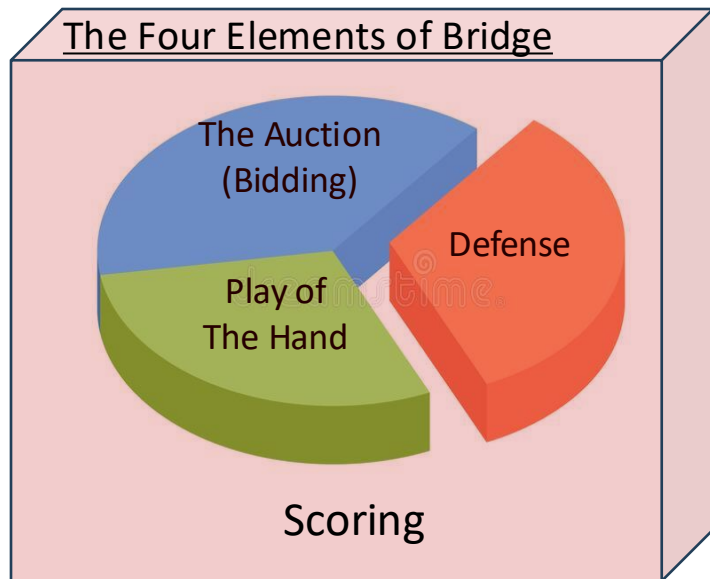


## Beginning Bridge II - Lesson 2.3

March 3 – April 14, 2025

9:00am – 12:00 pm



### The Four Elements of Bridge

**\*\* Revisited \*\***

The Mechanics of Bridge

- Tools & Materials
- Convention Cards
- Partnership Agreements
- Score Cards... and more

- Auction Objectives
- Opening a Major
- Opening a Minor
- Opening 1 No Trump
- Stayman, Transfers
- How High to Go (The bidding ladder)
- Part score, Game, Slam
- The Law of total Tricks
- How to get There (The Stoplight Chart)
- Tell your story and then PASS!
- Responding with support
- Responding with no support
- The Law of Total Tricks
- Losing Trick Count (LTC)
- Help Suit Game Try
- Reverses
- Inverted Minors
- Different types of bids
- Forcing - Non-forcing
- Invitational. - Drop dead bids
- XYZ & Checkback vs. FSF & NMF
- Strong openings
- 2 Clubs (Convention)
- 2 No Trump
- 2/1 Bidding Style
- Opening in 2nd, 3rd or 4th seat.
- Negative double (X)
- Cue bids
- Michael's Cue bid
- Sniffing for slam

#### The Four Elements of Bridge

**\*\* Revisited \*\***

The Mechanics of Bridge

- Tools & Materials
- Convention Cards
- Partnership Agreements
- Score Cards... and more

**Your Defensive Plan**

- Interfering in auctions
- Preemptive bids
- 2, 3 & 4 levels
- Responding to Preempts
- Takeout Doubles (X)
- Negative Doubles
- Overcalls
- Saves/Sacrifices
- Opening Leads
- Signals
- Attitude
- Suit Preference
- Count
- Discards
- Exit Cards
- Overcalls of 1NT & more

**Declarer's Plan**

- In suit contracts
- In No Trump
- The Finesse

**Scoring**

- Vul vs Non-Vul
- Trick Values
- Part Score vs. More
- Match Points vs. IMPS
- Avoid Bottoms, Find Tops

Instructor: J. Dietz johndietz@gmail.com  
Rev 2.14.25



**Lesson 2.3: Takeout Doubles, Cue Bids and Negative Doubles! And More!**  
**Convention Cards, Scoring and Play of The Hands**

## Warm Up Hand – 2.3.



Think about how you would bid this hand. ....

We will go over the bidding and play of this hand in class next Monday.

Dealer: E

Vul: N/S

**N**

<b>S</b>	4
<b>H</b>	J 9 7 6 4 2
<b>D</b>	K 9 5
<b>C</b>	A 7 3

**W**

<b>S</b>	10 9 7 3
<b>H</b>	A 10 3
<b>D</b>	Q 3
<b>C</b>	K Q J 10

<b>S</b>	Q J 8 5 2
<b>H</b>	8 5
<b>D</b>	7 6 4 2
<b>C</b>	5 2

**E**

<b>S</b>	A K 6
<b>H</b>	K Q
<b>D</b>	A J 10 8
<b>C</b>	9 8 6 4

**S**



You will find that there isn't usually just one right answer in bridge bidding, or in the play of the hand. Your challenge is to find a good solution each hand.

The more experience you get, the better your solutions will become!

## Review - Week 2 (Mar 10) - Five Basic Conventions & Bids



- Review of previous week. Questions?
- Warm up Quiz, How to bid this Hand 2.2.1. Split class into 2 groups
- Stayman, and Puppet Stayman
- Jacoby Transfers, Texas Transfers, 4 Suit Transfer

- 
- Cue Bids, many varieties
  - Take Out Doubles, and the BIG takeout double, and Pards responses
  - Negative Doubles,

**HELP** = Handouts, Exercises, Lecture, and Play of the hands to practice those skills that you are learning.

- What went well \_\_\_\_\_
- What didn't go well \_\_\_\_\_
- What was missing \_\_\_\_\_

## Week 3 (Mar 17) – Overcalls, Takeout Doubles, Cue Bids, Negative Doubles! Scoring, The Convention Card, & Play of the Hand



- Warm up hand 2.3.1
- Review of previous week. (Hand Evaluation, Stayman & Transfers). Questions
- Overcalls
- Takeout Doubles
- Cue Bids
- Negative Doubles
- Why Bother with Convention Cards?
- How Scoring Works in Bridge
  - The BridgeMates vs. Hand Score Sheets, Personal Score Sheets
  - Match Points vs. IMP scoring
  - Why Vulnerability matters
- Planning and Playing out Suit Contracts
- Planning and Playing No Trump Contracts



Next Week!

**HELP** = Handouts, Exercises, Lecture, and Play of the hands to practice those skills that you are learning.

- **Overcalls... and other ways for the Opponents to get into the Auction!**

Why do we overcall? List the reasons.....

- Get into the auction, to compete
- Interfere with the opener's bidding
- Take away bidding space
- Lead directive
- Helps you and Pard find a fit

Factors to consider when overcalling

- Suit length
- Suit strength
- Overall hand strength
- Level of bid
- Vulnerability

What is the range for a simple overcall? This is important! 7-17!  
Why is there an upper limit? Do I ever need it?

**Get into the Auction** Is that a good idea? You bet!  
Providing you have the right shape and hand strength.

**Remember:** When the opponents are left unencumbered and bid slowly to find their best spot, usually they get to a good contract and score.

**Overcalls - part 1**  
The term overcall refers to any bid by your side after an opponent has opened the bidding. Overcalls occur frequently, making them an important topic to discuss with your partner. Many new players have misconceptions about overcalls, however. Following are some guidelines on how to approach this topic.

**Why overcall?**  
Overcalling offers several advantages. Bidding your suit interferes with the opponents' exchange of information. Often it forces a bid and partner can correct the observation. Even if your bid doesn't partner bid, it is now forced into the bidding to state his side of the hand or appropriate lead. Even if partner can't respond after you overcall, he has a better idea of what to lead if your suit declares.

**Factors to consider**  
Some points to consider before making an overcall are your (1) suit length, (2) suit strength, (3) general hand strength, (4) vulnerability and (5) level.

An overcall at the one level is usually based on a five-card suit and doesn't promise or deny an opening bid or high-card strength. At the two level, the overcall would overcall the bidding. At the three level, the overcall is strong enough to qualify.

**Suppose your suit is strong or strong with**  
▲ 7 5 4 W ♠ A K 5 4 3 2 5 4 3 2 1 0  
▲ 7 5 4 W ♠ A K 5 4 3 2 5 4 3 2 1 0  
▲ 7 5 4 W ♠ A K 5 4 3 2 5 4 3 2 1 0

**Overcalls - part 2**  
Overcalls at the two level were discussed last month. An overcall interferes with your opponents' bidding and encourages the bid on your side.

**Example #1**  
Suppose your hand is stronger than the one shown above. You have a five-card suit and only 11 HCP. If you pass, partner can act and then you'll have a better idea how to proceed.

**Example #2**  
▲ 7 5 4 W ♠ A K 5 4 3 2 5 4 3 2 1 0  
▲ 7 5 4 W ♠ A K 5 4 3 2 5 4 3 2 1 0

**Overcalls - part 3**  
Many players have the mistaken idea that an overcall always shows less than an opening bid. In fact, some players bid double with an opening bid, over if they do not have support for all three suits with their good papers do not subscribe to this thinking. However, and overcall with fairly good hands as well as those that are less than opening strength.

**Suppose you hold**  
▲ 7 5 4 W ♠ A K 5 4 3 2 5 4 3 2 1 0  
▲ 7 5 4 W ♠ A K 5 4 3 2 5 4 3 2 1 0

**Overcalls - part 4**  
Suppose you have a five-card suit and only 11 HCP. If you pass, partner can act and then you'll have a better idea how to proceed.

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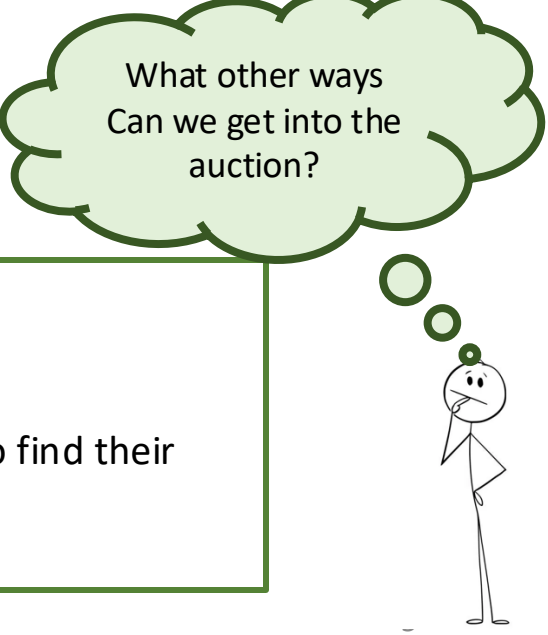
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# - Takeout Doubles & Responding to Takeout Doubles

**The BIG Takeout X**

- 18+ HCPs
- Will X then
- Bid his own suit!**

**Takeout Doubles** - You have a nice 13-point hand 2-4-4-3 shape and are all ready to open, **until**..... your darned RHO opens 1S. Rats and double rats! You have 13 points and wanted to open, but now you don't have a 5 card suit to overcall with. Pass? Heck no!

Use a **Takeout Double!** But when can you use it? When you have SOS!

**Takeout X**

- **S**hortness in opener's suit
- **O**pening hand\*
- **S**upport for 3 remaining suits

What is the range for a Takeout Double?  
 • This is important! 7-17! Same as a simple Overcall  
 Why is there an upper limit? Do I ever need it? Yes!

\* May count shortness points in opener's suit

## Responding to Takeout Doubles - After Pards takeout Double You Must Bid! (Why?)

.....That is unless your RHO bids, then you are off the hook.... Almost.  
 Generally, with 5+ points or some other constructive values you will bid over RHO.  
 If your RHO doesn't bid AND you have 0-9, bid your best suit at the cheapest level.  
 With 10-12 points jump in your bid, and with 13+, try to find a game.


**THE BIDDING TOOLKIT**



**Responding to a takeout double**  
 The use of a low-level double is a...  
 2. Bid INT with a relatively...  
 3. Bid INT with 11 or 12 HCP...  
 4. Jump to the three-level with a...  
 5. Make a game response in your...  
 6. Bid INT with 11 or 12 HCP...  
 7. Make a game response in your...  
 8. Bid INT with 11 or 12 HCP...  
 9. Cashed the opponent's suit...  
 10. You are lucky to have...

**Takeout Xs:** Are a great way for the opponents to 'get in the auction

**The Big Takeout X:** Shows 18+ points when Overcaller X's and then bids their own suit. Sometimes there is a game across from a Takeout X, so responder must tell more about his hand.



# - Cue Bids, Michaels Cue Bid & Western Cue Bid (Later)

The opportunity for Cue Bids occur many times each bridge session! There are several variations, with the most simple telling Pard that responder has a fit, and at least invitational values.

<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>
1H	1S	2S	

These bids must be 100% forcing and tell opener that responder has at least 3-card support for the major, AND an invitational+ hand. The advantages of Cue Bids are:

- They make it more difficult for the Advancer to get into the auction
- They don't take up too much bidding space for Opener & Responder.
- They are 100% Forcing for at least 1 round
- At higher levels they can take on different meanings.


Michaels Cue Bid (and it's cousin, the Unusual 2NT) are powerful ways to obstruct opponents!

- Overcaller has 5-5 in the two majors, or if a major was opened then 5 cards in the other major and 5 in an unknown minor.

Name	Purpose and Example
Limit Plus Bids	A bid in response that is implied suit Example: 1S - (2H) - 2H
Western Cuebid	Asking partner to consider 3rd suit with a stopper, often used at the 3 level. Example: (2H) - 2S - (2H) - 2H Then, 3H denies stopper
Eastern Cuebid	Showing partner a stopper Example: (2H) - 2S - (2H) - 2H Then, 3H shows stopper

**PLAY BRIDGE**



**Michaels Cuebid**

The Michaels cuebid — traditionally of the two Mays — shows — often a prior to describe a conventional hand in an invitational situation. It is typically reserved for hands with a 4-4 or stronger pattern.

When a player bids a suit which has originally been called by the opponents, the player has made a cuebid. A Michaels cuebid is almost never bid in the direct position. It is usually made after an opponent has made his bid. For example, if your right-hand opponent opened 1♠ and you bid 1♠, your 1♠ would be a cuebid. Further, if you and your partner agree to play Michaels cuebids, your 1♠ call would be a specific meaning.

**Major cuebids:**  
Let's say you hold a hand with two four-card majors such as:  
♠ A K Q J 3 ♣ A K J 2 ♣ 4 ♠ 1 7 or  
♠ Q J 4 1 ♣ W J 1 0 7 4 ♠ A 4 ♠ 4  
If you bid 1♠, you are showing a Michaels cuebid. When you bid 1♠, you are showing a Michaels cuebid. When you bid 1♠, you are showing a Michaels cuebid.

**Minor cuebids:**  
Let's say you hold a hand with two four-card minors such as:  
♠ A K Q J 3 ♣ A K J 2 ♣ 4 ♠ 1 7 or  
♠ Q J 4 1 ♣ W J 1 0 7 4 ♠ A 4 ♠ 4  
If you bid 1♠, you are showing a Michaels cuebid. When you bid 1♠, you are showing a Michaels cuebid.

**Major-minor cuebids:**  
Let's say you hold a hand with two four-card majors and one four-card minor such as:  
♠ A K Q J 3 ♣ A K J 2 ♣ 4 ♠ 1 7 or  
♠ Q J 4 1 ♣ W J 1 0 7 4 ♠ A 4 ♠ 4  
If you bid 1♠, you are showing a Michaels cuebid. When you bid 1♠, you are showing a Michaels cuebid.

**Unusual 2NT:**  
Let's say you hold a hand with two four-card majors and one four-card minor such as:  
♠ A K Q J 3 ♣ A K J 2 ♣ 4 ♠ 1 7 or  
♠ Q J 4 1 ♣ W J 1 0 7 4 ♠ A 4 ♠ 4  
If you bid 2NT, you are showing an Unusual 2NT. When you bid 2NT, you are showing an Unusual 2NT.



# - Negative Doubles & Support Doubles Preview

Negative Doubles come in many different shapes and sizes, but in their most simple form they express values and length in the unbid suits, particularly in the unbid major(s) in a competitive auction.

West	North	East	South
1C	1S	Dbl	

You would want to double above with hands like these.

J8 Q974 Q854 K42

Q53 KJ874 96 Q105 ... This hand isn't quite strong enough to bid 2 Hearts, need 10+

A3 AQ85 K52 J763

What about this auction, what does the Dbl show?

West	North	East	South
1D	1H	Dbl	
1D	Pass	1H	1S

X

**Take Aways:** Pard opens and your RHO overcalls, but wait.... You have some values and wanted to bid. You may not have 3 of Pard's suit, and may not have a stopper in RHO's suit so can't bid 1NT. But you do have at least 7-8 points. How many combined points do you and Opener have? Over half the deck. **Then bid..... a Negative X if you can.**

**SUPPORT DOUBLES**

Takeout, negative, penalty, lead-directing, support ... doubles can be confusing! A key to keeping them straight is to be clear about when each kind of double applies.

**When is a double a support double?**

- Our side opens the bidding 1-of-a-suit.
- Responder bids 1 or 1<sup>+</sup> in a suit (it doesn't matter if 1<sup>+</sup> is passed, bid, or doubled).
- RHO competes with a double or a suit overcall below 2 of responder's major.
- If opener doubles (or redoubles), that is a support double.

**What does a support double show?**

Exactly those cards support for responder's major suit. That's it! It doesn't say anything else about opener's hand: he can have any strength or distribution!

**Exercise 1. Which of these doubles are support doubles?**

1. 1C - 1S - Dbl

2. 1C - 1S - Dbl

3. 1C - 1S - Dbl

4. 1C - 1S - Dbl

5. 1C - 1S - Dbl

6. 1C - 1S - Dbl

7. 1C - 1S - Dbl

8. 1C - 1S - Dbl

9. 1C - 1S - Dbl

10. 1C - 1S - Dbl

11. 1C - 1S - Dbl

12. 1C - 1S - Dbl

13. 1C - 1S - Dbl

14. 1C - 1S - Dbl

15. 1C - 1S - Dbl

16. 1C - 1S - Dbl

17. 1C - 1S - Dbl

18. 1C - 1S - Dbl

19. 1C - 1S - Dbl

20. 1C - 1S - Dbl

21. 1C - 1S - Dbl

22. 1C - 1S - Dbl

23. 1C - 1S - Dbl

24. 1C - 1S - Dbl

25. 1C - 1S - Dbl

26. 1C - 1S - Dbl

27. 1C - 1S - Dbl

28. 1C - 1S - Dbl

29. 1C - 1S - Dbl

30. 1C - 1S - Dbl

31. 1C - 1S - Dbl

32. 1C - 1S - Dbl

33. 1C - 1S - Dbl

34. 1C - 1S - Dbl

35. 1C - 1S - Dbl

36. 1C - 1S - Dbl

37. 1C - 1S - Dbl

38. 1C - 1S - Dbl

39. 1C - 1S - Dbl

40. 1C - 1S - Dbl

41. 1C - 1S - Dbl

42. 1C - 1S - Dbl

43. 1C - 1S - Dbl

44. 1C - 1S - Dbl

45. 1C - 1S - Dbl

46. 1C - 1S - Dbl

47. 1C - 1S - Dbl

48. 1C - 1S - Dbl

49. 1C - 1S - Dbl

50. 1C - 1S - Dbl

51. 1C - 1S - Dbl

52. 1C - 1S - Dbl

53. 1C - 1S - Dbl

54. 1C - 1S - Dbl

55. 1C - 1S - Dbl

56. 1C - 1S - Dbl

57. 1C - 1S - Dbl

58. 1C - 1S - Dbl

59. 1C - 1S - Dbl

60. 1C - 1S - Dbl

61. 1C - 1S - Dbl

62. 1C - 1S - Dbl

63. 1C - 1S - Dbl

64. 1C - 1S - Dbl

65. 1C - 1S - Dbl

66. 1C - 1S - Dbl

67. 1C - 1S - Dbl

68. 1C - 1S - Dbl

69. 1C - 1S - Dbl

70. 1C - 1S - Dbl

71. 1C - 1S - Dbl

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74. 1C - 1S - Dbl

75. 1C - 1S - Dbl

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77. 1C - 1S - Dbl

78. 1C - 1S - Dbl

79. 1C - 1S - Dbl

80. 1C - 1S - Dbl

81. 1C - 1S - Dbl

82. 1C - 1S - Dbl

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91. 1C - 1S - Dbl

92. 1C - 1S - Dbl

93. 1C - 1S - Dbl

94. 1C - 1S - Dbl

95. 1C - 1S - Dbl

96. 1C - 1S - Dbl

97. 1C - 1S - Dbl

98. 1C - 1S - Dbl

99. 1C - 1S - Dbl

100. 1C - 1S - Dbl

**Bidding Tip:**  
**Negative Doubles** are done by the Responder and **Support Doubles** are done by the Opener!





## Week 4 (Mar 24) – Play of the Hand & More on Doubles

- Warm up Quiz, how to bid and play this hand
- Review of previous week. (Hand Eval quiz, (Hand Evaluation, Stayman & Transfers).
- Questions?
- **Suit Contract** Play of the Hand
- **No Trump Contract** Play of the Hand
- Support Doubles and Responsive Doubles
- Reopening Doubles
- Penalty Doubles
- Lead Directing Doubles.....and more



# Week 3 (Mar 17) – Takeout Doubles, Cue Bids and Negative Doubles! And More

Notes:

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*HELP = Handouts, Exercises, Lecture, and Play of the hands to practice those skills that you are learning.*