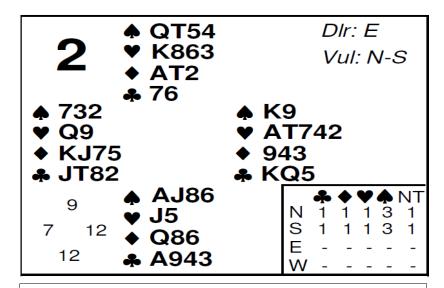


$$\begin{array}{ccccc} \underline{N} & \underline{E} & \underline{S} & \underline{W} \\ 1S & X & P & 2H \\ P & P & P \end{array}$$

Bidding: N opens 1S. E makes T/O Double. S is too weak to bid. W must bid, bids 2H. The end.

Lead: Leads from KJ & AQ are very bad. 9C looks like least damaging lead.

Play: North opened the bidding. S was too weak to respond. Play N for all the high cards. Lead low H towards Q to lose only 1H. Lead low D towards KJ to lose only 1D. Can get to W hand only twice (with AH & QC), so can take only 2 finesses.

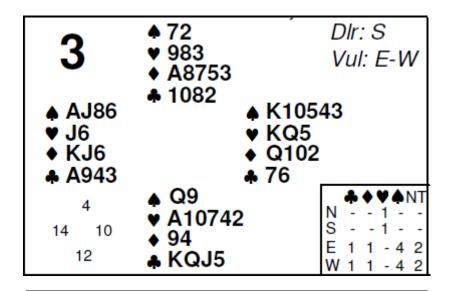


Bidding: E opens 1H. S makes T/O Double. W is too weak to bid. N makes 9-11 bid, jumping to 2S, showing full value of hand on 1st bid. S: doesn't bid again, combined total known to be less than 25.

Lead: KC, top of touching honours, is great lead.

Play: Play the opener E for missing high cards. Lead low S towards AJ to lose no S. With E opening 1H, hearts rate to be 5-4-2-2. If you try to ruff hearts in S hand, W will overruff. You can ruff 1 heart after pulling trump. Looks like you will lose only 3H, 1D, 1C ... making 2.

Takeout Doubles by Ed L'Heureux (25Feb2025)

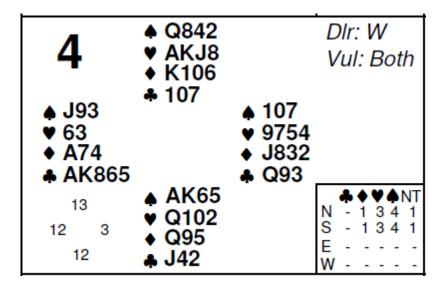


$$\begin{array}{cccc} \underline{N} & \underline{E} & \underline{S} & \underline{W} \\ & & 1H & X \\ P & 2S & P & 3S \\ P & 4S & \& 3 \text{ passes} \end{array}$$

Bidding: After T/O Double, East makes a 9-11 bid, jumping to 2S, showing full value of their hand. West can "see" possibly 25, makes a 3S invitation. East has 10 HCP + 1 length point, bids game.

Lead: KC, top of touching honours is great lead.

Play: Should lose only 1H, 1D, 1C, making 4. With 9 trump, odds favour playing off A & K hoping to drop the Q. If you want to finesse, the opener South is more likely to have the face cards.



| <u>N</u> | <u>E</u> | <u>S</u> | $\underline{\mathbf{W}}$ |
|----------|----------|----------|--------------------------|
| | | | 1 C |
| X | P | 2C | P |
| 2H | P | 2S | P |
| 4S | P | P | P |

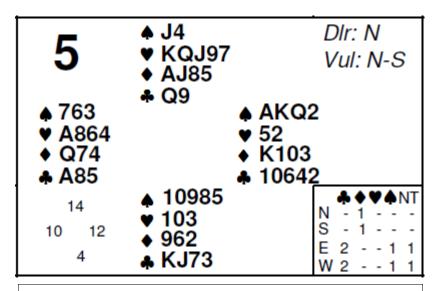
Bidding: After a T/O Double, bid the opponent suit to show a game forcing hand. Do not jump to game; you might need room for exploration. North has both majors, bids the lower one. South has only 3 hearts, so bids 2S. With a fit now found, North bids the 4S game.

Lead: AC, top of AK, is great lead.

Play: Hand plays itself. Lose only AC, KC, AD.

Pitch losing D on JH if necessary.

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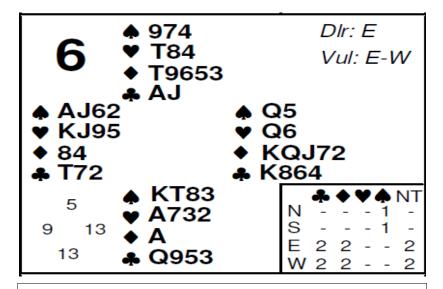


$$\begin{array}{ccccc} \underline{N} & \underline{E} & \underline{S} & \underline{W} \\ 1H & X & P & 1NT \\ P & P & P \end{array}$$

Bidding: The normal response to a T/O Double is to bid your longest suit. But W has only 3 card suits except for the opponent suit. You can bid 1NT in such cases with 8+ points. Bid a 3 card major with fewer points.

Lead: KH. K from KQJ in a long suit is a great lead against NT. Sets up 4 tricks in this case.

Play: Even with 10HCP this will be hard to make. West can take 3 spades, 2 Aces and a trick in diamonds. There is no obvious 7th trick. Play North for both A & J of diamonds. Lead low to the Ten.

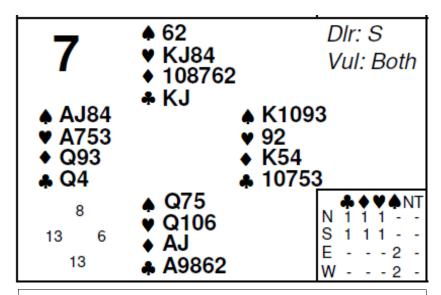


$$\begin{array}{cccc} \underline{N} & \underline{E} & \underline{S} & \underline{W} \\ & 1D & X & 1NT \\ P & P & P \end{array}$$

Bidding: West has enough to bid, but is reluctant to bid hearts or spades since South has shown these with the T/O X. West bids 1NT. When West bids, North is no longer obliged to bid in response to the T/O Double. With a weak hand, North should pass.

Lead: 9S or TH, top of nothing in the suits that South has shown with the T/O X. Avoid leading the weak diamond suit that East has bid.

Play: Only 1 immediate trick, AS. But can set up 2 D tricks, 2 H tricks, 1 C trick and 1 more S trick (in that order) to make 7 total tricks (2S+2H+2D+1C).



$$\begin{array}{cccc}
\underline{N} & \underline{E} & \underline{S} & \underline{W} \\
& & 1C & X
\end{array}$$
1D 1S and 3 passes

Bidding: West makes T/O Double. Should have 4 of each major. North might like to bid 1H, but West has shown hearts with the T/O double. North can bid the 5 card D suit. East is no longer forced to bid, but with 6+ points can bid 1 of a suit. E/W find their spade fit. S might "stretch" to 2C or 2D. West or East would then compete to 2S. (about half the points & 8 combined spades).

Lead: AD & then JD is OK. (Partner bid the suit.) **Play:** West losers: 1S, 3H, 2D, 2C = 8 total. Ruff 2 hearts in East hand before pulling trump. Finesse South (opener) for QS. Difficult, but can make 2S.

Bidding: N has only 10 HCP, but with 4-card support in every other suit, N can count 3 shortness points for the singleton. S has enough to bid 2S over the 2H bid. West might pass or might compete to 3H. Both OK.

Lead: Against 2S, top of nothing 9D looks best. Against 3H, Top to touching honours KD looks best.

Play: In 2S, N/S lose only 1S, 1H & 2C, making 3S. North's shortness in H makes the extra trick possible. E/W are down 1 in 3H. But down 1 (lose 50 points) is better than letting N/S make 2S or 3S (lose 110 or 140 points).

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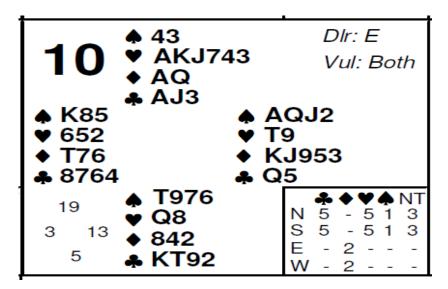
Dlr: N **98** ♥ A10876 Vul: E-W ♦ 97 AKJ5 J643 KQ5 95 K43 AJ42 KQ3 10843 976 A1072 12 QJ2 13 10865 Q2

Bidding: E has a full opening hand but cannot overcall (no 5 card suit), cannot make a T/O Double (too many hearts, not 4 spades) and too weak for 1N. Sometimes you must pass with a good hand. W too weak to make T/O Double.

Lead: KS or KD, top of touching honours.

Play: N losers = 1S, 1H, 2D, 0C = 4 total. Makes 3H.

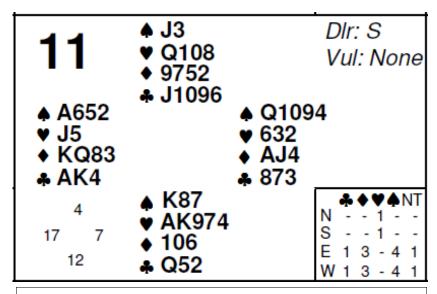
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Bidding: North makes a T/O Dbl, then bids a new suit. This shows 17+ points & excellent suit. South is "almost forced" to bid. With 0-3 points and 0-1 hearts, South could pass. With 5 points and 2 hearts, South should bump to 3H, wich North raises to 4H.

Lead: If North has a solid suit, TH is a safe neutral lead. Other leads look like they might cost a trick.

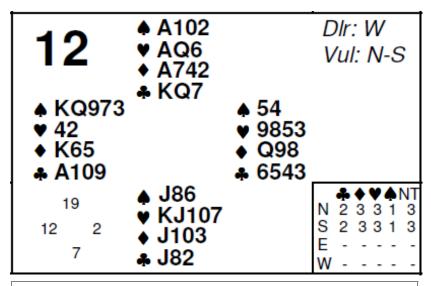
Play: Potential losers = 2S, 1D, 1C = 4 total. When QC falls, JC & TC become good, making 5H.



Bidding: W makes T/O Double. E 1S bid shows 0-8 points (no jump). W raise to 2S shows 17+ & asks partner to bid game with 7-8. East obliges.

Lead: AH. A from AK is great lead at a suit contract.

Play: From W viewpoint, lose 1-2S, 2H, 1C = 4-5 total. Pull trump first. Best play of trump suit: play A then low to Q. This captures the J, so lose only 1 spade. Now run the diamonds, pitching a low club from E hand on QD. (Lose only 1 spade. Pitch losing club on long diamond.) Makes 4S.



$$\begin{array}{cccc} \underline{N} & \underline{E} & \underline{S} & \underline{W} \\ & & 1S \\ X & P & 2H & P \\ 2NT & P & 3NT & and all pass \end{array}$$

Bidding: N makes a T/O double and then bids NT. This shows a balanced 19+. North would bid 1NT immediately with 15-18. South can see 26 combined points (7 & 19+), so raises to 3NT game.

Lead: 5S. Lead partner's suit.

Play: At NT, count fast winners. After the spade lead, you have 2S, 4H, 1D = 7 total. Play on clubs before attacking other suits to set up 2 C winners, bringing total to 9.