

SuperWriggle

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SUPERWRIGGLE provides a method for escaping from 1NT, *doubled*. (Although the author is not aware of it, Superwriggle may already exist under another name). After a penalty double, *just trying* to escape may make the opponents abandon the pursuit of penalties in favour of their own contract.

(In the following text, **bold type** relates to the **1NT bidder**).

There are three cases where the opponent's double of **1NT** is for penalties:

1. A **1NT opening** is doubled by Opener's left hand opponent (*over*).
2. A **1NT overcall** is doubled by Overcaller's left hand opponent (*over*).
3. A **1NT opening** is doubled by Opener's right hand opponent (*under & unpassed*).

(A double in fourth position can be other than for penalties - ask!).

In cases 1 & 2, the doubler is *over* the **1NT bid**. Superwriggle allows partner three possible bids to initiate the escape process:

1. PASS - Shows either 4-3-3-3 shape *or* (rarely!) a wish to play in **1NT****.
2. XX - Shows an unknown 5-card suit, and a wish to escape from **1NT***.
3. 2x - Shows a 2-suited hand with suit x and a higher suit, at least 4-4, wishing to escape **1NT***. (*Partner also bids 2x if 3-suited, 4-4-4-1 or 5-4-4-0*).

1. After **1NT-X-PASS-PASS**, partner is almost certainly 4333. The **1NT bidder redoubles**. If partner wants to play in **1NT**** (!), he passes. Otherwise, he bids 2C. With 4+ Clubs, the **1NT bidder passes** but, with less than 4 Clubs, he **bids a 4+ suit**, ensuring a 4-3 or a 4-4 fit (perhaps 5-3 or 5-4, if Diamonds).

2. After **1NT-X-XX-PASS**, the **1NT bidder** has a choice. He may make a **puppet bid of 2C** seeking partner's 5-card suit or, if maximum and feeling lucky, he may pass the redouble. This may put the doubler under pressure and lead him to bid again. However, it is fraught as, even with fair values in responder's hand, the doubler may have a long suit to run. After a puppet **2C**, with 5+ Clubs, partner passes. Otherwise, he bids his 5+ suit, to play. (If the **1NT bidder** has 5 Diamonds he *must* still bid **2C**, even if Clubs is a doubleton).

3. After **1NT-X-2x-Pass**, the **1NT bidder** knows partner has 4+ cards in suit x, and another, higher-ranking 4+ suit. With a 4-card fit for suit x, the **1NT bidder passes**. With a 3-card fit for suit x *and a doubleton of higher rank, he dare not risk a 4-2 fit*, so he **accepts the current 4-3 fit**, i.e. **the 1NT bidder passes**. If the **1NT bidder** has a doubleton in partner's suit x, he **bids the next-suit-up**, (even if it's only 3 cards), seeking partner's second suit.

If the next-suit-up *is* partner's second suit, he passes. Otherwise, partner bids his second suit, to play. This assures a 4-3 fit or better. If partner's initial bid is 2D (showing Diamonds and a major) and the **1NT bidder** is 4-4 in the majors, **he bids 2H**. A 4-4 fit in a major is guaranteed.

In case 3, i.e. **1NT-PASS-PASS-X**, a **1NT opening bid** is doubled by Opener's right-hand opponent, for penalties. Doubler, who is *under* the Opener, is *rarely* a passed hand. The escape methods are almost exactly the same as above. However, the roles of the **1NT Opener** and his partner are virtually reversed.

Now, the **1NT Opener's possible first rebids** are:

1. **Pass** - Opener is **4-3-3-3** shape. Partner bids the suit he prefers for a 4-3 fit, or better. It's possible, but unlikely, for partner to pass **1NT***. Before doing so, he must ask the meaning of the double - it may be a request for a killing lead.

2. **XX** - Opener has an unknown 5-card suit, almost invariably Clubs or Diamonds. Partner will expect Opener to be **5-3-3-2**, and he will usually respond with a puppet bid of 2C which Opener may **pass** or **convert to 2D**. On occasion, partner may have good reason to bid a 5+ suit of his own, ignoring the usual 2C response. (The double occurred after he had passed). There must be a 5-2 fit, or better, for partner's suit, so Opener must **pass**. It's possible, but dangerous, for partner to pass **1NT****. Again, he must ask the meaning of the opponent's double.

3. **2x** - Opener has two 4-card suits, i.e. **suit x and a higher-ranking suit**. If partner has a 4+ fit for **suit x**, he passes. If partner has 3 cards in **suit x** *but has a doubleton or less in a suit of higher rank, he cannot risk a misfit*, so he must accept the 4-3 fit, i.e. *partner passes*. If partner has 3 cards in Opener's **suit x**, but all his higher ranking suits have 3+ cards, he *may* choose to bid the next-suit-up, seeking Opener's second suit. If the next-suit-up *is* Opener's **second suit**, Opener **passes**. Otherwise, Opener **bids his second suit**, to play. If, over RHO's double, Opener's **first rebid** is **2D**, (Diamonds and a major) and partner is 4-4 in the majors, then partner bids 2H. A 4-4 fit in a major is guaranteed. If partner's holding cannot provide even a 4-3 fit, he must have a 5+ suit of his own, which he may choose to bid to play, even at the 3-level.