

Takeout Double Basics:

Situation: Right hand opponent opens the bidding and you would like your side to compete. You are contemplating a double. What should your hand look like?

- Most **common case**: Hand worthy of an opening bid with shortness in opener's suit (pass if you have their suit). You don't have the right kind of hand for an overcall. Often you will find yourself without the perfect hand for a takeout X. Strain to X when you have the other major or majors if your lie is small ☺.
- Example: 1H by ops, X by you says I have tolerance for the other 3 suits (emphasis on the other major).
- Example: 1C by ops, X by you says I have tolerance for the other 3 suits (emphasis on the majors).
- Example: 2D by ops, X by you says I have tolerance for the other 3 suits (emphasis on the majors).
- In the rare case where you have a rock crusher and long suit double, intending to bid your suit at next turn (18 or more pts). You intend to invite pard to game even when pard shows minimum strength.

As advancer what do you do when pard makes takeout double? The logic of partnership bidding does not change. You ask yourself the following question: Does our side have part score, game-invitational, or game forcing strength? You have the awesome responsibility of taking charge to find out, and the competitive auction makes your task more difficult than when you are unimpeded.

- Advancer must bid if RHO passes. Please don't pass.
- With 8 or fewer points advancer bids longest suit at lowest possible level – **minimum** hand. You are aiming for a part score unless partner has a monster.

- With 9-11 points advancer bids longest suit by jumping one level (major suit emphasis) – hand that **invites to game**. Your jump will give pard good estimate of partnership assets.
- With 12 or more points advancer cue bids opponents' suit (**game forcing** hand). Partner knows that you are heading for game or double of opponents for penalty.
- Pard wants you to bid a suit, but occasionally you will have the opponents' suit. You can bid 1NT with 7-10 points and stopper in ops suit. Other cases when you have ops suit:
 - Don't pass.
 - What is your cheapest bid if you are weak?
 - Would you ever think about passing for penalty?

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Examples. For each of these hands answer the following questions:

RHO opens the bidding with 1 diamond. What do you do?

RHO opens the bidding with 1 heart. What do you do?

RHO opens the bidding with 1 spade. What do you do?

RHO opens the bidding with 1 club. What do you do?

Hand 1

♠ Q J 7 6

♥ A Q J 6

♦ 5 2

♣ K 5 2

Hand 2

♠ 9

♥ A Q 8

♦ 10 3 2

♣ K Q J 9 7 2

Hand 3

♠ J 9 8 6 2

♥ 8 4

♦ A K 9 3

♣ A 4

Hand 4

♠ Q 10 4 2

♥ Q J 7 3

♦ Q 3

♣ A 6 2

Now your partner doubles LHO's opening bid of one of a suit. How do you advance (respond to the takeout double) if RHO passes?

LHO opened 1C

LHO opened 1D

LHO opened 1H

LHO opened 1S