

Ayrshire  
District  
Presentation

Iain Sime



# Introduction- Agenda

---

## Two Topics

---

1. Take Out Doubles and Responses

---

2. The Extra Trick

---

Tea Break

---

Play Themed Hands

# Take Out Doubles and Continuations

1. Take Out doubles
2. Double or Overcall ?
3. Responding to Doubles
4. The Competitive Auction

# Take out doubles

Take out doubles come in many shapes and sizes. If we waited for

**♠KQxx, ♥x, ♦Axxx, ♣KJxx**

before doubling 1♥ we could be waiting a very long time.

And there will be a lot of hands where we should be getting into the auction, but cannot.

**Nevertheless, bear the above hand in mind as a prototype for partner or opponents when they double a one level opener for take out.**

But not if you happen to find yourself playing in The Granite City.....

# AIBERDEEN



# Take Out Doubles

**The Aiberdeen Double** ♠KQx, ♥xxx, ♦Axx, ♣KJxx .

That is for a partnership discussion.

- **But the parameter that you must have four cards in the unbid major to double (unless too strong to overcall 1NT) is inferior.**

Those who have that requirement will be fixed over 1♥ with

♠KQx, ♥xx, ♦AQxx, ♣KQxx.

Put that hand opposite ♠Axxxx and something helpful in a minor, and 4♠ is favourite.

# Take out doubles

## Double or Overcall?

With a good five card suit, it is usually better to overcall if at the one-level, unless shape suitable, e.g. 4=5=3=1 or 3=3=5=2 over 1♣.

The first example is both majors, even then good hearts and weak spades should overcall.

The second example is no five card major.

**So 3=5=4=1 and 3=5=3=2 would both overcall 1♥.**

With a good six card suit, and intermediate values (11-16) bid the suit twice (if at a safe level) unless playing Intermediate Jump Overcalls.

# Take out doubles

Double or Overcall? They open 1♦

1. ♠KQJxx, ♥xxxx, ♦A, ♣KJx

2. ♠Jxxxx, ♥KQxx, ♦A, ♣KJx

3. ♠AKJxxx, ♥KQx, ♦xx, ♣Jx

If you bid 1♠ what next if an opponent bids 2♦?

4. ♠KJTxxx, ♥KQx, ♦x, ♣Axx

If you bid 1♠ what next if an opponent bids 2♦?



# Take Out Doubles

Double or Overcall? They open 1♦

- ♠KQJxx, ♥xxxx, ♦A, ♣KJx **Overcall- suit disparity**
- ♠Jxxxx, ♥KQxx, ♦A, ♣KJx **Double**
- ♠AKJxxx, ♥KQx, ♦xx, ♣Jx

**Overcall and if they bid 2♦ then bid 2♠ (playing weak Jump overcalls, this shows an intermediate Jump overcall).**

- ♠KJTxxx, ♥KQx, ♦x, ♣Axx

**Overcall, but if they bid 2♦ then Double for take out.**

# Take out Doubles

## Double then a new Suit?

It is probably best played as strong, a 6+ card suit, about 8-9 tricks. For example:

♠AKQxxx, ♥x, ♦AJx, ♣KQx

You would double any opening bid, then bid spades.

- *An alternative is to play double then new suit as strong and flexible, bidding the six card suit then doubling with the strong hand.*

# Weak Hands

Responding to  
doubles



# Responding to a take out double-weak hands

Although, as we have seen above, partner can have any number of hands, we respond initially as if he had the three suited 13 count where we started the session.

♠ KQxx, ♥ x, ♦ Axxx, ♣ KJxx.

With less than eight points, and no extra length, make your cheapest bid in your longest suit. **With two equal length suits bid the major.**

For example, if partner doubles 1♣, bid 1♠ if holding

♠ xxxx, ♥ xx, ♦ KJxx, ♣ xxx.

# Responding to a take out double-weak hands

This is best because you won't miss your major fit, but also best as you can bid a level cheaper on a weak hand.

With 4/4 in the majors, best is to bid 1♠, being able to bid 2♥ if forced to bid later.

Or if you have the chance/enough to compete and spades are not raised by partner.

♠xxxx, ♥Qxxx, ♦KJx, ♣xx.

# Responding to a take out double-weak hands

If you have **potentially shown zero points** on the first round and partner supports you in an **uncontested auction**, his hand is strong enough to be game invitational.

You shouldn't pass with a **good** 4+ points (an Ace or Kxxxx).

**(1♥) Dble (Pass) 1♠**

**(Pass) 2♠ (Pass) ?**

**♠Kxxxx, ♥xxxx, ♦x, ♣xxx is worth 3♠**

**♠Kxxxx, ♥xxxx, ♦x, ♣Axx is a maximum 1♠, so bid 4♠**

# Responding to a take out double-weak hands

- Likewise, if partner has rebid a new suit, or NT (18-21), bear in mind that he has shown a very strong hand.

(1♣) Dble (Pass) 1♠

(Pass) 2♥ (Pass) ?

♠Kxxxx, ♥xxxx, ♦x, ♣xxx is worth 4♥.

(1♣) Dble (Pass) 1♠

(Pass) 1NT (Pass) ?

♠Kxxxx, ♥QJxx, ♦x, ♣xxx should cue bid 2♣ to search for the best game.

# Responding to a take out double-weak hands

Pass the Double for Penalty??

(1♣) Dble (Pass) Pass???

You should have something like ♣QJT9x and an outside Ace (at worst).  
An educated partner will lead a club (if he has one).

♠xxx, ♥xxx, ♦xxx, ♣Kxxx. **NO!**

Unless you have a trump stack, and trump tricks, **never** leave the double in, even if you have no four card suit to bid.

With 3334 over 1♣, bid 1♥ confidently. Playing in 3/3 fits can be character building!



# Responding to a take out double- intermediate hands

**Jumps** in New suits are game invitational (8-11 unless extra length).

With extra length in your own suit, add a couple of points- remember partner usually has at least three of them- even in Aiberdeen.

♠KQxxxx, ♥xx, ♦xx, ♣Axx is worth 4♠ after partner doubles 1♥.

**1NT and 2NT** are generally played as you would after an overcall, 7/10 and 11/12 respectively with at least one stopper. Watch after a 1♠ opener in particular that a 1NT response might be shaded.

**After (1♥) Dble (Pass)**

**Bid 1NT with** ♠xxxx, ♥KQ10x, ♦J10x, ♣Kx.

Strong  
Hands



# Responding to a take out double- **Strong Hands** Cue Bid

A cue bid by responder (the opener's suit) by an **unpassed** hand is forcing to suit agreement. This means that we are committed to the 3 level. So responder has at least invitational values.

**This means that responder promises another bid**, relieving doubler of the obligation to use up space with extra values. **And doubler mustn't pass a new suit below game.**

- Usually the cue bid shows two places to play- not necessarily both majors over a minor....

# Responding to a take out double- Cue Bid

Example ♠KQxx, ♥xx, ♦KJx, ♣A10xx

(1♣) Double (Pass) ?

We want to play in 4♠ if partner has four of them, and in 3NT if not.

How do we do that?

Start with 2♣ and bid **2♠ Forcing** if partner bids a red suit.

Then 3NT if partner doesn't support spades.

# Responding to a take out double- Cue Bid

- How **NOT** to do it (England, World Ladies Final 2017)

(1♠ by South)

**West**

Dble

3♥

4♣

Pass

♠x

♥KJxx

♦Kxx

♣AQxxx

**East**

2♠

3♠

4♦

♠xxxx

♥Ax

♦AQJx

♣Kxx

# How it should have been done ? (China, World Ladies Champions, 2017)

(1♠ by South)

**West**

**East**

Dble

2♠

3♣

3♦

3♥

3♠

4♣

5♣

Pass

♠x

♠xxxx

♥KJxx

♥Ax

♦Kxx

♦AQJx

♣AQxxx

♣Kxx

# Competitive Auctions

Most common is that 3<sup>rd</sup> hand raises opener's suit.

(1X) –Dble - (2X)-?

Double now is “responsive” for take out.

This is often weaker than a cue bid (3X).

Any suit doubler bids is passable, so with extra values, he must cue bid or bid game.

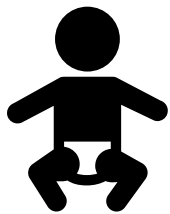
# Competitive Auctions

Intervenor rudely bids the suit you were going to bid?

Example ♠KQxx, ♥xx, ♦Kxx, ♣10xxx

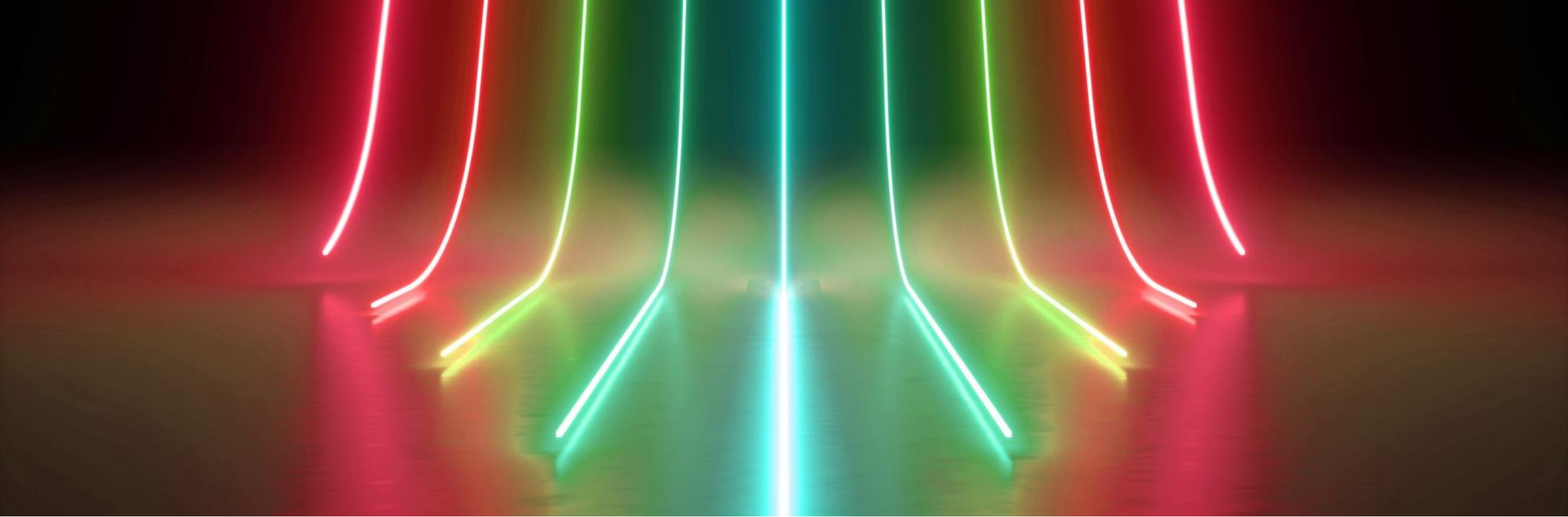
(1♣) Double (1♠) ?

- I recommend doubling with 6+ points and four+ spades. This exposes “baby psyches.”



*The alternative is to play the double as 4/4+ in the unbid suits.*





Ayrshire  
District  
Presentation

Iain Sime

# The Extra Trick

You can reach the optimal contract on every deal. **But if you lose a trick on nearly every hand to the more experienced players, you will not beat them.**

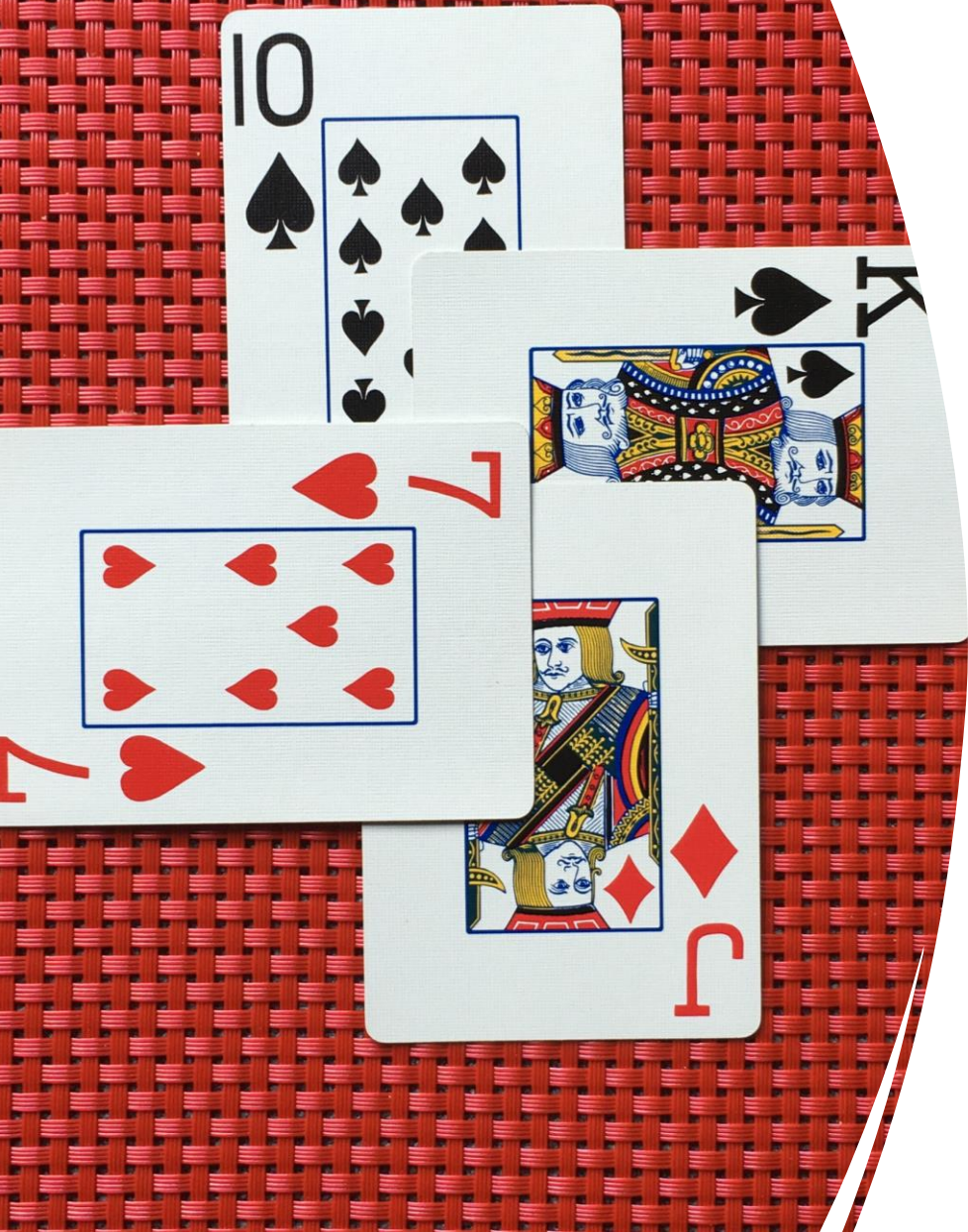
Here are some tips to keep the tricks you are entitled to and steal some more.

- 1. Play the “correct” card.**
- 2. Some common suit combinations.**
- 3. Vacant Spaces.**
- 4. False Cards.**

# The Extra Trick

## Play The Correct Card

---



# Which card should declarer (South) play?

	♠ 652 (dummy)	
♠ 3 (Lead)		♠ Q
	♠ AK7	

Which card  
should you  
play?

The Ace?

The King?

Random?

It's a Trick Question?

Which card should you play?

*Answer- **It was a trick question.***

*It depends whether it is a suit contract or No Trump.*

You are trying to confuse at least one opponent. If you tell them you have Ace-King that helps them.



# Which card should you play?

- **If it is a suit contract, you win with the Ace.** Neither defender will know who has the King.
- **If it is a No Trump contract win the King.** If you play the Ace, both defenders will strongly suspect you have the King.
- Why?
- Because with Axx you would normally hold up for a couple of rounds.

Which Card do you play?  
(dummy leads the 4)

	54	
?		?2
	KJ1098	



Which card  
should you  
play?

The 8?

The Jack?

Random?

It's a Trick Question?

Which Card do you play?

• ***Answer- the Jack***

In most choice of equals situations, declarer plays the higher.

Don't you just love declarers who lead low from dummy to their AJ1098 and put in the 8, losing to the king? Sandwich opponent has just been told who has the 9, 10 and the Jack. That may not be any use to him in the suit, but it lets him know where declarer expects to win his tricks.

# Which Card should you play?

	Q72 (dummy)	
K for count (lo=odd)		5
	963?	

# Which card should you play?

The nine?

The six?

The three?

Random?

It's a trick question?

# Which card should you play?

- *Answer, the 3- you give normal count. Only the three can be a singleton.*
- That is more likely to confuse the count than showing them the 9 or the 6.
- If they are playing reverse count, the corollary applies; you play the 9, which is the card that might be a singleton.

# The Extra Trick Suit Combinations



# Suit Combinations

How do you play these suits?

You are trying to maximise your tricks except No. 4.

You have unlimited entries to both hands if needed.

- |          |                      |
|----------|----------------------|
| 1. AQ963 | J8542                |
| 2. AJ93  | K652                 |
| 3. AJ63  | K952                 |
| 4. AJ63  | K952 (for one loser) |
| 5. AQ63  | K1052                |
| 6. AQ987 | K542                 |

# Suit Combinations- Answers

1. Run the Jack, picking up K107 onside.
2. Play the King, in case the Queen is singleton offside.
3. Little merit/upside playing the King now, as you will lose two tricks to Q10xx offside (three possible combinations). So finesse the Jack.
4. Ace first then cover North's card picks up Q10xx on either side for one loser.
5. Ace, then Queen will pick up Jxxx, only possible if with North.
6. You can only handle J10xx with South, so King first.



# The Extra Trick — Vacant Spaces



# Vacant Spaces

How do you play this trump suit? You have won the lead.

AJ532

KT64

No opposition bidding. Only low cards appear on the first round.

And why?

# Vacant Spaces

How do you play this trump suit? You have won the lead.

No opposition bidding. Only low cards appear on the first round.

And why?

- AJ532      KT64

Mnemonic is “Eight ever- nine never” (finesse). We play for the drop.

More specifically, if your second round attracts only another low card, the odds favour the Queen being with the other hand which has one more card.

North has 11 Vacant Spaces to South's 10.

# Vacant Spaces

How do you play this trump suit? You have won the lead.

**AJ532      KT64**

North opened a Weak Two. You assume that suit will split 6/2.  
Only low cards appear on the first round.

And why?

# Vacant Spaces

How do you play this trump suit? You have won the lead.

North opened a Weak Two. Only low cards appear on the first round.

And why?

AJ532            KT64

That changes things. If both follow to the first round, North has only five unknown cards. South has nine.

So we play the King and, when only low cards appear, finesse against South's presumed Queen.

**South has 8 Vacant spaces to North's 5.**

The Extra  
Trick

False Cards



# Play & Defend- False Cards

There are few more satisfying gains in bridge than duping an opponent with a false card.

There are numerous situations where a false card can persuade an opponent to go wrong.

We will look at some of the more common.

And bear in mind these situations when they might try it against you.

# Defenders' False Cards

Some false cards are “mandatory.” Declarer has drawn trumps and is setting about dummy’s clubs. He finesses the Queen, and plays the Ace.

Contract 4♠ (South)	♠	
	♥	
	♦	
♠	♣AQ1093	♠
♥		♥
♦		♦
♣KJ6	♠	♣842
	♥	
	♦	
	♣75	



# False Cards

Contract 4♠ (South)	♠	
	♥	
	♦	
♠	♣AQ1093	♠
♥		♥
♦		♦
♣KJ6	♠	♣842
	♥	
	♦	
	♣75	

Playing the Jack is making declarer's life too easy; there is no downside from dropping the king. Declarer might "run" the ten. It will help if East has not given an honest count signal.

Can You save the Knave (Jack) ?



# Defenders' False Cards

Another one: declarer plays the King from hand, intending next to cross to the Ace. This will reveal the 4/1 fit and a marked finesse against East's Jack. What can East do to Save the Knave?

Contract 4♠ (South)	♠A864	
	♥	
	♦	
♠3	♣	♠J952
♥		♥
♦		♦
♣	♠KQ107	♣
	♥	
	♦	
	♣	

# False Cards

Contract 4♠ (South)	♠A864	
	♥	
	♦	
♠3	♣	♠J952
♥		♥
♦		♦
♣	♠KQ107	♣
	♥	
	♦	
	♣	

East's only chance is a smooth nine of spades under the King. This gives declarer the losing option of playing West for ♠J532.

# Declarer's Falsecards

On the next two hands, you are South (declarer) and West has overcalled spades.

Not all false cards are for defenders. Declarers don't need to worry about fooling partner.

Contract 4♥ (South)	♠J75	
Lead ♠ King	♥	
	♦	
♠AK1043	♣	♠86
♥		♥
♦		♦
♣	♠Q92	♣
	♥	
	♦	
	♣	

# Declarer's Falsecards

Contract 4♥ (South)	♠J75	
Lead ♠ King	♥	
	♦	
♠AK1043	♣	♠86
♥		♥
♦		♦
♣	♠Q92	♣
	♥	
	♦	
	♣	

We are in 4 hearts after West has overcalled spades. We can see the obvious danger- King, Ace and ruff a spade. It might work about once every six attempts, but there is no downside from dropping the Queen on opening lead.

# Declarer's Falsecards

Same contract, similar problem, an early ruff.

Contract 4♥ (South)	♠J95	
Lead ♠ King	♥K1094	
	♦	
♠KQ1084	♣	♠76
♥A5		♥87
♦		♦
♣	♠A32	♣
	♥QJ632	
	♦	
	♣	

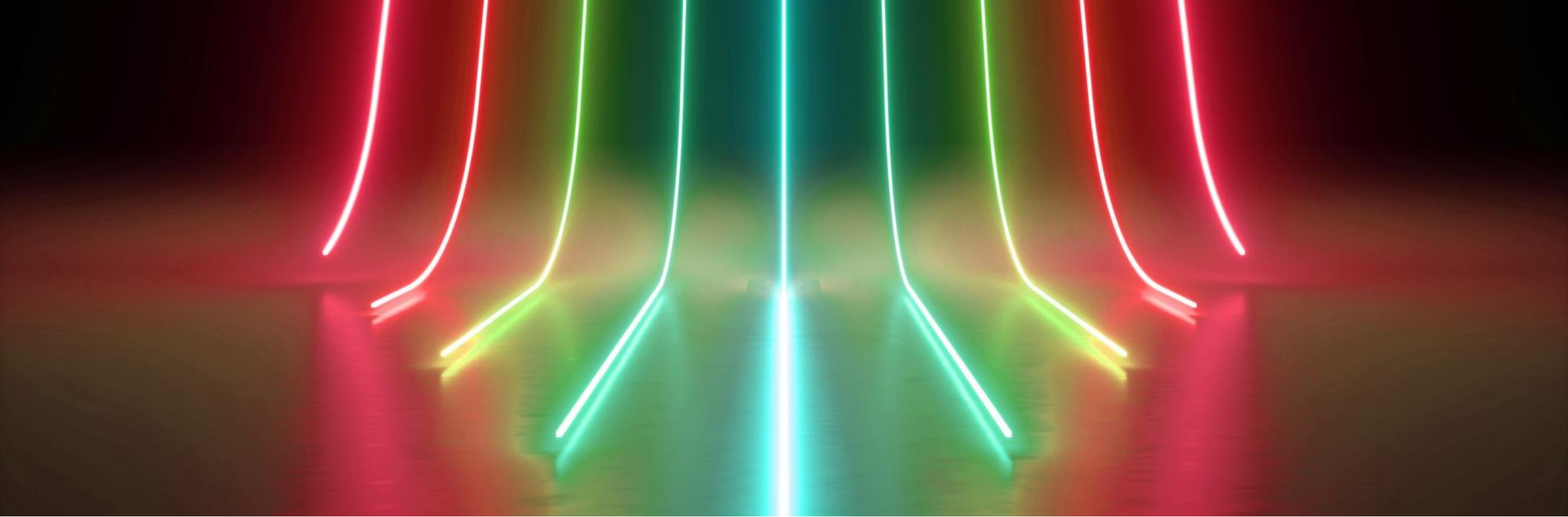
# Declarer's Falsecards

Contract 4♥ (South)	♠ J95	
Lead ♠ King	♥ K1094	
	♦	
♠ KQ1084	♣	♠ 76
♥ A5		♥ 87
♦		♦
♣	♠ A32	♣
	♥ QJ632	
	♦	
	♣	

This time the deception centres around the heart suit. Win the lead (spades may be 6-1) and “run” the Jack of Hearts.

If it works, later in the hand, the Jack of spades will take a trick.





Ayrshire  
District  
Presentation

Iain Sime