, showing a strong six-card suit and a fairly good hand, like a weak two bid.
1♠	Dbl	3♣/3♦/ 3♥	is the same, but the suit could be seven long. A minor suit jump, even by a passed hand, invites 3NT, requiring a suit headed by AQJ or better.
1♣	Dbl	3♦	Preemptive, not a forcing club raise

1♣/1♦ Dbl 3♥/3♠	Preemptive response, not a splinter bid
South East North West 1♠ Dbl Rdbl P P 2♣ 2♠	A 10-12 point raise, maybe three trumps
1♠ Dbl Rdbl P P 2♣ 3♠	Good limit raise, four or more trumps, not forcing
1♣ Dbl Rdbl P P 2♣ 2♥	Forcing, in view of the redouble
1♥ Dbl Rdbl P P 2♣ 2NT	Forcing. With 11-12 HCP, pass (forcing) and bid 2NT on the next round (not forcing).
1♥ Dbl Rdbl 2♣ P P 2NT	Not forcing, because the auction would be over if the redoubler passes
1♣ Dbl 1♠ P 2♠ P 3♣	Not forcing, in view of the failure to redouble. Not weak, could have 11 points. Does not indicate a psychic spade bid. Probably 4-4 in the two suits.

A redouble nominally shows about 11 HCP or more, sometimes 10 with good support for partner's suit. A pass, however, does not deny a good hand. It is sometimes wise to pass with a good 4-4-4-1 hand that is short in opener's suit, rather than redouble. The redouble may keep the opponents from bidding higher than they should, a common fault of takeout doublers.

With two suits to show, it may be better to start naming the suits rather than redouble. When RHO doubles 1♣, bid 1♠ with ♠K10842 ♥3 ♦AQJ65 ♣42. If 1♠ gets passed out, you probably aren't missing a game.

After a redouble, the general rule is that opener should pass a bid by RHO around to the redoubler, who may want to double. However, if opener's hand is not suited for defending that suit, he may bid. A simple rebid of the same suit generally implies a minimum hand, but bidding a new suit says nothing about the strength of the hand. Either action is forcing, of course.

There are some medium strength hands that do not lend themselves well to *any* action over a double. With such hands it is better to pass and act later. Partner opens 1♠, next hand doubles, you have:

1) ♠3 ♥K987 ♦Q1087 ♣A974

2) ♠J73 ♥A9642 ♦K843 ♣6

Hand 1) is not good enough for a redouble, even if you like to redouble with this shape. Pass and double whatever the opponents bid.

Hand 2) is too good for a 2♠ raise, but the trumps are not good enough for the artificial 2NT raise. Pass and hope to act later.

When you pass over a double, then bid or double later, partner will assume you have a fair hand like one of the above. Be careful not to pass with a weaker hand and then act later.

When a takeout double has been redoubled, the doubling side cannot play the hand unless they play it doubled. A pass by either partner over an opposing bid is therefore a forcing pass.

When a takeout double is made on opener's right (over responder), opener should redouble with 17 HCP regardless of his holding in partner's suit. A jump rebid therefore tends to be based more on distribution than on high cards. As usual, raises are preemptive and a jump to 2NT is a strong raise.

The same principles apply over an opposing negative or support double: preemptive raises, jump to 2NT is an artificial strong raise, jump bids are not strong, redouble with a strong hand.

Alternative Treatments

After a minor suit opening has been doubled for takeout, 2-4-1 bids (including the 2♦ response to 1♣) can be used exactly as described in section 3-17, Responses by a Passed Hand, provided the hand has merely invitational strength. Redouble with stronger hands.

Another alternative is to use a jump to 2♠ over a double of 1♥ to show an 11-12 HCP notrump hand, which can right-side a notrump contract.