



## LESSON 14 – STUDENT NOTES

### THE TAKEOUT DOUBLE (X)

After the opponents open the bidding, you have learned

- to **Overcall** holding a **good 5-card suit**.
- to bid **1NT as an Overcall** with a strong balanced hand 16-18HCP and stop in the opponents bid suit.

#### WHAT CAN YOU DO WHEN YOUR HAND DOESN'T MEET THE CRITERIA FOR OVERCALLING ABOVE? i.e.

- No 5+ card suit
  - Can't overcall NT because you have **no stops** in the Opposition's suit
- or
- because your hand is not strong enough.

What should you bid with the hand below after the opponents have opened 1♠?

♠ 7

♥ K Q 5 4

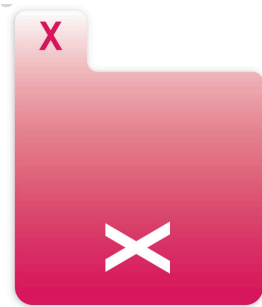
♦ A 9 6 2

♣ Q J T 6

You have opening points but you don't have a 5-card suit to Overcall and you're too weak to bid 1NT as an overcall (16- 18)

This is the classic hand where can use **DOUBLE** (written as an "X") to ask partner

to bid his 'best' suit. Play the **X** card from your bidding box!



This is called bidding a **Takeout Double**

### **A TAKEOUT DOUBLE (X) SHOWS:**

- **Shortage** in the Opponent's bid suit
- **Opening** hand (12+ points)
- **Support** - at least 3 cards in each of the unbid suits

**S.O.S.** is a useful acronym to help you remember the 3 key requirements for bidding a **Takeout X**

A Takeout **X** asks partner to bid his best suit. DON'T **X** with length in the Opponent's suit - better to defend! 🐱

### **ADVANCER'S OPTIONS AFTER PARTNER'S TAKEOUT X**

#### **1. If your RHO, i.e. Responder does not bid**

Advancer, partner to the doubler, **MUST BID!** ....even if you have zero points!

Remember partner has promised that he can handle any other suit.

**Advancer MUST BID his best suit and MUST SHOW THE STRENGTH OF HIS HAND by the level of his bid.**

0 - 7 HCP      Minimum hand      Bid your own 4+ card suit  
OR  
1NT with no biddable suit and **stop(s)**  
in the opponent's suit

8 – 12 HCP      Limit bid – invitational      Jump in a 4+ card suit  
OR  
bid 2NT with **stop(s)** in the  
opponent's suit

13+ HCP      Game      Jump to Game in a 5+ card suit  
OR  
3NT with **stop(s)** in the opponent's  
suit

Partner, who bid the Takeout **X** will Pass if Advancer makes a minimum response, or bid on depending upon Advancer's response. That is why it is critical for Advancer to bid accurately at the correct level on his first bid to describe his hand.

## **2. But if RHO i.e. Responder, bids, then you as Advancer may PASS 😊**

Now with a weak hand 0-7 HCP. You as Advancer, are no longer forced to bid!  
Phew!

## **3. But if RHO i.e. Responder, bids, and you as Advancer do bid**

You, as Advancer are now showing a better than minimum hand i.e. 8+ HCP.

Therefore, a bid from you as Advancer, is now a **CONSTRUCTIVE** bid **guaranteeing at least 8+ HCP**.

### **ADVANCER'S OPTIONS WITH 8+ HCP**

**FIRST CHOICE:** Give preference to a **Major**

**SECOND CHOICE:** Bid 1NT with **stop(s)** in the bid suit

**THIRD CHOICE:** Bid a minor

Partner, who bid the Takeout **X** will Pass, or bid on depending upon Advancer's response. That is why it is critical for Advancer to bid as accurately as possible on his first bid to describe his hand.

### **SUMMARY**

- A Takeout Double **X** shows **S.O.S.** That is:  
**Shortage, Opening Points, Support for all 3 unbid suits!**
- **Advancer MUST bid, even with 0 points if RHO passes!**

Minimum bid	= 0 - 7 HCP
Invitational	= 8 - 12 HCP
Bid to Game	= 13+ HCP
- **If RHO, responder bids, Advancer may Pass - phew!**
- **BUT if Advancer chooses to bid after RHO responder bids, he is making a CONSTRUCTIVE bid which shows 8+ HCP 😊**
- Advancer should:
  1. Give preference to a **Major**
  2. Bid 1NT with **stop (s)** in the bid suit
  3. Bid a minor

Remember partner who bid the Takeout **X** promises opening points and at least 3 card support all unbid suits.