

Lesson 20

The competitive auction

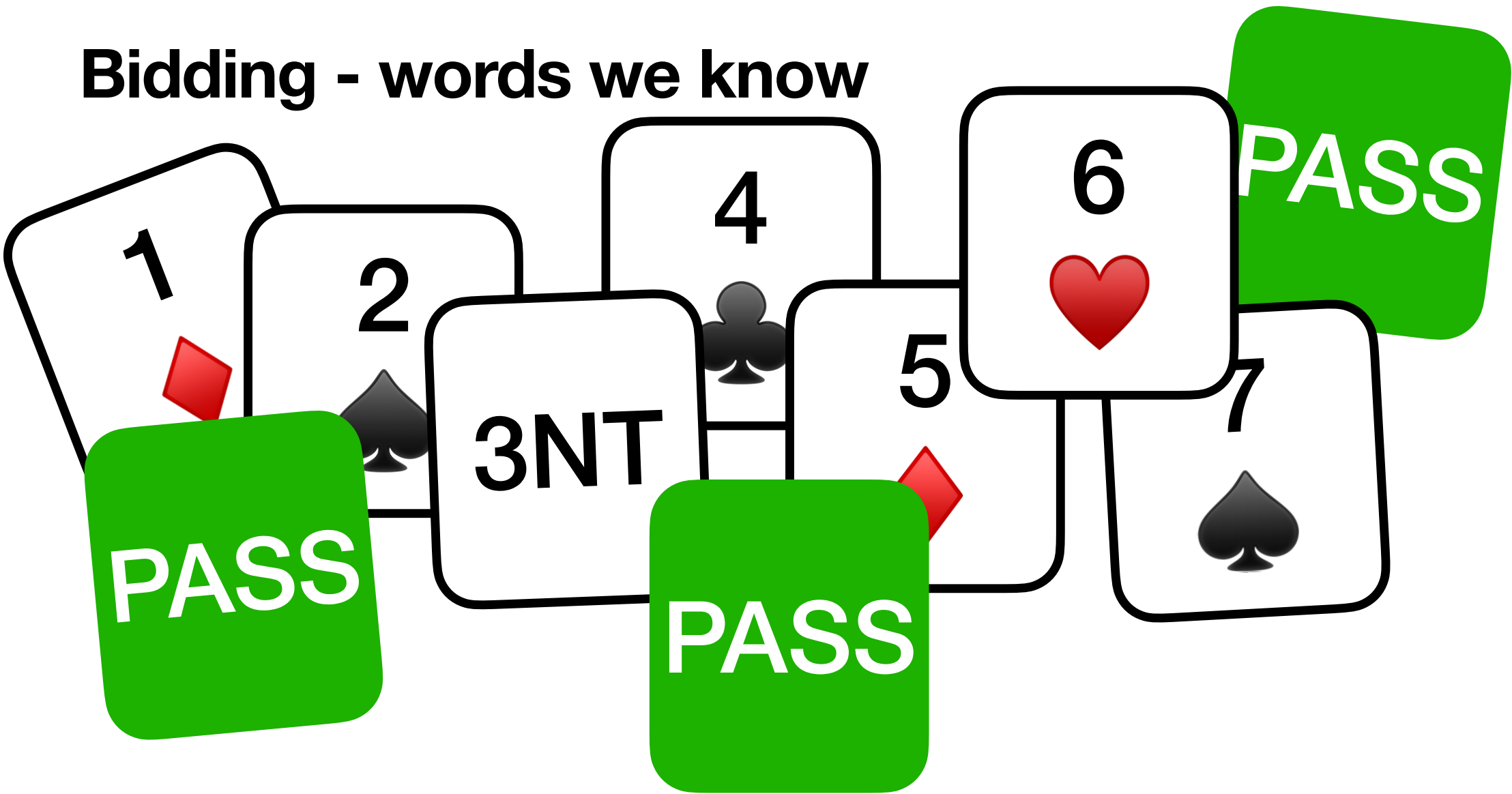
Introduction to the *takeout double*

Book Pages 96-99 sections 6.2

Objectives for Lesson 20

- What is a *double*?
- Requirements for a *takeout double*
- *Responding to a takeout double*
- Continuing the *bidding*
- Action by *opener's partner*
- *Penalty or takeout?*

Bidding - words we know



Two new words



Double



Redouble

What does *double* mean?



Written as "dbl" or "X"

West	North	East	South
1♥	Pass	! 3♥	Pass
4♥	X	Pass	Pass
Pass			

- The effect of a *penalty double* is to increase the *penalty* if the opposition fail to make their *contract*
- "I don't think you can *make* what you have *bid* and I want to increase the *penalty score* for my side"
- If they *make* the *contract*, they *score* more!
- Can only *double* an opponent's *bid*, cannot *double* your side's *bids*
- Each *player* has another turn to *call* after a *call* of *double*
- Another *bid* cancels the effect of the *double*, although the *call* remains in the *bidding* table, and the *card* remains on the table
- When partner does a *penalty double* - you usually "*leave it in*"

What does *redouble* mean?

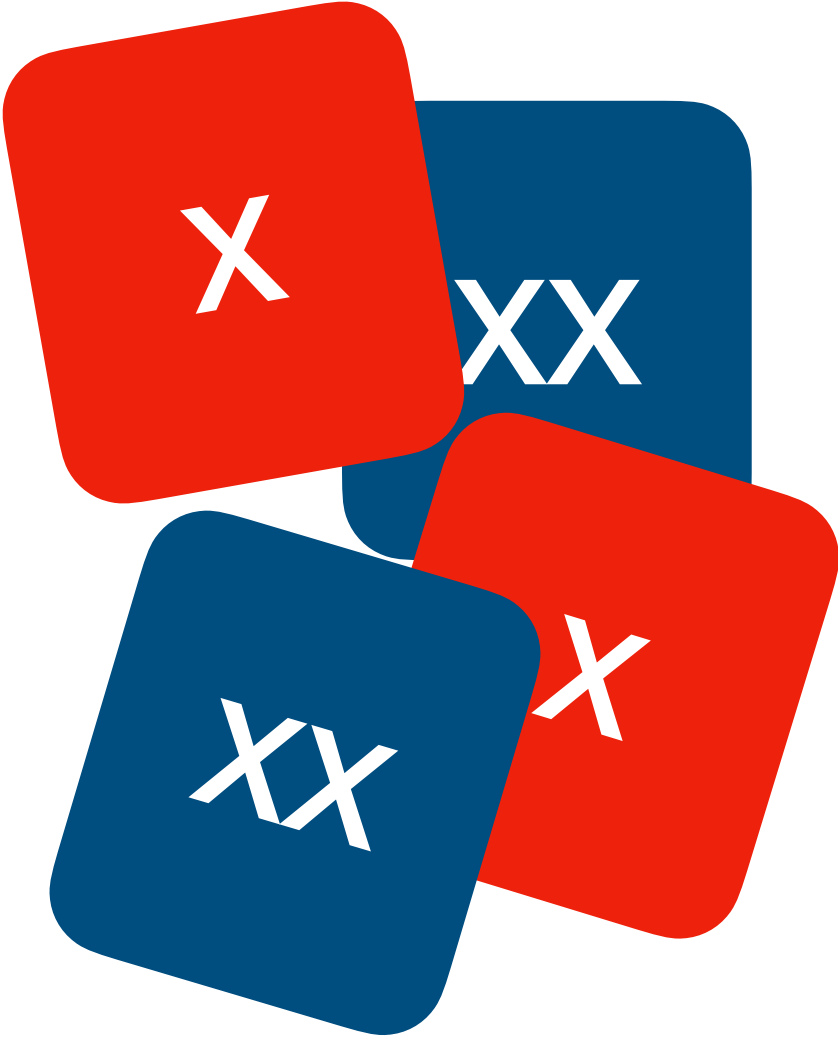


Written as "rdbl" or "XX"

West	North	East	South
1♥	Pass	! 3♥	Pass
4♥	X	Pass	Pass
XX	Pass	Pass	Pass

- The effect of *redouble* is to increase your score if you make your *contract*
- “I can *make* my *contract* and I'm insulted that you think I can't”
- If you don't make your *contract*, the *penalty* score is even worse!
- Can only *redouble* an opponent's *double*
- Each *player* has another turn to *call* after a *call* of *redouble*
- Another *bid* cancels the effect of the *redouble*, although the *call* remains in the *bidding* table, and the *card* remains on the table

How many times can I *double* or *redouble*?



West	North	East	South
1♥	X	XX	Pass
Pass	1♠	X	Pass
Pass	XX	Pass	2♦
X	Pass	Pass	Pass

- You can only *double* a *bid* once
- You can only *redouble* a *double* once
- But you can *double* a new *bid* in the same *auction*
- What is the *final contract*?
 - 2♦X by South

Can I *double*?

South (you)

♠ 4

♥ A K J 9 7

♦ Q 5 4 3

♣ K Q 2

West	North	East	South
		1♥	Pass

Reasons **not** to *double* a low-level *contract* for *penalties*:

- Don't yet have enough info to know the *contract* will go off
- Don't know if this will be the best *score* for your side
- *Penalty double* helps *declarer* place missing *points* & *cards*
- *Opponents* have *bidding* room to find a better *contract*
- If you *pass* they may *bid* even higher
 - and then you can *double* that *contract*
- We don't *double* low-level *contracts* for *penalties*
- So we can use the *double* to mean something else

What about now?

West	North	East	South
		1♥	X

South (you)

♠ A 10 4 2

♥ 7

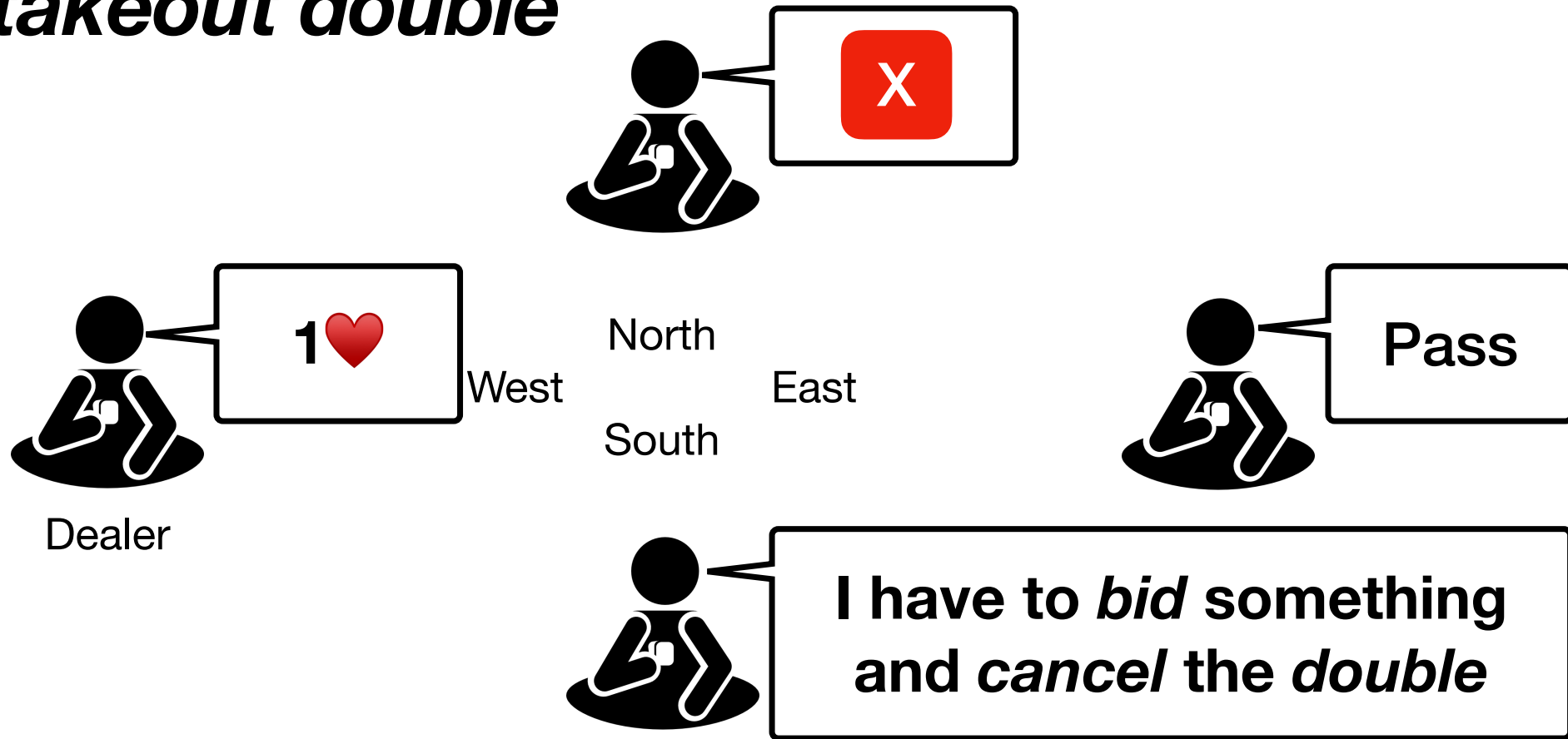
♦ A Q 5 4

♣ K Q 3 2

South has an *opening hand* but cannot *overcall* (no 5+ card suit), so how can South get involved in the *auction*?

- We can use the *call of double* to mean something other than its *natural* meaning
- We use the *double* to show a good *hand* with *support* for all the other *suits*, asking *partner* to choose a *suit* as *trumps*
- This is called a *takeout double*

The *takeout double*



What do I need for a *takeout double*?

- The *opposition* open the *bidding* with *one** of a *suit*
- The *takeout double* shows:
 - An *opening hand* (12+ *points*)
 - A *shortage** in the *bid suit* (a *void*, *singleton* or *doubleton*)
 - At least *three** *cards* in each* of the other *unbid suits*
 - It says "please *bid*, partner"

* We are covering **simple** *takeout doubles*

RHO opens 1♠ - can you double?

Hand 1

♠ 2

♥ A 10 4 2

♦ A Q 5 4

♣ Q 10 9 3

X

Hand 2

♠ 9 6

♥ K Q 8 7

♦ A J 5 4

♣ K Q 3

X

Hand 3

♠ 2

♥ A 10 4 2

♦ A Q 5

♣ Q 10 9 3 2

X

Other requirements?

- *Support for the unbid major*
- *Double rather than overcall in a poor suit*
- *Bid a 5-card major rather than a double*
- *No upper limit*

RHO opens 1♥ - your call?

Hand 2

♠ A Q 9 6

♥ 7 5

♦ A Q 10 6 5

♣ A 4

X

Hand 3

♠ K Q 9 3 2

♥ 4

♦ A 4 3

♣ K J 7 6

1♠

Hand 4

♠ Q 10

♥ K J 3 2

♦ A 7 6

♣ Q 10 4 3

Pass

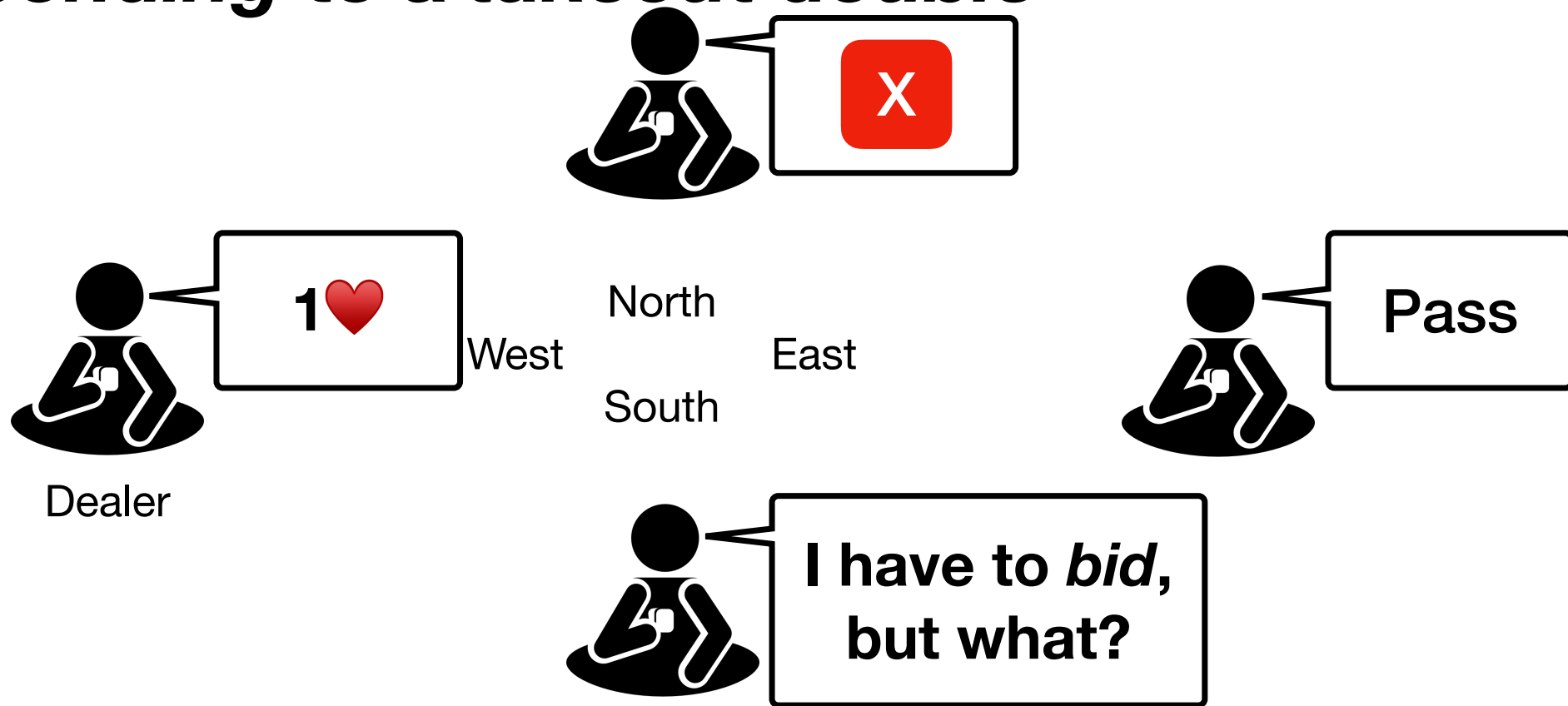
Recap: Guidelines for a *one-level overcall*

What do you need to *overcall* at the *one-level*?

- *Point* range about 8 to 16 *HCPs*
- A good ***five-card or longer suit***
- Examples of good *five-card suits*:

K Q 4 3 2	K Q 10 9 8	A Q 8 6 4	A Q 10 9 4
A J 10 8 6	K J 10 9 4	A K 10 5 2	Q J 10 5 2

Responding to a takeout double



Responding to a takeout double?

- Take it out - *bid* something
- Even with no *points*?
- So with some *points*, *jump bid*
- What about *bidding* no trumps?
- Can I ever *pass a takeout double*?

Q1

West	North	East	South
1♥	X	Pass	1♠

♠ 5 4 3 2

♥ 4 3 2

♦ 4 3 2

♣ 4 3 2

**DON'T
PANIC**

Even if you have no *points*, you must *bid*

Q2

West	North	East	South
1♥	X	Pass	2♦

♠ 7 5 3

♥ 6 5 4

♦ J 7 4 3 2

♣ Q 6

Even if you only have 0-5 *points*, you must *bid*

Q3

West	North	East	South
1♥	X	Pass	1♠

♠ K 8 3 2

♥ 9 5

♦ J 8 6 3 2

♣ 8 7

Even if you only have 0-5 *points*, you must *bid*
Prefer to *respond* in a *major*

Q4

West	North	East	South
1♥	X	Pass	! 2♠

♠ A J 9 5 4

♥ A 6 3

♦ 4 3

♣ 7 6 5

So with more *points*, you need to *jump*
Imagine partner had *bid* 1♠, you would *raise* to 2♠

Q5

West	North	East	South
1♥	X	Pass	! 2NT

♠ K 3

♥ Q J 9 6

♦ Q 10 3 2

♣ Q J 5

2♦ could be 0-8 *points*, so even 3♦ possible... but...
with heart *stops*, *bid* no trumps - 2NT shows 10-12 *points*

Q6

West	North	East	South
1♥	X	Pass	Pass

♠ 3

♥ Q J 10 9 8 7

♦ 10 3 2

♣ Q J 5

The *pass* converts the *takeout double* into a *penalty double*

Summary: *Responding to a takeout double*

- If you have a *fit* (i.e. 5+ cards) with one of partner's *unbid suits* (3+ cards), you can add *shortage points* to your *HCPs*
- A *suit bid* at the lowest level: 0-8 points, four or more cards (very exceptionally three cards)
- A *jump bid* in a suit: 9-12 points, four or more cards
- *No-trump bids*: the same point range as in response to a one of a *suit bid*: **AND** at least one stop in the opponent's suit:
 - 1NT bid: 6-9 HCPs and at least one stop in the opponent's suit
 - 2NT bid: 10-12 HCPs and normally two stops in the opponent's suit
 - 3NT bid: 13-15 HCPs and at least two stops in the opponent's suit
- *Pass* (converting the *takeout double* to a *penalty double*) when your longest suit is the opponent's suit, and it is exceptionally strong, e.g. Q J 10 9 8 7. Your partner should lead a trump - are your trumps good enough to welcome a singleton trump lead?

Doubler's continuation

<div>D</div> <div>1</div>		<div>N North</div> <div> ♠ KQ102 ♥ A5 ♦ KQ874 ♣ 85 </div>
<div>W West</div> <div> ♠ J93 ♥ Q1072 ♦ A32 ♣ QJ7 </div>		<div>E East</div> <div> ♠ A854 ♥ KJ86 ♦ J ♣ A943 </div>
		<div>S South</div> <div> ♠ 76 ♥ 943 ♦ 10965 ♣ K1062 </div>

W	N	E	S
	1♦	X	P
! 2♥	P	P	P

- West has 10 *points*, so enough for *double jump*
- But *doubler* has a minimum *hand* so not enough to go to *game* opposite 9-12 *points*

Doubler's continuation

<div data-bbox="114 376 338 608"> <div>D</div> <div>4</div> </div>	<div>N North</div> <div>♠ A543</div> <div>♥ 86</div> <div>♦ K765</div> <div>♣ AK8</div>	
<div>W West</div> <div>♠ K2</div> <div>♥ AKQ53</div> <div>♦ 83</div> <div>♣ Q1097</div>		<div>E East</div> <div>♠ 1096</div> <div>♥ 109</div> <div>♦ A10942</div> <div>♣ J42</div>
	<div>S South</div> <div>♠ QJ87</div> <div>♥ J742</div> <div>♦ QJ</div> <div>♣ 653</div>	

W	N	E	S
1♥	X	P	1♠
P	P	P	

- South has 7 *points*, but is *forced to bid*
- The *doubler* has a minimum *hand* so not enough to go to *game* opposite 0-8 *points*

Doubler's continuation

- Your *double* has described your *hand*
- Partner is often *forced* to *bid* even with 0-8 *points*
- Do not *bid* on without extra *values* - see later

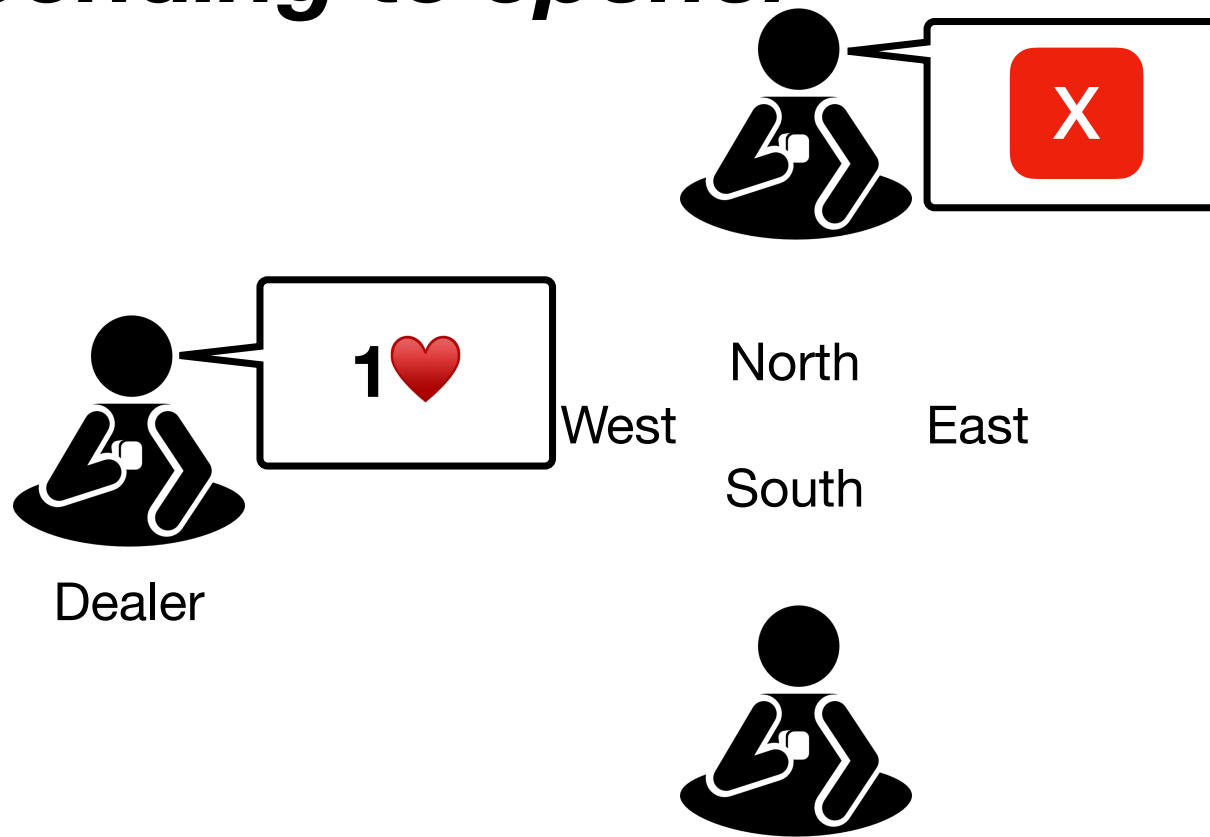
Action by *opener's* partner

<div>11</div> <div>D</div>		N North ♠ 75 ♥ AJ93 ♦ 872 ♣ Q876
W West ♠ AK108 ♥ 6 ♦ J1054 ♣ AJ109		E East ♠ QJ942 ♥ 842 ♦ K963 ♣ 3
	S South ♠ 63 ♥ KQ1075 ♦ AQ ♣ K542	

W	N	E	S
			1♥
X	! 3♥	3♠	P
4♠	P	P	P

- North needs less *points* to *bid* at the 3-level, and tries to *buy* the *contract*
- East, with a 5-3 *fit* and a *shortage* invites to *game*
- West, also with a *shortage*, *bids game*

Responding to opener



Action by *opener's* partner

- *Bid* as normal, except:
 - Pass on a poor 6 or 7 *points*
 - Adjust *limit raises*, i.e. less *points*

Penalty double or takeout double by South?

N	North
♠	987
♥	76
♦	AQJ542
♣	Q4

W	N	E	S
1♠	P	2♠	X
P	! 4♦	P	5♦
P	P	P	

- After a 1-level opening bid, doubles of suit bids up to & including 2♠ are takeout
- North, with 9 HCPs + 2 shortage points, bids 4♦
- South bids to game

Takeout or penalty?

- When the opposition *open* with a *suit bid* at the *1-level*:
 - *Doubles* of *suit bids* up to & including 2♠ are ***takeout***
 - *Doubles* of *3-level* or higher *bids* are for ***penalties***
- *Doubles* of *no trump bids* are for ***penalties***

Takeout or penalty?

West	North	East	South
1♣	X	1♦	X
! 3♣	X	All Pass	

1♣X is a *takeout double*, 1♦X is a *takeout double*
 (shows two 4-card majors, giving partner a choice)
 3♣X is a *penalty double*

West	North	East	South
1♠	X	Pass	! 3♥
X	All Pass		

1♠X is a *takeout double*
 3♥X is a *penalty double*

West	North	East	South
1NT	X	All Pass	

1NTX is a *penalty double*

West	North	East	South
1♥	X	Pass	1♠
X	All Pass		

1♥X and 1♠X are *takeout doubles*, but East's
 pass converts 1♠X to a *penalty double*

West	North	East	South
1♣	Pass	1♠	X
2♣	2♥	All Pass	

1♠X is a *takeout double*, shows hearts & diamonds
 After West's *rebid*, North can *pass*, but with some
points and *support* for hearts, chooses to bid 2♥

More advanced *takeout doubles* - *HCP ranges*

<i>HCPs</i>	<i>Shortage in suit bid?</i>	<i>3+ cards in unbid suits?</i>
12+	Yes ¹	Yes ²
16+	No ³	Yes ²
19+	No	No ⁴

¹ either *doubleton*, *singleton* (add an extra point) or a *void* (add two extra points)

² ensures that if *partner* responds with a *suit bid*, that we have a minimum *7-card fit*

³ with a *stopper* in *opener's suit*, a *1NT overcall* (*balanced 16-18 HCPs*) is preferred

⁴ *doubler's rebid*: *NT* shows *balanced 19+*; a *new suit* shows *unbalanced 19+*

Review and Questions

- *Takeout double* to get into the *auction*
 - at least an *opening bid* strength but may be very strong
- Terms: *shortage, tolerance, opening hand*
- *Penalty double* at higher levels

Quiz

Bid these hands with your partner

North opens 1♣, then N/S pass

WEST

♠ K 10 7 5

♥ K 3

♦ J 10 7 4 2

♣ 7 6

EAST

♠ A Q 8 2

♥ A J 9 6

♦ K Q 6 3

♣ 4

Quiz 1/6

West	North	East	South
	1♣	X	Pass
1♠	Pass	2♠	All Pass

- With 0-8 *points* West *bids* the *major*
- East has a good *hand*, but 2♠ is enough opposite a *hand* that may not have any *points* at all

South opens 1♦, then N/S pass

WEST

♠ A J 9 2

♥ K J 2

♦ 8 4

♣ K Q 7 2

EAST

♠ 7 5

♥ Q 4 3

♦ K J 9 6

♣ J 10 5 4

Quiz 2/6

West	North	East	South
			1♦
X	Pass	1NT	All Pass

- 2♣ by East would not be a mistake, but 1NT expresses East's values better

North opens 1♠, then N/S pass

WEST

♠ A J 3 2

♥ 7 4 3

♦ K 8 7

♣ Q J 5

EAST

♠ 5

♥ A Q J 10

♦ A Q 5 2

♣ K 10 8 7

Quiz 3/6

West	North	East	South
	1♠	X	Pass
! 2NT	Pass	3NT	All Pass

- West is too strong for 1NT, so instead *jumps* to 2NT
- East (with 16 *HCPs*) *raises* to 3NT

South opens 1♦, then N/S pass

WEST

♠ A 4 3

♥ A 7 4 2

♦ 2

♣ A Q 8 5 3

EAST

♠ 8 7 6

♥ K Q 10 8 5

♦ 6 5 4

♣ K 10 8 7

Quiz 4/6

West	North	East	South
			1♦
X	Pass	! 2♥	Pass
! 4♥	All Pass		

- With 8 *points* and a very good 5-card heart suit opposite a minimum of 3-cards, West can *jump* to 2♥
- With an 9-card *fit* in hearts and 3 *shortage points*, West can attempt *game*

North opens 1♣, then N/S pass

WEST

♠ K 10 4

♥ K 10 4 3 2

♦ A 2

♣ J 7 5

EAST

♠ Q J 5

♥ A Q 8 6

♦ K Q 7 6 4

♣ 2

Quiz 5/6

West	North	East	South
	1♣	X	Pass
! 2♥	Pass	! 4♥	All Pass

- West is worth a *jump* to 2♥ with 11 *points* and a *five-card suit*
- East will *raise to game*

South opens 1♠, North raises to 2♠

WEST

♠ 3 2

♥ A J 7 2

♦ A Q 6 5

♣ Q J 10

EAST

♠ J 8 5

♥ Q 9 3

♦ 10 7 4

♣ 9 8 3 2

Quiz 6/6

West	North	East	South
			1♠
X	2♠	All Pass	

- Even after West's *takeout double* East is not obliged to *bid* after there has been an *intervening bid*
- As East has nothing to say, they simply *pass*
- East/West do best to try to *defeat 2♠*

Takeout or penalty?

West	North	East	South
1NT	Pass	2♣	X

2♣X is neither a *penalty* nor a *takeout double*

2♣ is *Stayman* asking partner for a *four-card major*

Doubling an artificial bid is a lead directing double, asking partner to lead the doubled suit

West	North	East	South
1♦	Pass	1♠	Pass
2♣	Pass	2♥	X

Doubling a fourth-suit bid cannot be a takeout double - this is again a lead directing double

West	North	East	South
1♠	2♣	3♣	X

Doubling a cue-bid, is also a lead directing double

West	North	East	South
1♠	Pass	3♠	Pass
4NT	Pass	5♦	X

Doubling a Blackwood response is also a lead directing double

West	North	East	South
1♥	Pass	4♥	Pass
4♠	Pass	5♣	X

Doubling a control-showing cue-bid is also a lead directing double

Playing *hands*...

	♠ K Q 10 2 ♥ A 5 ♦ K Q 8 7 4 ♣ 8 5	
♠ J 9 3 ♥ Q 10 7 2 ♦ A J 2 ♣ Q J 7	N W S	E ♠ A 8 5 4 ♥ K J 8 6 ♦ 3 ♣ A 9 4 3
	♠ 7 6 ♥ 9 4 3 ♦ 10 9 6 5 ♣ K 10 6 2	

1st Board : Dealer: North

WEST	NORTH	EAST	SOUTH
	1♦	X	Pass
! 2♥	All Pass		

- East has a classic *takeout double* of 1♦, 12 points and a 4-4-1-4 shape, with the shortage in the suit opened
- West might have no points to respond to the double but actually has 11
- To tell partner the good news, West bids 2♥, but East, with a minimum, can only pass

	<p>♠ 9 6 5</p> <p>♥ K Q 7 3 2</p> <p>♦ A 4</p> <p>♣ 7 5 3</p>	
<p>♠ 10 8 7</p> <p>♥ 8 6</p> <p>♦ 10 7 6 5</p> <p>♣ A 10 8 6</p>	<p>N</p> <p>W</p> <p>S</p>	<p>♠ A K Q 4 3 2</p> <p>♥ 10 4</p> <p>♦ Q J 9</p> <p>♣ 9 4</p>
	<p>♠ J</p> <p>♥ A J 9 5</p> <p>♦ K 8 3 2</p> <p>♣ K Q J 2</p>	

2nd Board : Dealer: East

WEST	NORTH	EAST	SOUTH
		1♠	X
Pass	! 3♥	Pass	4♥
All Pass			

- South has a clear-cut *takeout double* of 1S
- North is a great deal better than he might be, with a good *5-card suit* and *9 points*
- South has a little to spare and scrapes up a 4♥ *bid*, clearly right as North should manage *eleven tricks*

	<p>♠ 7 6</p> <p>♥ K 6 4 3</p> <p>♦ J 10 7 4</p> <p>♣ 10 8 7</p>	
<p>♠ 9 5</p> <p>♥ A Q 8 5</p> <p>♦ K 8 3</p> <p>♣ A 9 6 3</p>	<p>N</p> <p>W</p> <p>S</p>	<p>♠ K J 10 2</p> <p>♥ J 10</p> <p>♦ Q 6 5 2</p> <p>♣ J 4 2</p>
	<p>♠ A Q 8 4 3</p> <p>♥ 9 7 2</p> <p>♦ A 9</p> <p>♣ K Q 5</p>	

3rd Board : Dealer: South

WEST	NORTH	EAST	SOUTH
			1♠
X	Pass	1NT	All Pass

- West has a minimum *takeout double* because the *doubleton* spade is a weaker *holding* than a *singleton*, but it is correct to *double*
- East has 8 *points* and at least one, possibly two, spade *stops*
- A 1NT *bid* seems more attractive than *bidding* 2♦, as it show some values but keeps the *bidding* at the one *level*
- 1NT may go *down*, but it's the best *contract* for East/West

	♠ A 5 4 3 ♥ 8 6 ♦ K 7 6 5 ♣ A K 8	
♠ K 2 ♥ A K Q 5 3 ♦ 8 3 ♣ Q 10 9 7	N W S	E ♠ 10 9 6 ♥ 10 9 ♦ A 10 9 4 2 ♣ J 4 2
	♠ Q J 8 7 ♥ J 7 4 2 ♦ Q J ♣ 6 5 3	

4th Board : Dealer: West

WEST	NORTH	EAST	SOUTH
1♥	X	Pass	1♠
All Pass			

- South *responds* 1♠ to North's *takeout double*
- Note that North has already described his *hand* with a double and should not *raise* spades
- West leads A♥
- As there are 2 hearts, 1 club, 1 diamond and one spade to be lost, South must play carefully to succeed

Guidelines for a *one-level overcall*

- *Point* range about 8 to 16 *HCPs*
- A good ***five-card or longer suit***
- Examples of good *five-card suits*:

K Q 4 3 2	K Q 10 9 8	A Q 8 6 4	A Q 10 9 4
A J 10 8 6	K J 10 9 4	A K 10 5 2	Q J 10 5 2

Responding with a *fit*

<i>Points</i>	<i>Bid</i>
0 to 5	Pass
6 to 9	<i>Raise to the two-level</i>
10 to 12	<i>Raise to the three-level</i>
13 to 15	<i>Raise to the four-level</i>

Responding with a new suit

- A good *six-card* or longer *suit* (two *honours*)
- Or a very good *five-card suit* (3 of the top 4 *honours*)
- Encouraging
- Not *forcing*
- About 8 to 12 *points*

Responding with a *fit* - **recap!**

<i>Points</i>	<i>Bid</i>
0 to 5	Pass
6 to 9	<i>Raise to the two-level</i>
10 to 12	<i>Raise to the three-level</i>
13 to 15	<i>Raise to the four-level</i>

Responding in no trumps

<i>Points</i>	<i>Bid</i>
0 to 8	Pass
9 to 12	<i>Bid</i> 1NT
13 to 15	<i>Bid</i> 2NT
16 to 18	<i>Bid</i> 3NT

Guidelines for a *two-level overcall*

- *Point* range about 10 to 16 *HCPs*
- A good ***six-card or longer suit***
- Examples of good *six-card suits*:

K Q J 8 7 6	A Q 9 8 4 2	A K J 6 4 2	K J 10 8 6 2
Q J 10 8 5 2	K Q 10 9 7 6	A Q J 8 5 3	A J 10 6 4 2

Responding to a two-level overcall

<i>Points</i>	<i>Bid NT with stops</i>	<i>Raise a suit with support</i>
0 to 9	Pass	Pass
10 to 12	<i>Bid 2NT</i>	<i>Raise to three-level</i>
13 to 15	<i>Bid 3NT</i>	<i>Raise to four-level</i>