

BRIDGE – BEGINNER’S LESSONS I – 08

Responding To Partner’s Take-Out (Informative) Double

A double under the circumstances listed below is for take-out and asks Partner to bid his/her longest suit. It guarantees an equivalence or better in HCP’s relative to the Opponent’s opening bid; i.e., 13 or more points subsequent to a one-of-a-suit opening bid, and if:

- a. It is made at a level at, or below, a 4H bid by the Opponents
- b. The Partner of the doubler has not yet bid (exclusive of an initial “Pass”)
- c. It is usually made, although not necessarily so, at a Player’s first opportunity to double (Exception: if in a balancing position in order to keep the bidding alive)
- d. If made at a Player’s later opportunity; i.e., made after the “doubler” has previously passed, it may be weaker than an equivalent bid in comparison to Opener’s strength, that is to say, a bid made as a competitive balancing attempt.

Conditions (a) and (b) above must be met else any “double” occurring is **not** a Take-out Double rather it then becomes a “Penalty” Double.

A take-out double is a demand one round force on Partner unless there is an intervening bid. If no intervening bid occurs, the Partner of the doubler must bid even though he/she has as few as 0 HCP’s.

- a. 0-5 HCP's - Must bid if there is no intervening bid. Pass if RHO (Opener’s Partner) bids.
- b. 6-8 HCP's - bid longest suit, whether an intervening bid made by opener's Partner or not.
- c. 9 HCP's or more - jump the bidding to show game is possible:
 - (1) Jump in longest suit available (Doubler has fit implied)
 - (2) Jump in No Trump if holding substantial strength in Opponent suit(s)
 - (3) If both Major Suits are equally long and Opponent has opened with a Minor 1C or 1D Opening bid, cue-bid the Opponent’s suit show equivalence in the Major suits.

Examples: AXXX KXXX X KJXX (1D Dbl. P “2D”)

RE-BIDS BY THE DOUBLER

If the Partner of the player who doubles has jumped the bidding evidencing 9 or more HCP’s, then the Player who doubles must decide as to whether to go directly to game, or to invite. If, however, the doubler’s Partner has bid at the cheapest level then:

- a. 12-15 HCP's - Pass (Have already shown opening bid by way of take-out double).
- b. 16-18 HCP's - Raise Partner's suit, bid your own suit, or bid No-Trump if holding at least one stopper in the Opponent's suit.
- c. 19 HCP's or more - Jump the bidding or cue-bid Opener’s suit

RESPONSES BY OPENER’S PARTNER AFTER AN INTERVENING TAKE-OUT DOUBLE

- a. 0- 5 HCP's - Pass or Bid a pre-emptive raise in partner’s suit if holding support.
- b. 6- 9 HCP's - (1) With adequate trump support - raise Partner in his/her suit
 - (2) With at least a 4-card suit of your own - bid that suit
 - (3) With a balanced hand - bid one no trump
 - (4) With 5 or more of Partner's suit - jump in Partner's suit
- c. 10 HCP's or more - “Re-Double” in order to set up possible penalty double situation

RESPONDING TO PARTNER'S TAKE-OUT DOUBLE

After Your Partner Doubles

1. A take-out double forces the Responder to bid, even with zero HCP's.
2. Answer a takeout double by choosing an unbid suit, according to the size of the hand. With 0-8 points select a suit at the lowest available level.
(e.g., ID---X---P---**1H**). With 9+ points skip a level of bidding
(e.g., ID---X---P---**2H**).
3. The criterion for picking a suit is length. Given a choice between long suits, however, prefer a major suit to a minor suit.
4. A response of 1-NT promises 8-10 high-card points, a balanced hand with at least one stopper in the Opponent's suit, absent a 4-card major suit to bid.

PRACTICE HANDS FOR THE FOLLOW-UP SESSION

BEGINNERS' LESSON EIGHT

HAND 14

	J432		
	K2		
	432		
	KQJ10		
K87		65	Dealer: East
109876		QJ	Declarer: North
876		KQJ109	Contract: 4S
32		A654	Lead: DK
	AQ109		
	A543		
	A5		
	987		

a) The recommended auction is:

1D -- X -- P -- 2S
P --3S --P -- 4S

Explain why North bids spades rather than clubs (prefer a major to a minor) and 2S rather than 1S (1S shows 0-8 points). If North had mistakenly bid 1S or 2C, then South would have said pass.

- b) Win the DA, play to the HK, and lead the SJ to take a finesse (explain the advantage of leading the SJ rather than the S2).
- c) If declarer does not draw the missing trumps but tries to run the clubs (after driving out the CA), West will ruff the third one and the contract will fail.