Takeout Doubles

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How do we enter the auction when we have a good hand, no 5-card suit, and no stopper in the opponent's suit, or not enough to bid 1NT? We make a **TAKEOUT DOUBLE**.

Example 1:

The opponents open $1 \clubsuit$.

You hold: **★**AJ74 **♥**KQ83 **♦**KJ95 **♣**6

You have 14 HCP but no 5-card suit. You want to take action! You would bid X (double).

This asks partner to bid a suit other than the Opponent's suit.

There are certain requirements for making a TAKEOUT DOUBLE.

Opening hand values

Support for the 3 suits not bid (at least 3 cards in each suit)

Shortness in the opponents' suit

A hand not suitable for a 1NT overcall

A hand too big to just make an overcall (18+)

Example 2:

The Opponents open $1 \clubsuit$.

You hold: ♠A987 ♥A765 ♦4 ♣AQ94

What is your bid? You have a good hand, but you don't have a 5-card suit and you are not short in the Opponents bid suit. You must PASS. You would not be happy if partner jumped in diamonds!

Example 3:

The Opponents open $1 \clubsuit$.

You hold:

♦AK9876 **♥**A7 **♦**KQ8 **♣**K7

What is your bid? You have 19 HCP. You are too strong to just overcall 1♠. Double and then bid your spades. That shows a good hand and a good suit 18+ HCP

The Opponents opened 1♣. What bid do you make?

AJ1053 V43 K93 AKQ3
AJ53 VQ1086 KJ42 A9
AQJ10 VAJ43 K102 AK6
A3 VAQ863 KJ952 A4
A8 VAKJ1093 AQ3 A85
AQ75 VAJ Q974 AKQ83

Answers:

1.

X even though it's only 11 HCP, perfect shape and points are in your suits

1NT

2NT unusual

X then bid hearts, you are too strong to just overcall

PASS You are not short in clubs

Advancing after the TAKEOUT DOUBLE

The takeout double forces partner to bid. Assuming no intervening bid after the double, the advancer bids as follows:

- **0-8 HCP** bid a 4 card or longer Major suit at the cheapest level. If no Major, bid your 4 card or longer minor suit that is not the opponent's.
- **9-11 HCP** Jump in a 4 card or longer unbid Major. With no Major, jump in your longer unbid 4 card or longer minor.
- **12+ HCP** Jump to game in a 4 card or longer Major. If no major, Jump to game in Minor or "cue bid" opponents suit if you do not have a stopper.

Notrump bids after Takeout Double

1NT 8-10 HCP no Major, and at least 1 stopper in the opponent's suit

2NT 10+-12 HCP no Major and at least 1 stopper in the opponent's suit.

3NT 13-15 HCP no Major and at least 1 stopper in the opponent's suit.

The Takeout Doubler is allowed to bid again when Advancer makes an invitational bid or better and his hand warrants it.

DON'T BID THE SAME HAND TWICE &

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