

Presents:
Takeout Doubles

The Double is one of the most versatile and essential bids in the Game of Bridge. This bid has several built in advantages:

- It does not take up any bidding room
- If one doubles a 1 Heart bid, 1 Spade can still be bid after.
- It can be used in a wide variety of situations
- It can take on various meanings based on the situation

Rule: You can only use the double when one of your opponents has made the last bid. You can NOT double your partner's bids.

This lesson will focus on one of the most common situations where a double will be helpful.

This situation occurs when your opponent has opened the auction and you have a good quality hand with no suit of your own to bid.

Remember, to overcall in a suit you need 5 Cards in that suit.
SOUTH
Q AJT4

What call would we make as South in the auction to the right?

The answer is...... we make a Takeout Double.
The Takeout Double is used after the opponent has already opened the bidding. A double of the opponent's opening bid will show the following:

- 12 or more points
- Some length in all the unbid suits
- 3+ cards
- Usually 2 or less cards in the suit the opponent opened.

The most important suits to discover fits in are the Major suits! As a result, the Takeout Double will always show length in the these suits.

## Rule:

1. Beginners Agreement: If the opponent opens a Major suit, we will always have 4 cards in the other Major suit if we double. So, in our auction to the right, the double guarantees 4 cards in the Spade suit.
2. If the opponent opens a Minor suit, our double will guarantee at least 7 cards in the Major suits. (at least one 4 card major)

Remember, if we have a 5 card Major we are usually better off just overcalling in that suit.

## NORTH

In the Bidding Box, the red $X$ is the symbol for double
$X$
SOUTH
Q AJT4

- 3

KQ97
\& K987

## Let's Practice

Make the next bid as South in these auctions.


## Let's Practice Solutions

Here are the correct next bids by South:


These $1^{\text {st }}$ three hands are ideal situations for the Takeout Double
Q T4

- AJ84
- KT4
\& AJ53

Q AJT4

- KQ9
- KJ97
\& 76


Q T984

- A4
- KT83
\& AK4

Length in all 3 of the unbid suits, shortness in opponent's suit, and support for the unbid Majors.


Too many Hearts
Q KQJ4

- 9842
- A3
\& K43
Notice we CAN NOT OVERCALL with this hand. No 5 card suit

NORTH


No need for Double
© KQT83

- A73
- AT4
\& 87
Overcall your 5 card Majors


## Responding to the Takeout Double

Rule: When partner doubles and the next player passes, **YOU MUST BID**

The double is completely forcing and can almost never be passed. So if your partner doubles and the next player passes you have to make a bid. Note: If the player before you makes a bid after the double, you are no longer forced to make a bid

Your responses will break down as follows:

- Bidding a suit at the lowest available level =0-8 points
- Jumping in a suit =9-11 points
- Bidding game in a suit $=12+$ points
- Bidding 1 No - Trump =6-10 points
- Bidding 2 No - Trump $=11$ - 12 points
- Bidding 3 No - Trump $=13+$ points
- Guarantees a stopper in the suit the opponent bid.
- Denies a fit in partner's Major

NORTH $X$


So what call would you make with the South hand to the right?

## SOUTH

## Responding to the Takeout Double

2 Spades is the correct bid with the South cards. If you bid 1 Spade, you show 0-8 points.

As South, we know that North guarantees a 4 card Spade suit when she doubles the bid of 1 Heart. As a result, we have an established fit in Spades and can now count points for the shortness in our hand.

We have 8 high card points +2 points for the singleton in Hearts. 9-11 points means we jump in response to the double.

Don't forget to re-evaluate your hands after you find a fit in a suit.


## Let's Practice

Make the next bid as South in these auctions.


## Let's Practice

Make the next bid as South in these auctions.

Q T4

- AJ84
KT4
\& AJ53

Fit \& Game
© 9843

- 93
- 853
\& 7642
You must Bid!!

Q 198

- AT4

KT83
\& 865
Good stopper in Hearts. 6-10 pts.


Q KQJ4

- 984

93
\& K743
9-11 = Jump

Q KQT83

- A73

QT4
\& K7
Partner has at least 3 Spades

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