

## Takeout Doubles Part Two

<p>             ♠ 109              ♥ A85              ♦ J1032              ♣ K985                ♠ Q874              ♥ J1092              ♦ Q5              ♣ 764                ♠ K62              ♥ KQ64              ♦ K87              ♣ A32                ♠ AJ53              ♥ 73              ♦ A964              ♣ QJ10           </p>	<p>Board 1 : Dealer North : Love all</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td>Pass</td> <td>1♥</td> <td>X</td> </tr> <tr> <td>2♥</td> <td>X<sup>(1)</sup></td> <td>Pass</td> <td>2♠</td> </tr> <tr> <td>Pass</td> <td>3♣</td> <td>Pass</td> <td>3♦</td> </tr> <tr> <td colspan="4">All pass</td> </tr> </tbody> </table> <p>1 For takeout, sometimes called a responsive double</p> <p>South's double is standard and North is able to say he has two places to play (here clubs and diamonds) by doubling West's raise. South starts the process by bidding his suits up the line until the fit is found. Once North converts 2♠ to 3♣, South knows partner has the minors.</p> <p>3♦ plays well. Declarer can take a double finesse in trumps to limit the diamond loses to one trick. There are nine tricks by way of one spade, one heart, one heart ruff, three trumps and three clubs.</p>	West	North	East	South		Pass	1♥	X	2♥	X <sup>(1)</sup>	Pass	2♠	Pass	3♣	Pass	3♦	All pass			
West	North	East	South																		
	Pass	1♥	X																		
2♥	X <sup>(1)</sup>	Pass	2♠																		
Pass	3♣	Pass	3♦																		
All pass																					
<p>             ♠ 1096              ♥ 10932              ♦ A862              ♣ 98                ♠ AQ85              ♥ KQJ              ♦ 4              ♣ AJ654                ♠ K742              ♥ A754              ♦ 1053              ♣ 73                ♠ J3              ♥ 86              ♦ KQJ97              ♣ KQ102           </p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table border="0"> <thead> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td>Pass</td> <td>1♦</td> </tr> <tr> <td>X</td> <td>2♦</td> <td>X<sup>(1)</sup></td> <td>Pass</td> </tr> <tr> <td>3♦<sup>(2)</sup></td> <td>Pass</td> <td>3♥</td> <td>Pass</td> </tr> <tr> <td>3♠</td> <td>Pass</td> <td>4♠</td> <td>All pass</td> </tr> </tbody> </table> <p>1 For take out (as for Board 1)  2 Cue bid of opponents' suit – sets up a game force</p> <p>Again the partner of the doubler shows two places to play by doubling the opponents' raise of the opened suit. Once East shows some values West will commit to game. Because West cannot be sure of the final contract he cue bids the opponents suit to maintain flexibility. East bids his suit cheaply and the fit is found once West introduces spades. East raises knowing of the eight card fit and West's desire to be in game.</p> <p>Ten tricks are assured as a diamond can be ruffed in the West hand – four trumps, four hearts, one diamond ruff and ♠A.</p>	West	North	East	South			Pass	1♦	X	2♦	X <sup>(1)</sup>	Pass	3♦ <sup>(2)</sup>	Pass	3♥	Pass	3♠	Pass	4♠	All pass
West	North	East	South																		
		Pass	1♦																		
X	2♦	X <sup>(1)</sup>	Pass																		
3♦ <sup>(2)</sup>	Pass	3♥	Pass																		
3♠	Pass	4♠	All pass																		

<p>♠ KJ643 ♥ 10 ♦ A109 ♣ J1095</p> <p>♠ A1072      ♠ 98 ♥ AQ753      ♥ KJ64 ♦ Q8      ♦ J632 ♣ Q6      ♣ K87</p> <p>♠ Q5 ♥ 982 ♦ K754 ♣ A432</p>	<p>Board 3 : Dealer South : EW vulnerable</p> <table><tr><th><i>West</i></th><th><i>North</i></th><th><i>East</i></th><th><i>South</i></th></tr><tr><td>1♥</td><td>1♠<sup>(1)</sup></td><td>2♥</td><td>X<sup>(2)</sup></td></tr><tr><td>Pass</td><td>3♣</td><td>All pass</td><td></td></tr></table> <p><i>1 Just meets the suit quality test (sufficient hcp's for one level overcall with length of suit with number of honours being consistent with the level of that overcall)</i> <i>2 For takeout – best, as here, with tolerance for partner's suit</i></p> <p>South has enough to wish to compete but cannot, initially, determine where to place the contract. He keeps things fluid by doubling to show the minors. North has a fit for clubs so the 4-4 fit is reached.</p> <p>Declarer can take two clubs finesses so there is just one trump loser but the contract is likely to fail by one trick – North making two spades, a heart ruff, two diamonds and three trumps. That's not too disappointing as East West will make eight or nine tricks in hearts.</p>	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	1♥	1♠ <sup>(1)</sup>	2♥	X <sup>(2)</sup>	Pass	3♣	All pass	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>										
1♥	1♠ <sup>(1)</sup>	2♥	X <sup>(2)</sup>										
Pass	3♣	All pass											

<p>♠K10 ♥1097 ♦KJ942 ♣K104</p> <p>♠J43                      ♠752 ♥K865                    ♥AQ32 ♦8                         ♦AQ763 ♣A6532                 ♣8</p> <p>♠AQ986 ♥J4 ♦105 ♣QJ97</p>	<p>Board 4 : Dealer West : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>Pass</td><td>Pass</td><td>1♦</td><td>1♠</td></tr><tr><td>X<sup>(1)</sup></td><td>Pass<sup>(2)</sup></td><td>2♥</td><td>All pass</td></tr></table> <p><b>1</b> For takeout and promising 4hearts <b>2</b> Tempting to bid but the diamonds, under the opening bid, are badly placed. 1N, without a heart stop, wouldn't stop East bidding; and 2♠ is flawed as partner will expect a third spade</p> <p>West is not strong enough to bid 2♣ (with his hand shape that would be the start of showing a game force with 5+clubs and 4+hearts). He starts by doubling to bring both unbid suits into the picture. This bid always promises 4hearts (or five in a moderate hand) and East knows of the fit. In competitive auctions 2♥ is not a reverse (or a bid going above the barrier of 2♦). It is a bid telling partner that East would have raise 1♥ to 2♥ in an uninterrupted auction. West has a minimum for his double so the contract rests in 2♥.</p> <p>The contract will make as declarer can ruff two clubs to hand – four trumps, these two ruffs and two outside aces.</p> <p>North may be tempted to “protect” the auction by bidding 2♠ when 2♥ comes round to him. He may rue this as the defence can set up a cross ruff and defeat this contract by at least two tricks – e.g. two hearts, two diamonds, ♠A and two club ruffs. That would be minus 200 to North South</p>	West	North	East	South	Pass	Pass	1♦	1♠	X <sup>(1)</sup>	Pass <sup>(2)</sup>	2♥	All pass				
West	North	East	South														
Pass	Pass	1♦	1♠														
X <sup>(1)</sup>	Pass <sup>(2)</sup>	2♥	All pass														
<p>♠9832 ♥AQ32 ♦K42 ♣53</p> <p>♠AKQJ4                    ♠1075 ♥75                         ♥1098 ♦107                        ♦J93 ♣Q1064                  ♣K972</p> <p>♠6 ♥KJ64 ♦AQ865 ♣AJ8</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>Pass</td><td>Pass</td><td>1♦</td></tr><tr><td>1♠</td><td>X<sup>(1)</sup></td><td>Pass</td><td>3♥<sup>(2)</sup></td></tr><tr><td>Pass</td><td>4♥</td><td>All pass</td><td></td></tr></table> <p><b>1</b> For takeout, showing 4hearts <b>2</b> Jumps to show extra values</p> <p>The auction starts similarly to the previous hand but the partner of the doubler has extra values. As South is confident North holds 4hearts he can jump to 3♥, knowing of the eight card fit. North has enough to raise to game (9hcps opposite a decent 15+hcp hand).</p> <p>Declarer will make the game in some comfort – four hearts, five diamonds, the ace of clubs and a club ruff (declarer having thrown one club from dummy on a master diamond).</p>	West	North	East	South		Pass	Pass	1♦	1♠	X <sup>(1)</sup>	Pass	3♥ <sup>(2)</sup>	Pass	4♥	All pass	
West	North	East	South														
	Pass	Pass	1♦														
1♠	X <sup>(1)</sup>	Pass	3♥ <sup>(2)</sup>														
Pass	4♥	All pass															

<p>♠J73 ♥J654 ♦AJ92 ♣86</p> <p>♠A986 ♥KQ109 ♦43 ♣974</p> <p>♠42 ♥A73 ♦KQ1065 ♣K52</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♣</td><td>1♦</td></tr><tr><td>X<sup>(1)</sup></td><td>2♦</td><td>2♠<sup>(2)</sup></td><td>All pass</td></tr></table> <p><b>1</b> Promising 4/4 in the majors <b>2</b> Knows of eight card fit, supporting partner as if West had bid 1♠ in a non-competitive auction (i.e. silent opponents)</p> <p>Without the agreement that the double promises both majors, East West would have struggled to compete. If West were to bid 1♥, East would not have been strong enough to bid 2♠ over North's diamond raise. The double prepares East West for later action.</p> <p>2♠ plays very well and will make nine tricks – four spades, a heart and four clubs.</p>	West	North	East	South			1♣	1♦	X <sup>(1)</sup>	2♦	2♠ <sup>(2)</sup>	All pass
West	North	East	South										
		1♣	1♦										
X <sup>(1)</sup>	2♦	2♠ <sup>(2)</sup>	All pass										
<p>♠K86 ♥AKQ76 ♦Q53 ♣94</p> <p>♠A5 ♥J3 ♦AK62 ♣QJ1065</p> <p>♠Q73 ♥984 ♦J1084 ♣AK3</p> <p>♠J10942 ♥1052 ♦97 ♣872</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♣</td><td>1♥</td><td>X<sup>(1)</sup></td><td>Pass</td></tr><tr><td>2♦<sup>(2)</sup></td><td>Pass</td><td>3♦<sup>(3)</sup></td><td>All pass</td></tr></table> <p><b>1</b> For takeout and denying 4spades (else a 1♠ bid) <b>2</b> Not a reverse (or “going above the barrier”) but showing support for partner as if there had been no overcall by North (1♣ – 1♦; 2♦)</p> <p>West judges well to pass 3♦ as flattish hands don't always play well at high levels. He may also be conscious that partner didn't bid in no trumps over 1♥ and that <u>suggests</u> East doesn't have a heart stop (though East's hand could also be unbalanced). Were West to continue the auction by bidding 3♥, asking for a heart stop, East would retreat to 4♦.</p> <p>Declarer will make ten tricks because South has no entry to play a spade through. Declarer loses two hearts and a trump but East's two spade losers are discarded on the winning clubs.</p>	West	North	East	South	1♣	1♥	X <sup>(1)</sup>	Pass	2♦ <sup>(2)</sup>	Pass	3♦ <sup>(3)</sup>	All pass
West	North	East	South										
1♣	1♥	X <sup>(1)</sup>	Pass										
2♦ <sup>(2)</sup>	Pass	3♦ <sup>(3)</sup>	All pass										

<p>♠AQ632 ♥93 ♦K32 ♣K102</p> <p>♠KJ108 ♥AJ876 ♦A ♣A76</p> <p>♠97 ♥52 ♦J109764 ♣QJ5</p> <p>♠54 ♥KQ104 ♦Q85 ♣9843</p>	<p>Board 8 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>1♠</td><td>All pass</td><td></td></tr></table> <p>We finish with a bit of a trap for the unwary. When North overcalls and the bidding comes back to West there is nothing West can do ... but pass. A double would be for take out showing, approximately, a singleton spade, five hearts, four cards in one minor and three in the other (bridge notation shortens that to =15[43]).</p> <p>North may just about scrape home in 1♠ but nothing higher than that makes. Sometimes we have to bite our tongue and wait for the next board.</p>	West	North	East	South	1♥	1♠	All pass					
West	North	East	South										
1♥	1♠	All pass											
<p>♠K10 ♥1097 ♦98432 ♣K64</p> <p>♠J43 ♥K865 ♦J ♣AJ532</p> <p>♠752 ♥AQ32 ♦AKQ76 ♣8</p> <p>♠AQ986 ♥J4 ♦105 ♣Q1097</p>	<p>Board 1 (Talk) : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>X<sup>(2)</sup></td><td>Pass</td><td>1♦</td><td>1♠<sup>(1)</sup></td></tr><tr><td>4♥</td><td>Pass</td><td>3♥<sup>(3)</sup></td><td>Pass</td></tr></table> <p>All pass</p> <p>1 Sufficient suit quality to justify the light overcall 2 For takeout and promising 4hearts 3 Jumps to show extra values</p> <p>West's double conventionally shows 4hearts so East becomes aware of the fit very early. When responding East mentally assumes West would have bid 1♥ in an auction where the opponents are silent. Accordingly he jumps to 3♥ to show his extra values. West has good cards (an ace and a king) and good shape so raises to game.</p> <p>South must lead a small spade (ho!ho!) to hold the contract to ten tricks. On a more normal non-spade lead declarer will make eleven tricks when he can discard all three spades from dummy on the winning diamonds. That allows one spade to be ruffed – one spade ruff, four trumps, five diamonds and a club.</p>	West	North	East	South	X <sup>(2)</sup>	Pass	1♦	1♠ <sup>(1)</sup>	4♥	Pass	3♥ <sup>(3)</sup>	Pass
West	North	East	South										
X <sup>(2)</sup>	Pass	1♦	1♠ <sup>(1)</sup>										
4♥	Pass	3♥ <sup>(3)</sup>	Pass										

<p>           ♠Q5            ♥982            ♦K754            ♣A432         </p> <p>           ♠J8            ♥KJ64            ♦10632            ♣986         </p> <p>           ♠1073            ♥AQ753            ♦8            ♣KQ75         </p> <p>           ♠AK9642            ♥10            ♦AQJ9            ♣J10         </p>	<p>Board 2 (Talk) : Dealer East : NS vulnerable</p> <table> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> <tr> <td>2♥</td> <td>X<sup>(2)</sup></td> <td>1♥<sup>(1)</sup></td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>4♠</td> <td>Pass</td> <td>3♠<sup>(3)</sup></td> </tr> </table> <p>           All pass            1 Satisfying the Rule of 20 (lengths of two longest suits plus high card points sum to 20 or more. It's pertinent that points are in the long suits)            2 For takout showing the other two suits and, usually (as here), tolerance for partner's suit            3 Jumps both to show the sixth spade and the extra values         </p> <p>           North has too many values not to make a call and the double is the flexible way into the auction. His first thought will be towards possibly playing in a minor. When, however, partner is able to jump in spades to show extra length and a good hand he switches his thought to playing game in the known 6-2 spade fit.         </p> <p>           Declarer will claim eleven tricks by way of six spades, four diamonds and a club.         </p>	West	North	East	South	2♥	X <sup>(2)</sup>	1♥ <sup>(1)</sup>	1♠	Pass	4♠	Pass	3♠ <sup>(3)</sup>
West	North	East	South										
2♥	X <sup>(2)</sup>	1♥ <sup>(1)</sup>	1♠										
Pass	4♠	Pass	3♠ <sup>(3)</sup>										