



Lesson 48 Teacher's Notes

Return to the takeout double

Aims

- To revise the concept of the takeout double
- To expand its use to other types of hand
- To revise how we respond to the takeout double
- To look at the doubler's rebid

Content

- 1 Revise the basic requirements for a takeout double:
Opening bid strength, shortage in the suit opened, a hand unsuitable for an overcall of 1NT
no single good suit suitable for an overcall or weak jump overcall
- 2 Emphasise that *the majors are the most important suits in bridge*.
When we make a takeout double and partner has a 4-card major and a 4-card minor he will usually respond in the major.
Therefore when we make a takeout double we must be prepared for partner to respond in an unbid major. Do not double 1♣ or 1♦ with fewer than three cards in a major
Do not make takeout doubles with a shortage (doubleton, singleton or void) in an unbid major
- 3 Introduce the exceptions to the Rule:
We can ignore the rule about having length in un-bid majors only when we have a **very strong** hand.
A hand too strong for a weak jump overcall may double then jump in its suit.
A balanced hand with more than 18 points, too strong for a 1NT overcall also starts with double
When we do not have the right distribution for a takeout double we need extra values before we can make one.
- 4 Revise the responses to a takeout double
When Third Hand passes you MUST bid. With a choice prefer a major to a minor
With 8+HCP and a 5-card suit, 10+ and a 4-card suit, make a **jump response** to show values.
When Third Hand bids he relieves you of this responsibility – you may pass with nothing
By doubling partner has effectively opened all the un-bid suits at once, so if you have enough to raise an opening bid of 1-of-a-suit to the 2-level you should bid.
- 5 Introduce the **Responsive Double** (a return takeout double when RHO has raised partner's suit)
Emphasise that this is quite a rare situation! It only occurs when partner makes a takeout double and Third Hand raises Opener.
Mention the **cue-bid response**, a bid of their suit, as an artificial game-forcing bid to give you space to investigate the best game. Either partner can cuebid opponents' suit to show extra strength.
- 6 Doubler's Rebid
Remember - when partner has been compelled to bid (the bidding starts 1 of a suit - Dbl - Pass) he may make a minimum bid with 0 HCP. You do not need to bid again with a minimum double.
So a single raise shows extra values, and a jump raise shows 18-19HCP
You need 17+HCP and at least 5-cards to bid a new suit.
A jump in a new suit shows a hand suitable for a 2-opener.
With 19-20HCP and a stopper in RHO's suit you can rebid 1NT. With more you might jump to 2NT.
None of these bids are forcing - the only forcing bid is a **cue-bid** of opponents' suit.
When partner has volunteered a bid (RHO has bid so he had the option of passing) he shows some values, so you can raise more freely with 4-card support, just as you would after a 1-over-one response to your opening bid.
A new suit still shows a hand too good for a simple overcall - or why did you not overcall?
And 1NT still shows 19-21 since with 16-18 you would overcall 1NT instead of doubling