

Stamford Bridge Club

10th June 2015

Takeout Doubles

Part One

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When we make a **penalty double** we expect partner **to leave it in**.

Conversely when we make a takeout double we expect partner to show the **nature of his hand and its strength**, i.e. to **take the double out** to somewhere else.

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Today we're looking at these types of auctions:

(1suit) X (Pass) ?

(Bracketed bid/call) = opponents' efforts

i.e. where we make a **takeout** double in the **direct seat**, immediately after the opponents' positive one level bid.

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This double can be categorised further:

1. Normal one level opening values, support for all unbid suits.

2. Balanced and stronger than a 1N overcall (say 18/19+).

3. Unbalanced hands deemed too strong for a simple overcall (roughly 18+hands).

Hands in 2 and 3 are quite rare and we'll cover them in another workshop

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So for our common-or-garden variety of double what are the requirements?

Our memory guide is **SOS**:

S Support for all unbid suits

O Opening values

S Shortage in the opened suit

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In more detail ...

Support – at least three cards in each of the unbid suits but typically 4-4-4 or 5-4-3* or 4-4-3 (but not 5-5-3)

A couple of points:

With a 5card major in a suitable 5-4-3-1 hand, bid the major unless it's very weak

Over a minor with 4-4majors and a good doubleton in the other minor consider doubling but be accepting when partner bids the minor

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Opening values

We can put this at about 11-17 high cards. Generally the flatter the hand the slightly higher minimum standard (so 12+ with 4432 shape, say)

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Shortage in the opened suit

This means a singleton or a doubleton (or occasionally a void if 5440 shape with a 5card minor)

A variation:

Holding the awful 4333 shape you might consider doubling with a trebleton in the opened suit provided you have 13 or more high card points outside that suit

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Some example hands

♠ K Q 9 4 Right-hand opponent bids 1♥
 ♥ 2
 ♦ A Q 10 8 Perfect – a classical double
 ♣ Q J 10 9 with 4 cards in the unbid suits

♠ K Q 9 Right-hand opponent bids 1♦
 ♥ A J 10 7
 ♦ 3 Very good shape for a double
 ♣ K 9 8 5 2 Far better than an ugly 2♣

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Some example hands ... continued

♠ 4 Right-hand opponent bids 1♠
 ♥ A Q 10 8 4
 ♦ J 3 Inappropriate for X. Two
 ♣ K Q J 8 7 5 cards, lack of ♦ length

♠ J 10 9 8 Right-hand opponent bids 1♣
 ♥ K Q 9 7
 ♦ A J 10 7 5 Appropriate X. Could bid 1♦
 ♣ - void - but let's show the majors too

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Responding to the double

0-7 A simple bid
 8-10 A jump bid
 7-10 with a stop 1N* (sometimes a 6 count)
 11-12 with a stop 2N*
 13-15 with a stop 3N*
 11+, flat Cue the opponents' suit to
 find best fit – forcing to
 suit agreement
 11+, 5+major Jump to the major game
**You may also have to decide whether to go this route or
 bid a major that partner's implied*

nb: these are guidelines : the shape of the hand also
 influences the decision – the more distributional the
 higher you can bid

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(Example – Talk Hand 1)

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A common mistake

Sitting with few points and no suit (say 4333 with 4cards in the opened suit) don't do one of two things:

1. Pass because you don't want to do anything!

Pass says that you are happy to defend and to extract a juicy penalty

2. Bid 1N

This shows 7-10 and at least one stopper in the opponents' suit. Partner is entitled to play you for this hand so don't be surprised when he makes another move.

(Example – Talk Hand 2)

... and so to work ...