

Takeout Doubles & Responses

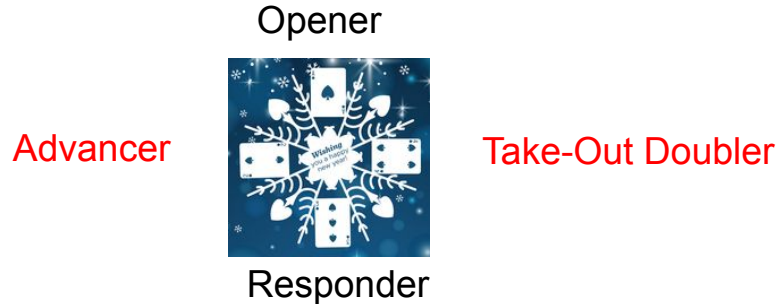
Chapter 18 - Beginning Bridge Using 2/1

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Agenda:

- Questions/Discussion?
- What is a “Takeout Double”?
- The “Advancer’s” response to the Takeout Double
- The Doubler’s 2nd bid
- Practice hands

Takeout Double - table positions



- **General requirements to bid a Takeout Double:**
 - Should have opening points
 - 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 major suit and certainly 4 in the unbid major)
 - No upper limit to "Doubler's" total points
 - "Shape" is as important as points

What does “Shape” mean?

(Assume Opponent opens with 1 )

- 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

“Excellent shape”. ♦ Void with other 3 suits having 4 or more

♠ X X X X
♥ X X X X
♦ X
♣ X X X X

“Very good shape”. Singleton ♦. 4 cards in other suits.

♠ X X X X
♥ X X X X X
♦ X
♣ X X X

“Very good shape”. Singleton ♦. 4+ cards in the majors.

♠ X X X X
♥ X X X X
♦ X X
♣ X X X

“OK shape”. Doubleton ♦. 4 cards in the majors.

- 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 leaves 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 (12 HCP)

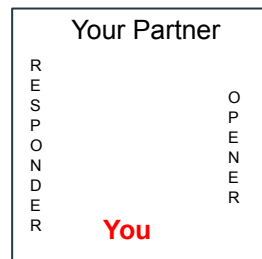
Double

2. ♠ A Q 4 3
♥ 8
♦ A 7 3 2
♣ Q 4 3 2 (12 HCP)

Double

3. ♠ A J 10 6 3
♥ 4 3
♦ K 9 3
♣ K Q 3 (13 HCP)

Bid 1 ♠



1 ♥

????

What is your bid?

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 (13 HCP)

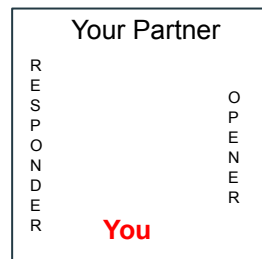
Answer: 1 ♠

2. ♠ A J 5 3
♥ Q 10 8 6
♦ K Q 4 2
♣ 9 (12 HCP)

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?

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

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


You (Advancer) should only PASS if you think opponent who opened cannot make their bid!

Points	Suggested Bid
0-9 HCP	Bid your best suit (at least 4) at the cheapest level (forcing bid unless RHO bids)
10-11 HCP	Bid your best suit (at least 4) 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 Advancer’s RHO Opponent bids after partner Doubles and you have 9+ points, you should bid!

Advancer's bid with 10 - 11 HCP

- Jump in a 4 card or longer major suit
- Jump in a 4 card or longer minor suit
- Jump to 2 NT with 10 - 12 HCP and **stoppers in Opponent's bid suit**

Left hand Opponent (West) bids 1 . Your partner (North) Doubles. Your RHO passes. What should you bid as South?

1. ♠ J 10 7 6 3
♥ 9 4 2
♦ A J 6
♣ K 3 (9 HCP)

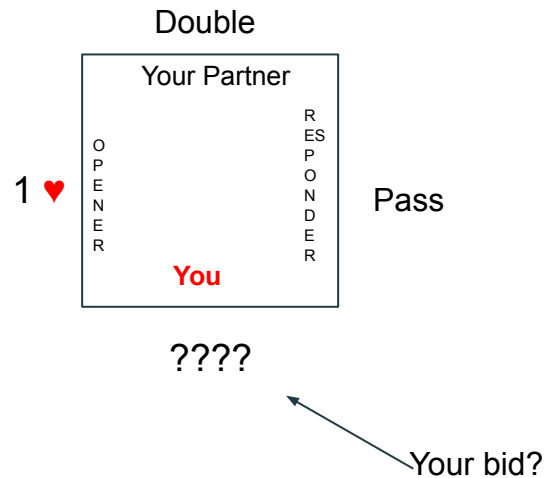
Answer: 1 ♠

2. ♠ Q 10 3
♥ K J 10 8
♦ A 9 2
♣ J 7 3 (11 HCP)

Answer: 2 NT

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

Answer: 3 ♦



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

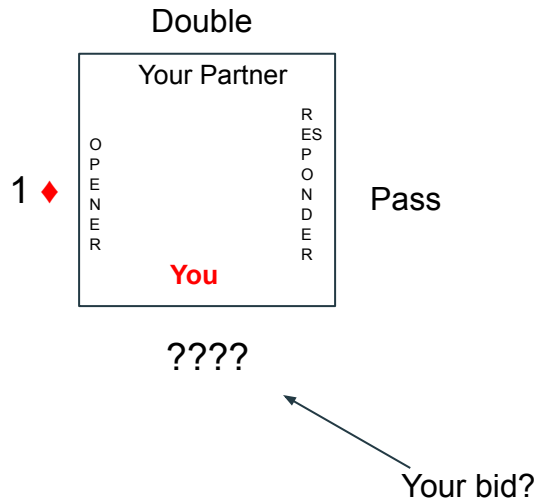
Left hand Opponent bids 1 \spadesuit . Partner Doubles. What's your bid?

1. \spadesuit 8 6
 \heartsuit A K 8 4 2
 \diamondsuit A 9 3
 \clubsuit J 5 4 (12 HCP)

Answer: 4 \heartsuit

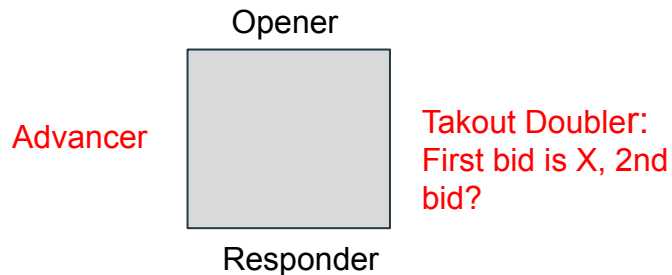
2. \spadesuit A 6 3
 \heartsuit K 4 2
 \diamondsuit Q J 9 8
 \clubsuit A 10 3 (14 HCP)

Answer: 3 NT



Rebids by Takeout Doubler

- Takeout Doubler strength categories
 - Minimum: 12 to 15 total points
 - Medium: 16 to 18 total points
 - Maximum: 19 to 21 total points



If Takeout Doubler has....	If Advancer's bid is showing a hand of 0-9 HCP by bidding "cheapest level"....	If Advancer's bid is showing a hand of 10-11 HCP by bidding best suit or NT at a higher level....	If Advancer's bid is showing a hand of 12+ HCP by jumping to game....
Minimum hand (12-15 HCP)	Takeout Doubler's rebid is <u>Pass</u>	Takeout Doubler should rebid by <u>raising Advancer's suit to the next level</u>	Takeout Doubler likely rebid is <u>Pass</u>
Medium hand (16 to 18 HCP)	Takeout Doubler should rebid by <u>raising Advancer's suit to the next level</u>	Takeout Doubler should rebid <u>to help select which suit/NT or if known, bid game</u>	Takeout Doubler should rebid <u>to help select which suit/NT or if known, bid game</u>
Maximum hand (19 to 21 HCP)	Takeout Doubler should rebid by <u>jump raising Advancer's suit to the next level to invite game</u>	Takeout Doubler should <u>continue bidding if slam is possible</u>	Takeout Doubler should <u>continue bidding if slam is possible</u>

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 12 HCP

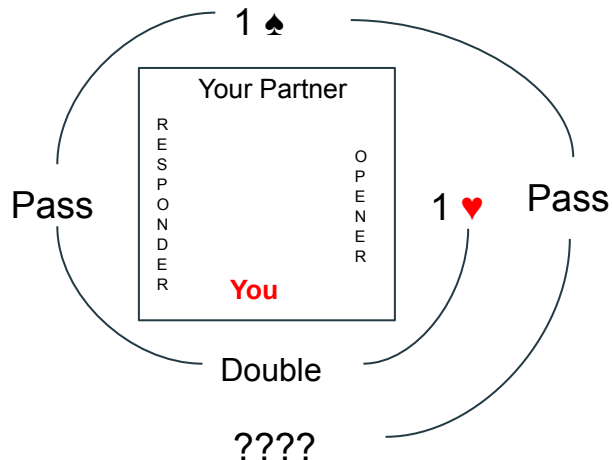
Rebid: PASS - Minimum hand

2. ♠ K Q J 6
 ♥ ---
 ♦ K Q 9 4
 ♣ A J 8 6 2 16 HCP

Rebid: 3♠ - Maximum hand

3. ♠ A 9 6 2
 ♥ 4
 ♦ K 8 7 3
 ♣ A K J 2 15 HCP

Rebid: 2♠ - Medium hand



URL for Takeout Doubles Handout

Click on this URL to view and print the Takeout Doubles handout

[Takeout Doubles Handout](#)