

Takeout Doubles & Responses

Chapter 8 - “Bidding in the 21st Century”

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Agenda:

- Questions?
- The “Takeout Double”
- The “Advancer’s” response to the Takeout Double
- Practice hands

Takeout Doubles - table positions



- **General requirements:**
 - Should have opening points - **including “dummy points” (Why?)**
 - Weakness in the opponent’s suit (no more than a doubleton)
 - Adequate trump support (minimum JXX) in the other three suits (preferably 4 in the majors suit)
 - It is “Doubler’s” first or second turn to bid
 - No upper limit to “Doubler” total points
 - “Shape” is as important as points

What does “Shape” mean?

- The better the “shape” you have, the fewer points you need
- The poorer the “shape”, the more points you need

♠ X X X X X
♥ X X X X
♦
♣ X X X X

♠ X X X X
♥ X X X X
♦ X
♣ X X X X

♠ X X X X
♥ X X X X X
♦ X
♣ X X X

♠ X X X X
♥ X X X X
♦ X X
♣ X X X

- Notice the emphasis on Major suits

Advantages / Disadvantages of Takeout Doubles

Opener



Advancer

Takeout Doubler

Responder

- **Advantages**

- Efficiently communicates shape and point value of your hand to your partner
- Usually bid at the one level so more room to “investigate” suit contract

- **Disadvantages**

- Your partner is “forced” to bid (unless intervening bid by opponent) - partner may have 0 points
- Could be exposed to being “doubled” for penalty
- Partner **must remember proper responses** to maximize potential

Takeout Double Examples

Opponent on your Right (RHO) bids 1 ♥. What is your bid?

1. ♠ J 8 4 3
♥ 10 9
♦ K Q 7
♣ A Q 10 2 (13 total points)

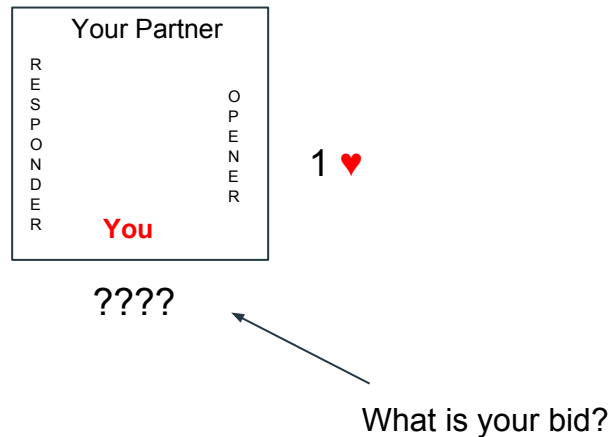
Double

2. ♠ A Q 4 3
♥ 8
♦ A 7 3 2
♣ J 4 3 2 (14 total points)

Double

3. ♠ K 9 6 3
♥ --
♦ K 9 8 7 2
♣ A 8 7 3 (15 total points)

Double



More Takeout Double examples: (Hint: it may not be a Takeout Double)

Opponent on your RIGHT opens 1 ♣ in all of the following examples: What is your bid?

1. ♠ A J 10 6 3
♥ 4 3
♦ K 9 3
♣ K Q 3 (14 total points)

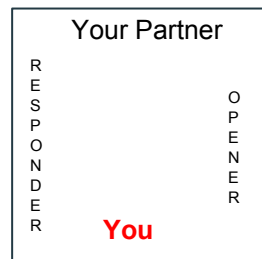
Answer: 1 ♠

2. ♠ A J 5 3
♥ Q 10 8 6
♦ K J 4 2
♣ 9 (14 total points)

Answer: Double

3. ♠ Q J 10
♥ A J 4 3
♦ K 10 2
♣ A K 6 (18 points)

Answer: 1 NT - 18 points with a stopper in Opponent's bid suit



????

← What is your bid?

More Takeout Double examples:

Opponent on your RIGHT opens 1 ♣ in all of the following examples: What is your bid?

1. ♠ A 3
♥ A Q 8 6 3
♦ K J 9 5 2
♣ 4 (16 points)

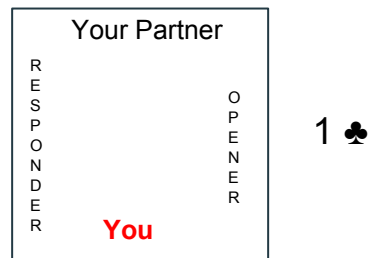
Answer: 1 ♥

2. ♠ A 8
♥ A K J 10 9 3
♦ A Q 3
♣ 8 5

Answer: Double (then bid Hearts....shows 17+ points)

3. ♠ Q 7 5
♥ A J
♦ Q 9 7 4
♣ K Q 8 3

Answer: PASS (14 HCP - not enough for 1 NT - Good defensive hand)



????

What is your bid?

The hard part - Bidding after your partner bids a “Takeout Double”

KEY POINT! Takeout Doubles are to be “Taken out” by the Advancer!

Points	Suggested Bid
0-8 HCP	Bid your best suit at the cheapest level (forcing bid unless RHO bids)
9-11 HCP	Bid your best suit one level higher than necessary or bid NT
12+ HCP	Force to game (you both have opening hands) <ul style="list-style-type: none">• If you have a good 5 card suit, bid game• If no 5 card suit, CUE bid by bidding the lowest bid in opponent’s suit

If RHO Opponent bids after partner Doubles and you have 8+ points, you should bid!

Left hand Opponent bids 1 ♠. Your partner Doubles. RHO passes. What should you bid?

1. ♠ 9 8
♥ Q 10 5 3
♦ K J 7 2
♣ 8 7 2 (6 points)

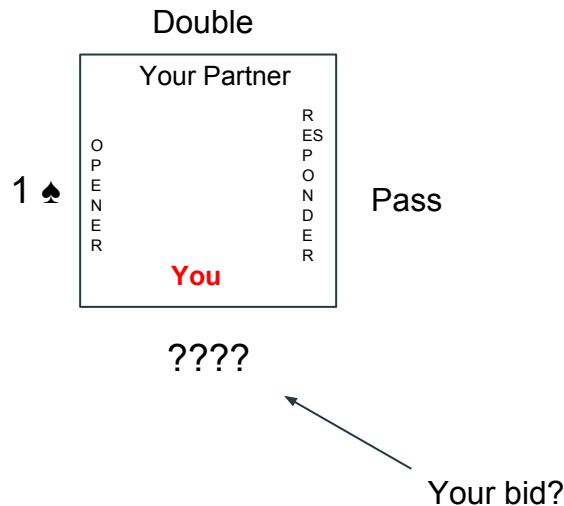
Answer: 2 ♥

2. ♠ J 10
♥ K 3
♦ Q J 10 8 4
♣ 8 6 5 3 (8 points)

Answer: 2 ♦

3. ♠ A J 9 3
♥ K 10 5
♦ J 4 2
♣ 10 9 6 (9 points)

Answer: 1 NT



Advancer's bid with 9 - 11 total points

- Jump in a 4 card or longer major suit
- Jump in a 4 card or longer minor suit
- Jump to 2 NT with 11 - 12 HCP and stoppers in Opponent's bid suit

Left hand Opponent bids 1 ♥. Your partner Doubles. RHO passes. What should you bid?

1. ♠ J 10 7 6 3
♥ 9 4 2
♦ A Q 6
♣ K 3

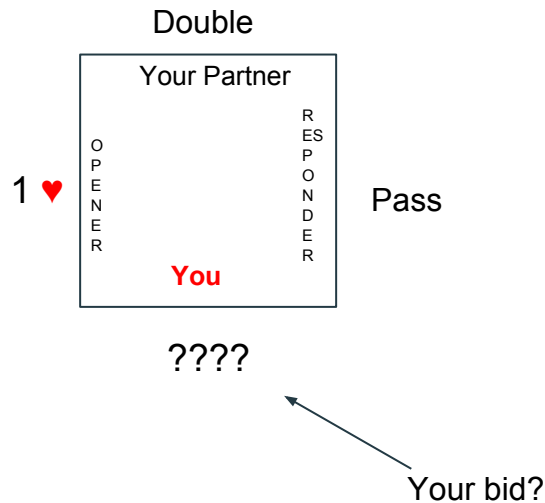
Answer: 2 ♠

2. ♠ Q 10 3
♥ K J 10 8
♦ A 9 2
♣ J 7 3

Answer: 2 NT

3. ♠ A 8 2
♥ 10 9
♦ K Q J 10 8
♣ 8 6 2

Answer: 3 ♦



With 12+ total points, Advancer makes sure partnership gets to GAME!

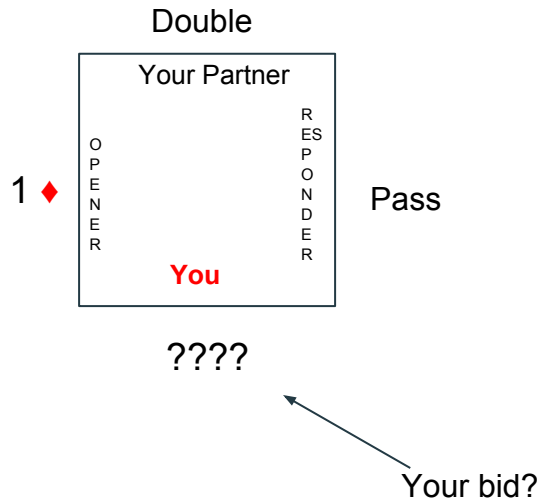
Left hand Opponent bids 1 \heartsuit . Partner Doubles. What's your bid?

1. \spadesuit 8 6
 \heartsuit A K 8 4 2
 \diamondsuit A 9 3
 \clubsuit J 5 4 (13 total points)

Answer: 4 \heartsuit

2. \spadesuit A 6 3
 \heartsuit K 4 2
 \diamondsuit Q J 9 8
 \clubsuit A 10 3 (14 points)

Answer: 3 NT



With 12+ total points, Advancer makes sure partnership gets to GAME!

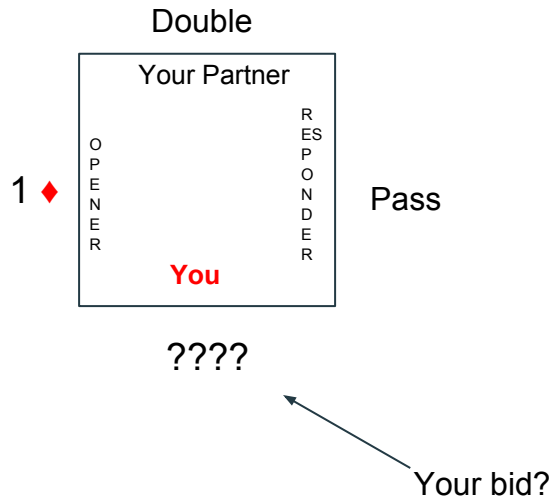
Left hand Opponent bids 1 ♦. Partner Doubles. What's your bid?

3. ♠ Q 10 7 6 4 3
♥ 9
♦ J 8
♣ A K J 6 (13 total points)

Answer: 4 ♠

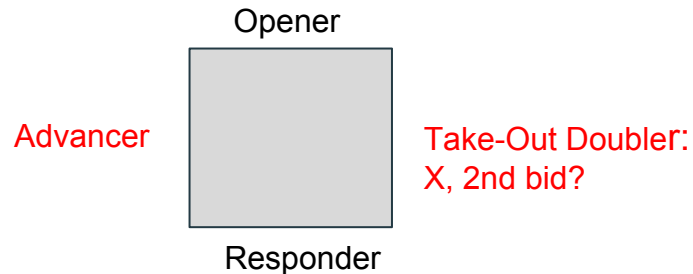
4. ♠ A Q 6 4
♥ K J 7 2
♦ A 10 3
♣ 6 5 (14 points)

Answer: 2 ♦ (cue bid Opponent's suit indicating support for either major)



Rebids by Takeout Doubler

- Takeout Doubler strength categories
 - Minimum: 13 to 15 total points
 - Medium: 16 to 18 total points
 - Maximum: 19 to 21 total points



Advancer's Hand	Takeout Doubler's Hand (minimum hand - 13 to 15)	Takeout Doubler's Hand (medium hand - 16 to 18)	Takeout Doubler's Hand (maximum hand - 19 to 21)
0-8 pts (cheapest level)	Pass	Raise to next level	Jump raise to invite game
9-11 pts (makes a jump raise)	Pass	Find golden game	Find golden game
Cuebids (bids opponent's suit)	Bid best suit (preferably a major)	Bid best suit (preferably a major)	Bid best suit (preferably a major)
12+ pts (jumps to game)	Probable PASS	Continue bidding if slam is possible	Continue bidding if slam is possible

Right hand Opponent bids 1 ♥ and you Double. Your partner bids 1 ♠. What should you rebid?

1. ♠ 9 8 6 2
♥ 3 2
♦ A 10 6
♣ A K J 3

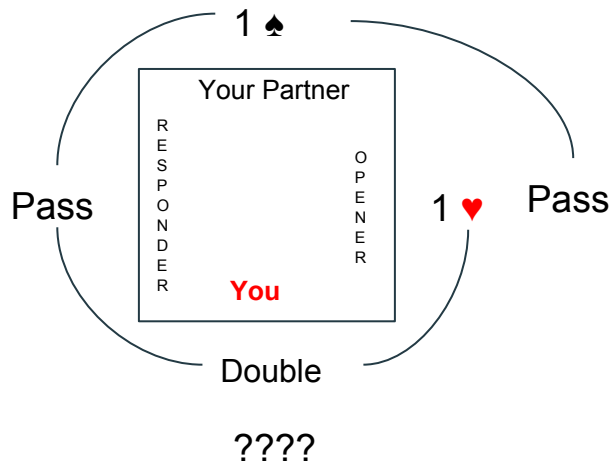
Rebid: PASS - Minimum hand

2. ♠ K Q J 6
♥ ---
♦ K Q 9 4
♣ A J 8 6 2

Rebid: 3 ♠ - Maximum hand

3. ♠ A 9 6 2
♥ 4
♦ K 8 7 3
♣ A K J 2

Rebid: 2 ♠ - Medium hand



Time to play some hands!