



## The Takeout Double

The takeout double is a *conventional* bid, quite unlike a *penalty double*, which is intended to increase your score when opponents go down.

A *takeout double* is a way of entering the auction after an opening bid of 1♣/1♦/1♥/1♠ from an opponent. It says: “Partner, I have opening strength, but no suit good enough to overcall. Please bid your longest suit”.

### The Penalty Double

It is important not to confuse Penalty and Takeout Doubles! Double is for **penalties** in these situations

- Opponents have reached game (Double suggests their suits are breaking badly)
- Opponents have opened (or overcalled) 1NT. Doubles of NT bids are Penalty.
- Your side has opened 1NT, or made any natural no-trump bid, and an opponent has overcalled

### The Takeout Double

This one is used early in the auction as the safest way to compete. It offers partner a choice of places to play. If RHO opens the bidding with 1♥ you might double with any of these hands:

♠ KQ104  
♥ 6  
♦ KQ83  
♣ A753

The ideal shape. Support for all the other suits. Opening strength.

♠ Q109  
♥ A5  
♦ A7632  
♣ KJ6

Less ideal, but 3-card support. The ♦s are not good enough to overcall

♠ KQ95  
♥ 832  
♦ AQ9  
♣ AJ10

The right strength for a 1NT overcall but no heart stopper. It is unusual to have 3 cards in RHO suit but you are too strong to pass

♠ A984  
♥ K4  
♦ K632  
♣ Q104

A minimum double, but risks have to be taken

### The essential features of a takeout double are:

- Opening strength
- Shortage in the suit opened
- A hand unsuitable for a 1NT overcall, (either the wrong strength or no stopper in their suit)
- A hand with no suit good enough to overcall (prefer the overcall when your suit **is** good enough)

### The takeout double in the sandwich position

We can still make a takeout double when both opponents have bid:

West	North	East	South
-	1♥	Pass	2♥
Dbl			

This is just like a takeout double of 1♥, but a little stronger since partner has to respond at a higher level.

West	North	East	South
-	1♣	Pass	1♥
Dbl			

When opponents bid different suits double shows length/strength in the *other* suits, here ♠s + ♦s



## The Takeout Double

### Responding to the Takeout Double

When partner makes a takeout double you *must* respond. *Even with no points at all.*

You have been asked to bid your longest suit, so that is what you do.

The auction has started 1♦-dble-Pass-? What should you bid?

♠10654

♥86

♦Q83

♣7532

♠KQ1094

♥75

♦632

♣KJ6

♠987

♥32

♦AQ92

♣K764

♠AK984

♥K4

♦8632

♣J6

**1♠.** Your longest suit.

Generally prefer a major to a minor when you have two 4-card suits

**2♠.** The jump response

shows 8+HCP with a 5-card suit, 10+HCP with 4-cards

**1NT.** 6-9 HCP with

their suit well stopped. Partner has the majors

**4♠.** With a known fit you

can add distribution points so you are well worth game

*The player who has made the takeout double should remember how weak partner may be.*

*Do not assume he has values just because he had to bid*

But when *third hand* (RHO) bids he relieves you of your responsibility to bid. You may Pass unless you have something to say. Bidding freely says you have enough to respond to an opening bid of one of a suit.