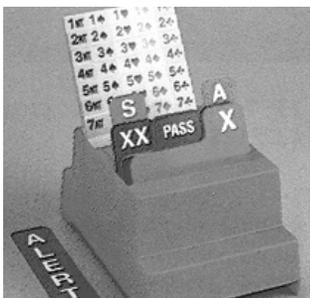


Takout Double



If your opponent opens with a suit bid, a **double** by you promises:

- At least opening-bid strength (12+ pts.)
- Shortness in the suit the opponent opened.
- Support for all unbid suits.

Your double forces partner to bid, so you must have at least **3-card length in any suit** he will choose. Typical hands for a takeout double of an opponent's 1C opening would be:

♠KJ76 ♥AQ92 ♦KJ4 ♣65
♠Q104 ♥AK84 ♦K10432 ♣8

You can also use the takeout double to start the description of a hand with one long suit and great strength (17+ pts.) -- the type of hand where you don't want to risk having partner pass a suit overall. Your hand and your suit should be strong enough that you could make game if partner has as little as 4-6 pts. and a fit. If your opponent opens 1C, 1D or 1S, double with:

♠KJ5 ♥AQJ1084 ♦AK5 ♣7

Then bid hearts over partner's response.

(If the opponent opens 1NT, all the suits are unbid, so a double is usually not for takeout. A double of 1NT is usually for penalty.)

Responding to Partner's Takeout Double

If partner doubles an opponent's suit bid, you **must respond** unless:

- The opponent on your right has also entered the bidding, OR
- You have a long, strong holding in the opponent's suit and want to "convert" partner's takeout double to a penalty double.

Respond your **longest unbid suit, but usually a major over a minor** at the level that shows your point-count:

- 0-8 pts. -- Bid your longest suit at the **lowest level possible** (1H - DBL - Pass - 1S, 2C or 2D).
- 8-11 pts. -- Jump a level of bidding in your longest suit to show strength (1H - DBL - Pass - 2S, 3C or 3D).
- 7-10 pts. -- Bid 1NT if you have good stoppers in the opponent's suit.
- 11-12 pts. -- Jump to 2NT if you have stoppers in the opponent's suit, but do not have length in an unbid major.
- 12+ pts. -- Cuebid opponent's suit or jump to game in your suit or notrump (with stoppers in opponent's suit).

Mel's Rule of 14

If your points plus the number of cards in the suit you are going to bid adds up to 14, jump.

Use of the Take-out Double by Opening Bidder

The take-out double may also be used by the opening bidder to force a partner who has previously declined the opportunity to make a bid. For example, as South you hold:

♠KJxx ♥AK9x ♦X ♣KQxx

The bidding has proceeded

S	W	N	E
1♣	1♦	P	P

What should you do? Here a double is take-out and tells your partner to bid any of the three remaining suits. If he has great length in diamonds (6 or more) he may elect to pass and convert the take-out double into a penalty double if he feels it is the best thing to do with his hand.

The bidding has gone

OPPONENT	PARTNER	OPPONENT	YOU
1♦	X	Pass	?

- | | |
|---------------------------------------|-------|
| 1. ♠A8765 ♥98 ♦98 ♣8543 | _____ |
| 2. ♠73 ♥876 ♦J42 ♣QJ542 | _____ |
| 3. ♠7652 ♥ ^a 9874 ♦73 ♣987 | _____ |
| 4. ♠AQ765 ♥54 ♦K643 ♣32 | _____ |
| 5. ♠A9 ♥KQJ76 ♦543 ♣KJ2 | _____ |
| 6. ♠432 ♥A97 ♦QJ83 ♣J76 | _____ |
| 7. ♠A74 ♥QJ4 ♦KJ83 ♣764 | _____ |
| 8. ♠A972 ♥KQ32 ♦XX ♣KXX | _____ |
| 9. ♠JX ♥QX ♦KQXXXX ♣XXX | _____ |