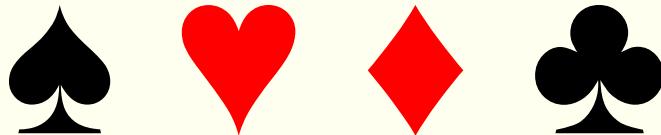


COMPETITIVE BIDDING

Week 2

Takeout Doubles of 1 Level
Bids



What to bid?

?

♠ A J 5 2

♥ K 9 6 3

♦ K Q 8 3

♣ 7



What to bid?

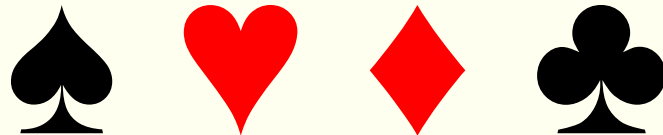
?

♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7

1 ♦

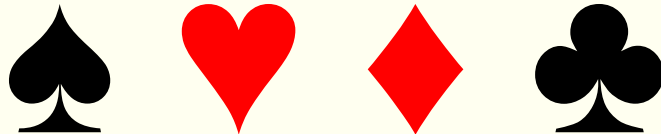
1 ♣ - ?

♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7



What to bid?

- You have 13 HCP and would like to bid
- You don't have a 5 card suit, so you can't overcall
- You have support for diamonds, hearts or spades
- Your partner is in the best position to decide what denomination to play in

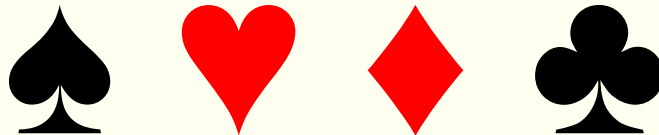


What to bid?

?
♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7
1 ♦

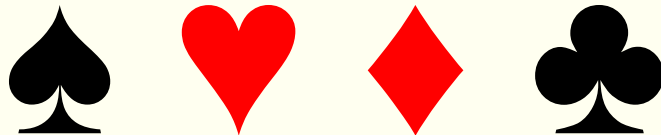
1 ♣ - ?
♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7
X (Double)

- A double of a 1 level bid is almost universally used to ask your partner to choose a trump suit
- Your partner will take out the double into one of the unbid suits
- The bid is called a takeout double



TAKEOUT DOUBLE

- The double of a one level bid is artificial and ideally shows a hand with opening points or better and four cards in each of the unbid suits
- In practice, it shows three or more cards in each unbid suit and at least 11 HCP or a hand too strong to overcall



TAKEOUT DOUBLE

1 ♦ - ?

♠ K Q J 2
♥ K 4 3 2
♦ 2
♣ A 9 8 4

Double. Ideal
shape and 13 HCP

1 ♦ - ?

♠ A Q 2
♥ K Q 6 4
♦ 8 7
♣ Q 10 6 5

Double. OK shape
and 13 HCP

1 ♦ - ?

♠ K J 3
♥ A K 6
♦ Q 9 6
♣ 9 7 6 2

Pass. Poor shape
and 13 HCP

1 ♦ - ?

♠ A Q 10 5 3
♥ K 5
♦ K 6
♣ A Q 7 5

Double. Too
strong to overcall



TAKEOUT DOUBLE

1 ♦ - ?

♠ K Q 2
♥ A K 3
♦ 5 2
♣ J 8 6 5 2

Double. Nearly
OK shape 13 HCP

1 ♦ - ?

♠ A 8 7 3
♥ A 7 5 2
♦ 4
♣ Q 8 6 2

Pass. Good shape
10 HCP Too weak

1 ♦ - ?

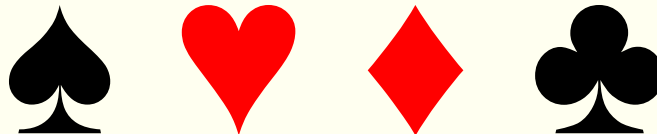
♠ A K Q 9 6
♥ 9 5 4
♦ 7
♣ K 8 7 2

1 ♠. Spades are
key feature

1 ♦ - ?

♠ A K 7 6
♥ K Q
♦ K J 3 2
♣ 7 5 3

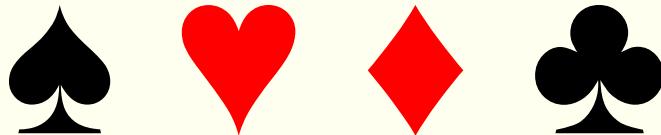
Pass. 15 HCP
Poor shape



TAKEOUT DOUBLE

Advance (RHO passes)

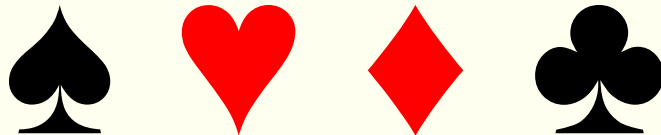
- You must bid unless you have length and strength in their suit and some values
- Bid your best suit (not opener's suit) with 0-9 HCP. On rare hands you may have to bid a 3 card suit
- Jump in a 4+ card suit (not opener's suit) and 10-12 HCP (Add distribution points with 5+ cards in suit)
- Bid game with 5+ card suit (not opener's suit) and 13+ TP



TAKEOUT DOUBLE

Advance (RHO passes) (continued)

- Bid 1NT with 7-10 HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Bid 2NT with 11-12 HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Bid 3NT with 13+ HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Cue bid opponent's suit with 13+ HCP if unsure of which suit to play in



TAKEOUT DOUBLE

Advance

1 **♦** - X - P - ?

♠ J 6 3
♥ 6 4 3
♦ J 7 5 3
♣ 7 4 2

1 **♥**. What else
can you do?

1 **♠** - X - P - ?

♠ 7 5 4
♥ J 9 8 3
♦ 8 4
♣ K J 5 3

2 **♥**. Prefer to
respond in major

1 **♥** - X - P - ?

♠ 6 5 4
♥ 8 4 3
♦ K Q 8 4
♣ A Q 3

3 **♦**. 11 HCP and
4 diamonds

1 **♥** - X - P - ?

♠ K Q 7 4 3
♥ 6
♦ K 6 5 2
♣ 9 7 6

2 **♠**. 11 TP and 5
spades



TAKEOUT DOUBLE

Advance

1 ♥ - X - P - ?

♠ 7 5
♥ K Q J 10 4 2
♦ Q 3 2
♣ 5 4

Pass. Your trumps should be good

1 ♥ - X - P - ?

♠ K J 5
♥ Q J 10 3
♦ J 7 2
♣ 8 6 3

1 NT. 8 HCP and double stop

1 ♥ - X - P - ?

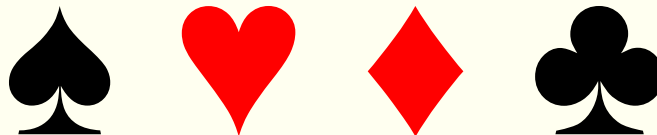
♠ K 3 2
♥ K J 10 8
♦ A 5
♣ 9 8 7 3

2 NT. 11 HCP
Double stop

1 ♦ - X - P - ?

♠ K J 9 8
♥ A Q J 9
♦ K 4
♣ 8 7 5

2 ♦. 14 HCP
Which suit?



WHAT DOES THE DOUBLER DO NEXT?

Doubler must keep in mind you may have absolutely no high cards unless you jump

- Pass
- Compete in your suit if the opponents bid
- Invite game in your suit if opponents pass
- Bid game
- Bid a new suit or opponent's suit with a very strong hand



WHAT DOES THE DOUBLER DO NEXT?

1 ♦ - X - P - 1 ♥

P - ?

♠ K Q J 2

♥ K 4 3 2

♦ 2

♣ A 9 8 4

Pass. Game unlikely

1 ♦ - X - P - 1 ♥

P - ?

♠ K J 9 2

♥ A K 4 2

♦ 2

♣ A 9 8 4

2 ♥. Game try

1 ♦ - X - P - 1 ♥

2 ♦ - ?

♠ K Q J 2

♥ K 4 3 2

♦ 2

♣ A 9 8 4

2 ♥. Competing, ambiguous

1 ♦ - X - P - 1 ♥

2 ♦ - ?

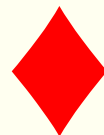
♠ K J 9 2

♥ A K 4 2

♦ 2

♣ A 9 8 4

3 ♥. Game try



WHAT DOES THE DOUBLER DO NEXT?

1 ♦ - X - P - 2 ♥

P - ?

♠ K Q J 2

♥ K 4 3 2

♦ 2

♣ A 9 8 4

4 ♥. Game likely

1 ♦ - X - P - 2 ♥

P - ?

♠ K 6 5 3

♥ Q 6 2

♦ 7 2

♣ A J 8 3

Pass. Minimum,
poor support

1 ♦ - X - 1 ♥ - P

P - ?

♠ A Q 10 5 3

♥ K 5

♦ K 6

♣ A Q 7 5

1 ♠. Too strong to
overcall

1 ♦ - X - P - 1 ♥

P - ?

♠ K Q J 4 3 2

♥ A Q

♦ 2

♣ K Q J 2

2 ♠. Too strong to
overcall. Good suit



WHAT DOES THE DOUBLER DO NEXT?

1 ♦ - X - P - 2 ♥

P - ?

♠ A J 9 6 2

♥ 5

♦ A 9

♣ A K Q 7 3

2 ♦. Very strong.
Bid another suit

1 ♦ - X - P - 2 ♦

P - ?

♠ A 6 3 2

♥ K Q 6

♦ 5 4

♣ K J 9 2

2 ♠. This is the
best suit to bid

1 ♦ - X - P - 1 ♥

3 ♦ - ?

♠ K Q 5 2

♥ K 9 7 3

♦ 4

♣ Q 9 5 2

Pass. Nothing
extra for 3 level

1 ♦ - X - P - 1 ♥

3 ♦ - ?

♠ K Q 5 4

♥ A K 4 2

♦ 8 5

♣ A 7 4

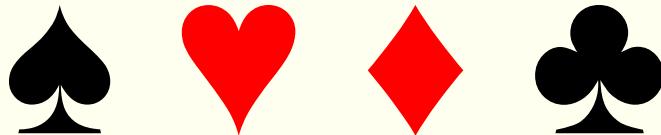
3 ♥. Something
extra for 3 level



TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

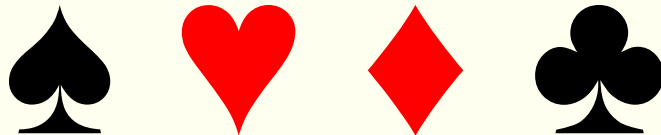
- You do not have to bid unless you have some values
- Bid what you would have bid without RHO's raise if you can
- Bid a 4-5 card suit at two level with 6-9 HCP (Add distribution points with 5 cards in suit)
- Bid a 4-5 card suit at three level (not opener's suit) and 8-12 HCP (Add distribution points with 5 cards in suit)
- Need fewer HCP to bid 6+ card suit
- Double to show 9+ HCP and unsure of denomination



TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

- Bid game with 5+ card suit (not opener's suit) and 13+ HCP
- Bid 2NT with 11-12 HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Bid 3NT with 13+ HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Cue bid opponent's suit with 13+ HCP if unsure of denomination



TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

1 ♥ - X - 2 ♥ - ?

♠ Q 6 4
♥ 7 5 4
♦ Q 9 5 3
♣ 9 7 4

Pass. You don't
have to bid

1 ♥ - X - 2 ♥ - ?

♠ K Q 6 3
♥ 9 8 5
♦ Q 9 6 2
♣ 7 4

2 ♠. Enough to
compete

1 ♠ - X - 2 ♠ - ?

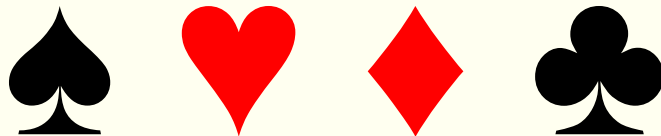
♠ 9 6 5
♥ K J 8 7
♦ A J 6 4
♣ 7 5

3 ♥. Compete at 3
level

1 ♦ - X - 2 ♦ - ?

♠ K 8 5 2
♥ A 8 5 2
♦ 9 4
♣ K 6 3

X. Some values.
Don't know suit



TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

1 ♦ - X - 2 ♦ - ?

♠ K Q 8 3 2
♥ K Q 9
♦ 7 3
♣ K 6 5

4 ♠. As you
would have bid

1 ♦ - X - 2 ♦ - ?

♠ 8 6
♥ K 9 8 7 4 3
♦ 9 6 5
♣ 7 5

2 ♥. Need a bit
less with long suit

1 ♦ - X - 2 ♦ - ?

♠ 6 5
♥ K Q 10 9 3
♦ K J 10 7
♣ 7 3

3 ♥. Good enough
to jump to 3 level

1 ♥ - X - 3 ♥ - ?

♠ K Q J 6 2
♥ 9 6 4
♦ 4 3
♣ Q 6 3

3 ♠. Higher than
you would like

