

**Beginning Bridge with 2 over 1 – Lesson 12: Takeout Doubles**  
**Chapter 18, pages 113-118 in student book**

A TAKEOUT Double is used in the Overcaller position – the opponents have made a bid and you have an opening hand. You may not have a 5-card suit OR you may want to know your partner's best suit.

The player that makes a Takeout Double is saying three things:

- He has an opening hand
- He is SHORT in the opener's suit
- He can tolerate any of the unbid suits

Either Opponent can make a Takeout Double

There will be times you simply cannot bid, even with an opening hand, after your opponent opens. Either you are not short in Opener's suit or you cannot tolerate ALL of the unbid suits AND you don't have a 5-card suit to overcall. You must Pass and see if other options become available.

When a partner makes a Takeout Double, it is FORCING. Partner MUST bid with ONE exception: you absolutely have the Opener's suit DEMOLISHED to make a Pass an acceptable option. For Example: Opener's first bid is 1C and Advancer (partner of the Takeout Doubler) has 6 Clubs with multiple honors in Clubs. If Advancer passes, the Takeout Double becomes a Penalty Double but the Opener still has a bid. If Opener passes, you would be playing in a 1C Doubled contract.

Other than passing, Advancer (partner to the Takeout Doubler) has a few options in responding to a Takeout Double:

- Bid your best suit at the cheapest (lowest) available bid – promises a 4-card suit and zero HCP
- Bid your best suit at a level higher than the lowest available bid – promises a 4-card suit and 10+ HCP (your partner has to assume you have NO HCP if you don't do this but you must have 10+ HCP)
- Bid NT at the lowest available level – shows no suit except the suit Opener bid
- Bid NT at a level higher than the lowest available bid – shows no suit except suit Opener bid but promises 10+ HCP

It is VERY important to know the ONLY reason to pass your partner's Takeout Double is because you "own" Opener's suit. For you to say "but I didn't have a good suit to bid" is NOT ACCEPTABLE – 5432 is a GREAT suit to bid.

I will tell you that there ARE lots of other options and combinations but realistically, the above is what you need to know.

When you become more advanced there are two other aspects of doubling that will become viable. I simply want you to hear about it but I don't think you should try to employ these options yet.

- If the Takeout Doubler bids again, they are showing a big hand – 18ish HCP. Consider the difficulty in conveying to your partner you have that type of hand as an overcaller. If the Advancer made a jump bid as a response (showing 10+ HCP), Partner's bid taking the contract to game is not the same situation.
- When you are in 4th seat and the bidding comes to you after your LHO opens and Partner and Responder both pass – this is called the Balancing Seat. When you become more advanced you will learn you can Double with fewer HCP to avoid letting a contract be played in a contract that is too low. This checks to see if your partner did not have an appropriate bid but still had HCP.