

## Lesson 35 Teacher's Notes

## **Return to the Takeout Double**

## Aims

- To revise the Takeout Double
- To clarify the differences between Takeout and Penalty Doubles

## Content

Revise the takeout double: when an opponent opens the bidding with 1 ♠/1 ♥/1 ♦/1 ♣ Double says: "Partner, I have at least opening strength but no particularly good suit. Please bid your longest suit." Lucrative penalty doubles in this situation are too rare to bother with, so we use "Takeout Doubles" as the best way to compete when we have no especially good suit of our own.

A *takeout double* shows a wish to compete but no sensible bid - no suit good enough to overcall, unsuitable for 1NT.

A typical takeout double shows Opening strength

A shortage in opener's suit

A hand not suitable for a 1NT overcall

No good suit suitable for an overcall or a jump overcall.

At least 3-card support for all unbid majors

Introduce the concept of a takeout double in the 'sandwich position'.

When they have bid and raised a suit double is still takeout, though you may need a little extra strength to allow for the higher level at which partner must bid

When they have bid *two different suits* a double shows length in both suits they have not bid – the *unbid suits* 

- Emphasise the need for a clear distinction between Penalty and Takeout doubles!

  A Penalty Double says: "you have bid too high, and I think you are going down

  Here are the important rules that tell us when double is takeout and when it is penalty.
  - A double of a low-level suit bid is **takeout** provided partner has said nothing but "Pass"
  - A double of a 1NT opening bid is **penalty**
  - Double is **penalty** when opponents have reached game
  - Double is **penalty** when partner has opened 1NT and an opponent has overcalled.
- 4 Revise responses to a takeout double.

Partner's takeout double asks us to bid our best suit, and we must do so, even with no points It is a *forcing bid* to which we **must** respond.

(unless we have *extraordinary* length in opponent's suit when we can *convert* partner's double into a penalty double - but this is **extremely** rare!!)

Since we may have to make a minimum response with 0 points it is important to jump when we have more than we might -8+HCP with a 5-card suit, 10+ with a 4-card suit.

We can bid no-trump only with a *stopper* in the suit our opponent opened.

When third hand bids he relieves us of the responsibility to bid – if we volunteer a bid now we show the values to respond to an opening bid at the one-level