



LESSON 14 - TAKEOUT X

HANDS 1-12

Hand 1. Final contract 4♥ by West

Vul None	♠ AKQT7 ♥ 3 ♦ T52 ♣ AK53	Dealer N	
♠ 864 ♥ QT976 ♦ K4 ♣ QJ7	N W E S	♠ 2 ♥ AKJ84 ♦ AQ76 ♣ T64	
	♠ J953 ♥ 52 ♦ J983 ♣ 982		
North	East	South	West
1♠	X (1)	Pass	3♥(2)
P (3)	4♥(4)	All Pass	

Bidding

1 – East has the perfect hand for a Takeout X. Support for all unbid suits and opening points.

2 – More than minimum hand so makes a jump bid in his longest suit.

3 – With no bid from Responder, and after West's 3♥ bid difficult for Opener to bid again so passes.

4 – West has made an invitational bid. East accepts invitation and raises to 4♥

Final contract - 4♥ by West

Opening Lead: ♠A or ♣A top of a sequence

Declarer must make his plan

In a suit contract, declarer must count his losers first – 1♠ 0♥ 0♦ and 2♣ = 3 losers – looks good!

Let's count winners next – 0♠ 5♥ 3♦ plus a diamond ruff, 0♣ but 1♣ ruff = 10

What is Declarer's work suit? **Diamonds**

Is there a danger hand? Yes, North has opening points so likely to hold the missing winning cards.

The card play

Defenders can take the first 3 tricks - 2 clubs and a spade. When declarer gets in draw trumps in 2 rounds and play work suit diamonds. Cross ruff losers from each hand to make 10 tricks

Score: EW make 4♥ = +420 (4 x 30 = 120) + 400 non vulnerable game.

Hand 2 Final contract 3♣ by North

N/S Vul	♠ K 8 ♥ K 8 5 4 ♦ 5 4 ♣ Q J 8 5 2	Dealer E
♠ T 5 3 2 ♥ J 7 2 ♦ J 8 3 2 ♣ A 6	N W E S	♠ 9 6 4 ♥ A Q T 9 3 ♦ A Q T 9 ♣ 3
	♠ A Q J 7 ♥ 6 ♦ K 7 6 ♣ K T 9 7 4	

East South West North
 1♥(1) X(2) 1♠(3) 3♣(4)
 Pass(5) All Pass

Bidding

1. Opens his longest suit
2. For Takeout X meeting S.O.S.
3. Makes the bid he was going to make without the X
4. North is no longer required to bid but with 9 HCP and shortage in the opponents bid suits, North is strong enough to make a 'free' jump bid, but not strong enough to bid to game
5. East cannot show his second suit as this would be a reverse showing 16+ HCP and with no fit in spades passes.

Opening lead: Either ♣3 or ♠9 (NB Cannot lead hearts or diamonds i.e. never lead away from an Ace and normally when you play an Ace, partner will assume you also have the King!)

East must think about his opening lead – which suit? And which card in that suit?

Difficult holding both red suit Aces (but missing the K in each), but knows not to lead away from the Ace against a suit contract. A trump lead when the opponents steal your contract is often a good bet.

Declarer makes a plan

In a suit contract declarer counts losers first - 0♠ 1♥ 2♦ 1♣ = 4 losers - looking good!

Count winners = 4♠ 4♣ (after the ♣A has been forced out). Possibly one in each of red suits if the Aces lie favourably.

Extra tricks may be possible after drawing trumps by ruffing Hearts in South and a Diamond in North.

The card play

If East leads a trump, West wins with ♣A and switches to a low Heart, promising an honour in partner's opening suit. East wins and may return a Heart.

When declarer gets in, draw trumps in two rounds then play 4 Spade winners (remembering to play honours from the short hand, North, first) and discard two losing Hearts from North's hand. Declarer has to lose three Aces, the ♣A, ♦A and ♥A.

Score: NS make 3♣ + 1 overtrick for +130 (4 x 20 = 80) + 50 part game score.

Hand 3 Final Contract 3NT by East

E/W vul	♠ T 8 7 6 ♥ T 7 4 ♦ T 7 4 ♣ K 5 2	Dealer S	
♠ A K J 9 ♥ Q 9 5 3 ♦ Q 9 6 5 3 ♣ -	<div>N</div> <div>W</div> <div>E</div> <div>S</div>	♠ 5 2 ♥ 8 6 ♦ A K J 8 ♣ A J T 7 4	
	♠ Q 4 3 ♥ A K J 2 ♦ 2 ♣ Q 9 8 6 3		
South	West	North	East
1♣(1)	X (2)	P (3)	3NT (4)

All Pass

Bidding

1. Opens longest suit
2. For Takeout, meeting SOS
3. Unable to bid
4. East, who has opening HCP also has absolutely nothing in the major suits, but good cards in the minors so can bid NT knowing that West has promised cover in both majors and crucially also in diamonds. East also holding diamonds knows this suit will allow access to West's hand should defenders hold-up their major suit winners!

South must think about his opening lead – which suit? And which card in that suit? Chooses ♥A – top of a broken sequence

Given the bidding and the absence of any positive bid by North, South works out that North has very little to offer so chooses to lead ♥A (top of a broken sequence) to have a free look at dummy. Seeing the ♥Q on table, South is likely to switch to a club leading 4th highest.

Remember it's OK to lead away from the Ace in a NT contract but never in a suit contract.

Declarer makes a plan

In a NT contract, declarer must count his sure winners first – 2♠ 0♥ 5♦ 1♣ = 8 tricks, one to be found – from where?

A Spade finesse may give one more, ♥Q may be another, and possibly another Club if led into East's hand. So, looks promising.

Danger hand? – South has the opening hand therefore opening HCP. A lead from North through East's hand is dangerous

Work suit? Not obvious but Spades looks best bet if finesse succeeds.

The card play

♥A lead is informative, and finessing the ♥Q now looks more promising. The Club switch requires North to play the ♣K which is covered by ♣A. East should now play the ♣J immediately, allowing South to win his ♣Q and thereby establishing East's ♣10 as his 9th sure trick!

Score: EW make 3NT plus 1 overtrick = +630 (40+3 x 30 = 130) + 500 vulnerable game bonus

Hand 4 Final Contract 4♥ by South

Vul: All	<p>♠ A 6 4 3</p> <p>♥ A K 6 2</p> <p>♦ 4</p> <p>♣ K T 8 2</p>	Dealer W
<p>♠ K J</p> <p>♥ T 9 7</p> <p>♦ A K T 8 6 2</p> <p>♣ 6 4</p>	<p>N</p> <p>W E</p> <p>S</p>	<p>♠ Q T 7 5 2</p> <p>♥ J</p> <p>♦ Q 9 7 3</p> <p>♣ J 9 5</p>
	<p>♠ 9 8</p> <p>♥ Q 8 5 4 3</p> <p>♦ J 5</p> <p>♣ A Q 7 3</p>	

West	North	East	South
1♦ (1)	X (2)	1♠ (3)	3♥ (4)
? (5)	4♥ (6)	P ? (7)	All Pass

Bidding

- 1 – Opens on Rule of 20
- 2- Takeout meeting SOS – shortage in bid suit, opening points, + 4 cards in both majors.
- 3 –Bidding your major as you would have done had the Takeout X not been bid,
- 4 – Not forced to speak when East bids, but with 5 cards in hearts you **must** bid with 9-12 HCP. South should **jump** to bid 3♥

- 5 – With no fit in partners spades and vulnerable West may pass. (Some West's holding a 6 card suit may rebid 4♦. In which case East may raise to 5♦!)
- 6 – South made a **free bid** – must have more than 8+ HCP and a 5 card heart suit. North bids to game 4♥
- 7 – Given vulnerability East West pass and hope they have pushed NS higher than they should be! But if West rebids diamonds may rebid 5♦ If this happens NS should rebid 5♥

Opening Lead: A♦ Top of touching honours.

Declarer must make his plan In a suit contract, declarer must count his losers first: 1♠ 0♥ (unless 4-0 split), 1♦ and 0♣ (unless 4-0 split) so looking good!

Is there a danger hand in this contract when declarer loses the lead?

Not really – controls in every suit.

What is declarer's work suit? – Clubs good if ♣J drops in first 3 rounds.

There is a finesse position – start by playing the ♣AQ in South retaining the ♣K T in North in case it is West who holds the ♣J (expected since it's West who has the opening points)

Now the card play

West leads ♦A, then ♦K ruffed by declarer in hand. Draw trumps in 3 rounds then test clubs. Play two rounds as in your plan. The opponents follow suit but in the third round, West shows out of clubs. The missing ♣J is with East so now no need to take the finesse - it falls when you play your ♣K, promoting a 4th club winner!

10 tricks – 1♠ 5♥ and 4♣

Score: 10 tricks and **vulnerable** game made = +620 for NS. Some may make an overtrick for a score of 650

Hand 5 Final Contract 2 or 3♥ by East

N/S vul	♠ A T 7 2 ♥ 8 5 ♦ J T 8 ♣ J 9 8 4	Dealer N
♠ K 9 8 6 ♥ K Q 9 2 ♦ 7 ♣ A 5 3 2	N W E S	♠ Q 3 ♥ J T 7 6 4 ♦ A 4 3 ♣ Q 7 6
	♠ J 5 4 ♥ A 3 ♦ K Q 9 6 5 2 ♣ K T	

North	East	South	West
Pass	Pass	1♦	X (1)
1♠ (2)	2♥ (3)	? (4)	? (5)
All Pass			

Bidding

1. Take out X meeting S.O.S.
2. You intended to bid 1♠ before the Takeout X was bid. You still can!
3. West promised to be able to support both majors with his X. Now that Responder has made a bid, any bid by you is constructive showing 8+ HCP. Meeting this, you will be bidding hearts but at what level? 2♥ - same as is you would have bid

without responder's bid. Partner knows you didn't need to bid so must hold 8+ HCP

4. Vulnerable, with a minimum opener South may choose to pass but some may rebid diamonds holding a 6 card suit.

5. West is minimum for the X so passes, but if ♦ are rebid he should raise to 3♥

Opening Lead: ♦ K - top of touching honours.

Declarer makes a plan

In a suit contract, declarer must count his losers first – 1♠, 1♥, 0♦ provided there are trumps in West for ruffing, 1 or 2♣ depending where the ♣KJ are. Maximum 4 – 3♥ should make!

Now count winners – 1 or 2♠ depending where ♠A is, 4♥ plus 2♦ ruffs in West (always look for ruffs in the short hand), 1♦, 1 or 2♣ depending on the finesse.

Is there a danger? – Yes, South has bid Diamonds so North might be short. You need to draw trumps before looking for ruffs. South as opening hand has the HCP too!

Work suit? You will be trying to take finesses in both the black suits by playing low from West towards the Qs.

The card play - Draw trumps finishing in West so you can play the Club finesse. Drat! The club finesse fails but you win in hand with the ♣A, Now try the spade finesse by leading towards your ♠Q hoping that North has the Ace. Always lead low TOWARD your high cards.

Score: EW make 3♥ = +140 (3 x 30 = 90 + 50 part score bonus)

Hand 6. Final Contract 4♥ by West

E/W Vul	♠ T 6 5 ♥ 4 2 ♦ T 9 8 6 ♣ K T 5 2	Dealer E
♠ Q J 9 8 ♥ K T 9 3 ♦ - ♣ A Q J 6 3	N W E S	♠ 3 2 ♥ A Q J 8 7 ♦ Q J 4 2 ♣ 9 7
	♠ A K 7 4 ♥ 6 5 ♦ A K 7 5 3 ♣ 8 4	

East	South	West	North
Pass	1♦ (1)	X (2)	Pass(3)
2♥ (4)	Pass (5)	4♥ (6)	All Pass

Bidding

1. Open your long suit
2. 13 HCP & shortage in opener's suit, bids a Takeout X S.O.S.
3. With only 3 HCP North must pass
4. Great Hearts and 10 HCP. East **jumps** to 2♥
5. Minimum opener & with no support from partner, passes.
6. Accepts partner's invitational bid and raise to game 4♥

Opening Lead: Here there are 2 options, play the ♠A to 'look around' After seeing dummy's void in diamonds and good spade holding South should switch to the ♣8 - top of rubbish - hoping partner has ♣K

Declarer must make his plan

Counts both top tricks and losers. Top tricks 1♣ 0♦ 5♥ 0♠. Then count losers = 2♠, 1♣ if finesse fails and 2-4♦ unless ruffed in West! Winners – 2♠ (the lead places K with South). 5♥ and 4♣ = 11! Great

What is Declarer's work suit? Clubs look to be a source of tricks especially if the finesse of the ♣K works. Can Declarer afford to draw trumps once he gets in? Answer No! You need to ruff diamonds first in short hand!

The card play – Good defence will take the first two tricks. If the defenders play the ♣8 at trick two then Declarer must try the finesse immediately. If the defence play a second spade your ♠QJ are now masters! Ruff 4 diamonds then take out trumps in 2 rounds.

Outcome – Declarer will certainly win 10 tricks.

Score: EW make 4♥ = +620 (4 x 30 = 120 + 500 **vulnerable** game bonus)

Hand 7 Final Contract 4♠ by South

Both Vul	♠ A Q 9 8 6 ♥ 4 ♦ 7 6 3 2 ♣ 5 3 2	Dealer S
♠ T ♥ K Q T 9 ♦ K Q 8 5 ♣ Q J 9 7	N W E S	♠ 7 4 ♥ A 8 6 5 3 2 ♦ J T 9 ♣ A 4
	♠ K J 5 3 2 ♥ J 7 ♦ A 4 ♣ K T 8 6	

South	West	North	East
1♠	X (1)	3♠ (2)	4♥ (3)
4♠ (4)	P (5)	All Pass	

Bidding

1. The perfect 4,4,4,1 shape for a Takeout **X** – meeting **S.O.S**
2. Upgrades his hand - It pays to s-t-r-e-t-c-h after a **X**
3. Knowing partner's **X** shows opening points and support for all 3 unbid suits and holding 6 cards in hearts bid to game!
4. No defence against hearts, NS non-vulnerable so despite the stretch bid by partner bids to game!
5. Reluctantly but vulnerable

Opening Lead: ♥K or ♦K

West must think about his opening lead – which suit? And which card in that suit?

On this occasion, West holding ♦KQxx and ♥KQxx will lead K from either red suit.

Declarer must make his plan

In a suit contract, declarer must count his losers first - 0♠ 1♥ 1♦ and 2♣ (or 3♣ if ♣A is off side) Two too many. Can he reduce these? Probably not but 2 down non-vulnerable (-100) a better score than allowing the opponents who are vulnerable to make 4♥ (-620)

Is there a danger hand in this contract when declarer loses the lead?

West has opening points so leads from West are good. Danger hand therefore East.

What is declarer's work suit? – Hasn't a good one but hopes to minimise Club losses provided the suit is led from West.

Card play

Declarer wants to keep West on lead so may win the second diamond then draw trumps in two rounds. He can by ruffing a Heart in dummy, and ruff two Diamonds in hand in the process. 6 tricks made. Now to play Clubs, low from dummy towards ♣K expecting West to win but unless East rises with ♣A ♣K makes (IF East rises then ♣K now a master. So only two club losers. Contract down -1

Score: 4♠ by NS down 1 = -100 **vulnerable** (so NS score -100 which is a lot better than allowing EW to make 4♥ which would score -620 to NS!)

Hand 8 Final contract 5♦ Played by North

No one Vul	♠ T ♥ K Q J 6 ♦ A K Q 7 3 ♣ K 8 6	Dealer W
♠ A K 8 6 2 ♥ A 9 5 2 ♦ 5 ♣ T 5 2	N W E S	♠ Q J 9 7 ♥ T 8 7 3 ♦ 4 2 ♣ A 9 3
	♠ 5 4 3 ♥ 4 ♦ J T 9 8 6 ♣ Q J 7 4	

West	North	East	South
1♠(1)	X (2)	3♠(3)	P (4)
Pass (5)	X (6)	P	4♦(7)
4♠(8)	5♦(9)	All Pass	

Bidding

1. Opening on the Rule of 20 (When HCP added to the number of cards in your two longest suits = 20+ you can open)
2. Takeout X meeting S.O.S.
3. East with 6-9 HCP had intended to bid 2♠ but after the takeout X with 8 HCP knows it pays to s-t-r-e-t-c-h bids 3♠!
4. Phew! No need to bid now!
5. Recognising partner's stretch bid passes.

6. With 18 HCP, despite no support from partner, X again to force South to bid.

7. South bids his best suit at the lowest level - 4♦

8. Not vulnerable and no defence to diamonds raises to 4♠

9. Liking the diamond fit, bids to 5♦

Opening lead: ♠Q – top of honours in partner's suit

Declarer makes a plan

In a suit contract declarer counts losers first; 1♠ 1♥ 0♦ and 1♣ loser = 3. Looks like the contract will go down ☹

Plan to draw trumps, then play hearts or clubs You can't avoid losing 3 tricks.

Count winners: 0 ♠ 2 or 3 ♥ 5 ♦ 2 ♣ Not looking good! You will go down so aim for damage limitation by maximising your chances of making tricks.

Work suit – hearts then clubs

The card play

When declarer gets in draw trumps in 2 rounds. Ruff losing spades, play clubs and hearts – honours from the short hand first.

Defenders make 3 tricks with their three Aces.

Score: 5♦ by NS goes down by one trick = -50 **non vulnerable** (i.e. +50 for EW)

Had North passed 4♠ EW go down by 3 tricks on best defence for +150!

Hand 9 3♦ played by West

EW vul	♠ A J 6 4 ♥ K J T 6 3 ♦ 8 5 ♣ A 3	Dealer N
♠ 9 7 5 ♥ 9 8 4 ♦ A J T 6 ♣ Q 6 5	N W E S	♠ 8 ♥ A Q 2 ♦ K Q 7 4 ♣ K 8 7 4 2
	♠ K Q T 3 2 ♥ 7 5 ♦ 9 3 2 ♣ J T 9	

North	East	South	West
1 ♥ (1)	Pass (2)	1 ♠ (3)	Pass
2 ♠ (4)	X (5)	Pass	3 ♦ (6)

All pass

Bidding

1. Bid your 5 card suit first
2. Opening points but you have no bid. Your Club suit does not fit the SQOT for a 2 level bid. Pass.
3. 6 HCP you have enough points to make a 1♠ bid.
4. Support partner's suit at the lowest available level.

5. You partner has not bid. This second round **X** is therefore still for

Take Out. You have strength and length in both the unbid suits.

6. Partner wants you to bid. He had promised **both** the unbid suits so your choice is to bid Diamonds at the lowest available level.

Lead – not such an easy choice. You have the Ace Spades but not the King. Your partner's bid in Spades does not promise that he has the King so a Spade lead looks risky. Both Hearts and Diamond look risky too so I suggest you **lead a passive trump ♦ 8**

Declarer counts immediate losers: 1♠ 2 possible ♥, 0♦ 1 or 2♣ = possibly 5 – 1 too many How to reduce this?

Try a heart finesse. If it succeeds that's losers reduced to 4!

Count winners – 0♠, 1♥, possibly 2 if the finesse succeeds, 4♦ 1 definite club winner and more likely depending on how the suit splits Still not enough – need one more – where from? Look at your trump suit. They are solid so you can afford to ruff 2 spades losers in East and still draw remaining trumps. This will succeed if the suit breaks 3:2

Plan – Draw trumps. Take the Heart finesse which you hope will work. When you play Clubs assume that North with the stronger hand on the bidding holds the Ace. Lead a small card towards dummy's King. The only way to avoid a second Club loser is to play North for exactly Ace doubleton so play a small Club from both hands. The Ace falls from North!

Score: EW make 3♦ plus 2 overtricks in best play = + 150 (5 x 20 = 100 + 50 part game bonus)

Hand 10 Final contract 4♥ played by North

E/W vul	♠ 9 7 ♥ K J T 4 3 ♦ A J 7 2 ♣ 8 6	Dealer E
♠ 8 6 4 ♥ 9 5 ♦ 9 6 ♣ K T 7 5 4 2	N W E S	♠ K T 5 3 ♥ 7 6 ♦ K Q T 8 4 ♣ A J
	♠ A Q J 2 ♥ A Q 8 2 ♦ 5 3 ♣ Q 9 3	

East	South	West	North
1♦ (1)	X (2)	Pass	2♥ (3)
Pass	4♥ (4)	All pass	

Bidding

1. Unbalanced 14 HCP, opens longest suit
2. Takeout X showing opening points and support for the unbid suits in particular both majors. Only 3 cards in one of the majors would be acceptable.
3. North is obliged to bid after South's takeout X. He would have bid 1♥ with no points at all. Therefore, it is obviously right to bid more strongly on this hand. Say 2 Hearts. After North's jump bid go to game.

Opening Lead – ♦K – top of an honour sequence

In a suit contract declarer should count his losers first

Immediate losers – 1♦ and 2♣

Possible losers – 1♠ if the finesse fails.

How many losers can you afford – only 3.

Plan – On the ♦K lead **DO NOT** take the first trick with the Ace. Look at the Diamond situation if you have hold off winning the first trick – East is not able to continue leading the suit without giving North another trick.

Would that extra trick help North? No, but the point is worth noting. There is no reason to delay drawing trumps so take the Spade finesse which works – contract made.

Score: NS make 4♥ = +420 (4 x 30 = 120+ 300 **non vulnerable** game bonus)

Hand 11 Final contract 3NT Played by North

All vul	<p>♠ A Q 4 3</p> <p>♥ A Q 2</p> <p>♦ 5 2</p> <p>♣ J T 6 4</p>	Dealer S
<p>♠ K J T 8 2</p> <p>♥ K J T</p> <p>♦ K</p> <p>♣ Q 7 3 2</p>	<p>N</p> <p>W E</p> <p>S</p>	<p>♠ 9 6 5</p> <p>♥ 9 8 6 5 4</p> <p>♦ J 9 8 6 3</p> <p>♣ -</p>
	<p>♠ 7</p> <p>♥ 7 3</p> <p>♦ A Q T 7 4</p> <p>♣ A K 9 8 5</p>	

South West North East
 1♦ (1) X (2) 3NT (3) All pass

Bidding

- 1 Open with the higher of your 2 five card suits.
- 2 Good X (takeout double). You have opening points, you have both the major suits and shortage the bid suit.
- 3 With 13 HCP A bid of 3NT seems obvious. The partnership has enough HCP for game and you have stoppers in the 3 unbid suits - in particular in the majors.

Opening Lead –East has nothing. 9H. top of rubbish in his longest suit. Everyone at the table can count up the HCP’ West has opening points while N/S must have a total of 25 HCP to bid onto 3NT.

Play – South’s work suit will be Clubs. South also knows that East is bankrupt so you can play the hand knowing where all the high cards are!

Score: NS make 3NT + 2 overtricks = +660 (1x40 + 4x30 = 160 +500 vulnerable game bonus)

Hand 12 **Final contract 4♥ by West**

Take out double in 4th seat.

E/W vul	♠ 4 2 ♥ 6 4 3 ♦ J 8 6 3 ♣ Q 6 4 3	Dealer W
♠ Q T 8 ♥ A Q 9 2 ♦ K T 5 4 ♣ A K	N W E S	♠ J 5 3 ♥ K J T 7 5 ♦ 2 ♣ J 8 7 2
	♠ A K 9 7 6 ♥ 8 ♦ A Q 9 7 ♣ T 9 5	

West	North	East	South
1 ♥ (1)	pass	2 ♥ (2)	X (3)
4 ♥ (4)	Pass (5)	all pass	

Bidding

- 1 With two 4 card suits, bid the major suit before the minor.
- 2 This bid shows 6 – 9 HCP plus support in partner's suit and LTC score of 9
- 3 Takeout double - opening points, shortage in the bid suit and crucially, good Spades
- 4 Strong enough to bid the game. Once a fit is found Opener can use LTC. This hand has LTC score of 5. $5 + 9 = 14$, $18 - 14 = 4$.

- 5 If West had not bid, North would have been obliged to bid something but now he can pass - thank goodness!

Lead - South's double promises strength in the unbid major suit so lead the 4♠ - top of a doubleton.

Play – South takes the Ace and King Spades. He sees his partner play the 4 followed on the second trick by the 2 so he knows that North started with only 2 Spades and can ruff the third round of the suit. North will win his Ace of Diamonds eventually setting the contract by 1 trick.

Score: EW goes 1 down in 4♥ = **-100 vulnerable**