

Responding to Partner's Takeout Double

Two Ways to Use a Takeout Double

1. A request for partner to bid one of the unbid suits.
 - a. It guarantees support for any suit partner might bid, except the suit(s) bid by the opponents.
 - b. It guarantees opening hand strength.
2. A very strong hand and a strong suit. With this hand, after partner bids you will mention your suit, encouraging partner to bid game if she has any help at all.

Two Types of Takeout Doubles

Opening Bid 1 

Type 1

 K J 8 3

 10 8

 Q J 9 2

 A Q 2

Type 2

 A K J 8 5 3

 8

 A 10

 A K J 8

When Partner Makes a Takeout Double

- You know a great deal about the hand
 - You know LHO has a opening bid
 - You know your partner has opening bid strength.
 - You know a good bit about your partner's distribution.
 - By inference, you can make a good approximation of RHO's strength.

The Advancer's Responses

- When Partner makes a takeout double, your hand is referred to as the advancer.
- The Advancer's Standard Bidding Chart
 - With 0 to 8/9 points bid at the minimum available level.
 - With 9 to 11 points bid by jumping a level.
 - With 12+ Bid game or a forcing bid that leads to a game.
- Do remember, if RHO passes, you must bid regardless of the strength of your hand.

♠ J 8 3
♥ 10 6 4 2
♦ 9 5 2
♣ 7 6 4

North

1 ♥

2 ♥

East

double

2 ♠

South



pass

all pass

West

1 ♠

Some Points to Remember


- Partner's double of an opening bid is considered takeout through 4  .
- Therefore, if the opening bid is 4  , you may pass. You must use your judgement.
- If partner doubles an opening bid, and RHO bids, your obligation to bid is removed.
 - Partner is asking you to bid so...
 - If you have some values, you should bid.

Example Hands You are West


North

1 

Hand 1

 J 8 3 2

 4 2

 Q 9 5 2

 7 6 4

pass

East

double

South

2 

Hand 2

 K 8 3 2

 4 2

 Q J 5 2

 7 6 4

2 

West

??

Example Hands You are West

North

1 

East

dble

South

2 

West

??

Hand 3

 K 8 2

 4 2

 K Q 9 5 2

 7 6 4

3 

Showing More Than Minimum Values

- When you have more than minimum values, you need to let partner know that game **may be possible**.
 - You do this by jumping a level when you bid.
 - A jump bid by the advancer is invitational, not forcing.

Example Hands You are West

North

1 

Hand 4

 K 8 5 2

 4 2

 A K 9 8 5

 7 6

3 

East

dble


South

2 

Hand 5

 A Q 8 2

 A 4

 K 10 9 4

 7 6 4

West

??

4 






Example Hands You are West

North	East	South	West
2 	dbler	Pass/ 3	 ??

Hand 5

 K 8 5 2
 4 2
 A K 9 8
 7 6 4
3 

Hand 6

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





Advancing In No Trump

- You can advance partner's takeout double in no trump. Here's the standard bids.
 - 7-10 points with a sure stopper in the opener's suit, bid 1nt.
 - 11-12 points with a solid stopper (better a double stopper) bid 2 nt.
 - 13+ points with a solid stopper in the opener's suit, bid 3 nt.
- This tells partner that you do not have a major suit fit.

Example Hands You are West



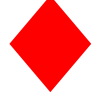

North	East	South	West
1 	dbler	Pass	??

West hand 7

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

1 nt

West hand 8

	Q 8 2
	A Q 5 2
	Q J 10
	7 6 4

2nt

Example Hands You are West

North
2 

East
dble

South
Pass

West
??

West Hand 9

 J 8 5

 K Q 3

 A K 9 8

5

 Q 4

When You Have Game Values

- Whenever the advancer has 12 or more points, game is a good possibility.
- Even if the doubler has only 12 point, if you become declarer, you will know where the majority of the missing high cards are.
- For example:
 - Opener has 13 points
 - Doubler has 12 points
 - You have 12 points






How Can the Advancer Force Partner?

- When partner has made a takeout double:
 - Your minimum level suit-bid is not forcing. Indeed, partner should pass unless she has extra values.
 - If you jump in a suit, it is not forcing. A jump bid by the advancer is invitational, but not forcing.
- So when the advancer has game values, how does she force the doubler? **The only forcing bid from the advancer is a cue-bid of the opponent's suit.**






Remember You Can Bid the Game Directly or Make a Cue Bid.

North	East	South	West
1 	dble	Pass	??

West hand 10

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

West hand 11

 A Q J 8 5	
 10 3	
 A J 10	
 9 5 4	
4 	

Can the Takeout Doubler Bid Again?

- Yes, but only when encouraged or forced by the advancer.
- To bid again without being forced or encouraged by the advancer, the doubler must have extra values.
 - 17 + points...
 - Extra length in the suit partner has bid.

Bidding Sequence 1

North

1 

2 

East

dbld

??

South

pass

West

1 

West hand 14

 K J 10 7

 A 10 5 3

 A 8

 Q J 4

pass

West hand 15

 A K J 7

 A J 10 3

 8

 Q J 10 4

2 

Bid Your own Suit with a Strong Hand

North

1 

Pass

East

double

??

South

2 

West

Pass

East hand 16

 A K J 4 2

 5

 A Q 9

 K J 10 4

2 

Bidding Sequence 2

North

1 

3 

East

double

??

South

2 

West

2 

West hand 16

 K J 10 7

 A 10 5 3

 A 8

 Q J 4

3 

West hand 17

 A K J 7


 A J 10 3

 8

 Q J 10 4


4 

You Cue Bid When You Want Partner to Choose the Suit

North	East	South	West
1 	double	Pass	??

West hand 13

 K 8 4 2

 10 5

 A J 9

 K Q J 4

2 