

Stamford Bridge Club

17th June 2015

Takeout Doubles

Part One (Recap)

1

We've looked 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.

2

We've concentrated on this double showing:

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

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

3

Our memory guide is **SOS**:

S Support for all unbid suits

O Opening values

S Shortage in the opened suit

4

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

5

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)

6

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

7

An example hand

♠ A K 8 2	Right-hand opponent bids 1 ♦
♥ K Q 4	
♦ 7	
♣ J 10 6 4 3	Note that S O S is satisfied

Let's look at some responding hands opposite this collection:

8

Responding Hands After (1♦) X (P) ...
[hand in grey = doubler's hand (as above)]

♠ A K 8 2
 ♥ K Q 4
 ♦ 7
 ♣ J 10 6 4 3

♠ 10 7 4
 ♥ J 10 7 2
 ♦ A 6 5
 ♣ Q 9 5

**Bid 1♥. This shows
 4+hearts with 0-7 hcp's**

♠ A K 8 2
 ♥ K Q 4
 ♦ 7
 ♣ J 10 6 4 3

♠ Q 5 4
 ♥ A 10 8 7
 ♦ A Q 4
 ♣ 9 8 7

**Cue bid 2♦ and bid 2N
 over 2♠. 11-12, flattish, no
 major fit**

... examples continued

♠ A K 8 2
 ♥ K Q 4
 ♦ 7
 ♣ J 10 6 4 3

♠ 10 9 6 5 4
 ♥ A 10 3
 ♦ A 8 6
 ♣ Q 5

**Bid 2♠ - showing 4+
 spades with 8-10 hcp's**

♠ A K 8 2
 ♥ K Q 4
 ♦ 7
 ♣ J 10 6 4 3

♠ Q 7
 ♥ A J 9 8 7
 ♦ 8 5 4
 ♣ A 8 7

**Bid 4♥ - decent 11hcp's
 (no diamond wastage)**

... examples continued

♠ A K 8 2
 ♥ K Q 4
 ♦ 7
 ♣ J 10 6 4 3

♠ Q 9 6
 ♥ A J 7
 ♦ A Q 5 4
 ♣ Q 8 7

**Bid 3N - flat 13-15,
 good diamond stops, no
 major suit interest**

♠ A K 8 2
 ♥ K Q 4
 ♦ 7
 ♣ J 10 6 4 3

♠ 9
 ♥ A 2
 ♦ A Q J 6 5 4
 ♣ K 8 5 2

**Pass - massive
 diamonds, expect a big
 penalty return**

... and a final example (imagination useful)

♠ A K 8 2
 ♥ K Q 4
 ♦ 7
 ♣ J 10 6 4 3

♠ J 9 6 5 4
 ♥ A 9 8 3 2
 ♦ A 2
 ♣ 8

**Bid 4♦ - asking partner
 to choose the major**

We summarise these responder's rules as:

Responding to a takeout X after 1x (X) (P)

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 <u>or</u> 2N**
11+, 5+major	Jump to the major game
<i>*You may also have to decide whether to go this route or bid a major that partner's implied</i>	
<i>** forgot this bit last time!</i>	

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

... and so to work ...