

Takeout Double

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The takeout double is a double that asks partner to bid one of the unbid suits. The double usually shows 11+ points and 3+ cards in each unbid suit. Some basic examples:

South

♠A532	West	North	East	South
♥KQJ5	Pass	Pass	1♣	Dbl ¹
♦AT93				
♣7				

(1) Takeout double, asking partner to bid diamonds, hearts or spades — whichever suit he has the greatest length and strength in.

♠AQ32	West	North	East	South
♥K4	1♣	Pass	1♥	Dbl ¹
♦AT973				
♣72				

(1) Takeout double, asking partner to bid diamonds or spades.

♠A532	West	North	East	South
♥KJT5	1♦	Pass	1NT	Dbl ¹
♦6				
♣KQT3				

(1) Not for penalty; asks partner to bid clubs, hearts or spades.

Takeout doubles can also be made with strong one-suited hands (16+ points):

♠AKQ32	West	North	East	South
♥A4	1♣	Pass	Pass	Dbl ¹
♦KQ3	Pass	1♥	Pass	1♠ ²
♣752				

(1) Takeout double.

(2) A new suit by the doubler shows a strong one-suited hand. However, this is not forcing.

Responses to a Takeout Double

After hearing a takeout double from partner, the following actions are available.

Response	Meaning
Pass	Converts the takeout double into a penalty double. At the one- and two-levels of bidding, Pass shows a very strong trump holding, general values, and no biddable suit. A low-level Pass should never be made on a weak hand that wants to be excused from bidding. It especially should not be made on a weak hand with a handful of little trumps. At higher auction levels, the Pass can be based more on points and/or flat shape.
A "cheapest-level" suit response	Natural, 3+ cards (usually 4+ cards) and 0-9 points. Not forcing.
A jump shift in a suit	Natural, 4+ cards and 10-12 points. Not forcing.
A double jump shift in a suit	In response to a double at the 1-level, this is weak, 6+ card suit and 6-8 points. Not forcing. Note that some partnerships may play this as strong.
A "cheapest-level" no-trump bid	Natural, balanced, 7-10 HCP. Promises a stopper in the enemy suit. Tends to deny a biddable 4-card major.
A jump shift in no-trumps	Natural, balanced, 11-12 HCP. Otherwise, see above.
3NT	Balanced with a stopper in the opponents' suit(s), signoff. Opposite a 1-level takeout double, this shows roughly 13-15 HCP.
Cue-bid	10+ points, artificial and forcing. Typically unbalanced without a better alternative bid. Some may play this stronger, showing a game-forcing 12+ points. Doubler's rebids are natural.

Ranges vary slightly by partnership, but this is in the ballpark of common practice.

Responses After Interference

If your right-hand opponent bids over partner's double, then any "free" bid shows 6+ points and at least a 4-card suit. If the takeout double is redoubled, all bids are natural but jump suit bids become preemptive, showing at least 5 cards and 0-8 points.

How high to play takeout doubles is a matter of partnership agreement. Many partnerships play takeout doubles through the 3-level, and then "optional" or penalty doubles beyond that.

Rebids by the Doubler

If partner hasn't promised any strength, the doubler should only bid again with a very good hand.

The following are the rebids after partner has responded 1 of a suit (possibly with 0 points).

Response	Meaning
1NT	If your immediate 1NT overcall shows a balanced 15-18 HCP with a stopper, then this shows a bad 18 to 20 HCP. Not forcing.
2NT	21-22 HCP, balanced, promising a stopper. Not forcing.
A new suit	Natural, 5+ cards, 19+ points. Not forcing.
Single raise of partner's suit	16-18 points, 4+ card support. Not forcing.
Jump raise of partner's suit	19-21 points, 4+ card support. Not forcing.
Cue-bid	19+ points, one-round force. No other suitable bid.

Any other bid (such as raising to game, leaping to 3NT, raising 1NT to 2NT etc.), is strong. If you play [splinter bids](#), you can treat a jump cue-bid in the enemy suit as a splinter in support of partner's suit.

See also

[Equal Level Conversion](#)

A method of showing certain 4-5 hands after a takeout double.

[Lightner Double](#)

A lead-directing double of an enemy slam contract.

[Low-Level Penalty Double](#)

A double of an enemy partscore that isn't artificial, e.g. takeout.

[Maximal Double](#)

A conventional double used as a major suit game try.

[Negative Double](#)

A conventional double used by responder after opener starts the bidding with one-of-a-suit and the next player makes a suit overcall.

[Optional Double](#)

A conventional double made after an opponent has opened the bidding with a preempt.

[Responsive Double](#)

A conventional double used when partner makes a [takeout double](#) and the next player raises his partner's suit.

[Snapdragon Double](#)

A conventional double by fourth seat after the first three players bid three different suits.

[SOS Redouble](#)

A conventional redouble that asks partner to bid a new suit.

[Stripe-Tailed Ape Double](#)

A double of an enemy game contract, in hopes of stopping the opponents from continuing on to slam.

[Support Double](#)

A conventional double used by opener after partner makes a suit response and the next player overcalls.

♣Thrup Double

A double of a 3-level preempt asking partner to bid 3NT with a stopper.

About

Bridgebum began in 1999 and covers a large set of descriptions of bidding conventions, declarer play and defense, and more.

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Latest Update

Fast Arrival by Danny Kleinman

Fast arrival is the theory that when a forcing bid is available below game, a jump to game denies, but a forcing bid implies, slam interest.