

The Take-Out Double

The Little Take-out Double

1. Opening bid values. (11-16 points)
2. Shortage in opponent’s suit.
3. Support or tolerance for the unbid suits.
4. Generally shows 4 card suit in the unbid the major(s).

The Big Take-out Double

1. 17+ points, any distribution. *
(with a balanced 15-18 and a stopper in opponent’s suit, overcall 1NT)
2. A further bid after the double confirms the ‘Big Takeout Double’.

‘The fewer cards you hold in the opponent’s suit the
 less points you need for a
Take-out Double’

Right Hand Opponent Opens The Bidding 1♥ (What is your bid?)

- | | | | | |
|--|---|---|---|--|
| 1.
♠AQ32
♥7
♦KJ103
♣K973
_____ | 2.
♠K2
♥AQ9
♦J1052
♣QJ96
_____ | 3.
♠AQ8
♥1083
♦A2
♣AKQ73
_____ | 4.
♠AJ84
♥--
♦Q10874
♣K987
_____ | 5.
♠10
♥A953
♦KQ84
♣AQ104
_____ |
| 6.
♠AK84
♥103
♦1083
♣AQ82
_____ | 7.
♠K8
♥AQJ
♦AQ97
♣KJ32
_____ | 8.
♠J1076
♥AQJ93
♦A8
♣73
_____ | 9.
♠QJ106
♥9
♦AKQ83
♣AJ9
_____ | 10.
♠974
♥KQ
♦AKJ6
♣J853
_____ |

Responding to a Takeout Double

Now that you have an idea what partner has when making a takeout double, you must know how to respond to a takeout double. This is the guideline I suggest.

With 0-8 Points

A minimum hand: You should make a bid at a minimum level. Bid your longest suit. (1NT, although a minimum response, is an exception, because it actually shows 6-9.)

With 9-10 Points

With values in the 9-10 points range you can make a jump bid in your preferred suit.

ie. 1♦ - X - Pass - 3♣ or 2♥ or 2♠. These are all jump responses telling partner (the take-out doubler) that you have 4+ cards in the suit bid and a hand valued at 9-10 points.

With 11-12 Points

Your options with 11-12 points are to jump to a level just below game.

- 1♥ - X - Pass - 3♠ Tells partner you are close to game values.
- 1♥ - X - Pass - 2NT Tells partner again that you are close to game values with a stopper(s) in the opponent's suit..
- 1♥ - X - Pass - 3♣. Although just a single jump, this could be as good as 11 points. Note: Always prefer 2NT with a stopper in the opponent's suit rather than three of a minor, unless your hand is quite unbalanced. 3NT is preferred to 5♣/♦.

With 13+ Points

Jump to game in a suit or bid 3NT. These bids are self explanatory. You have the values for game opposite a takeout doubler.

A cue-bid of the opponents suit reveals game going values with no certain direction as of yet. The takeout doubler will have to clarify their hand even further.

The Big Takeout Double

Guide If you make a takeout double and then:

- bid a new suit you show approximately 16-19 points.
- bid 1NT, you show 19-20 points. (With 15-18 balanced you would have overcalled 1NT instead of making a takeout double.)
- raise partner's minimum suit response (remember you forced partner to bid) you show 4+ trumps and 16-18 support points.
- Jump in a new suit or bid 2NT shows a hand in need of a trick for game.
- jump raise partner's minimum suit response, you show 4+ trumps and 19-21 support points.
- jump to game after partner's minimum suit response, you show 22+ support points.