

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 (above that is for Penalty)
- b. The Partner of the Doubler has not yet bid (exclusive of an initial “*Pass*”)

Note: The exception to this is when one uses a “**Card-Showing Double**” (“**DSI**”)

- 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 zero (0) HCP’s, unless he/she volitionally chooses to convert the “*Double*” to penalties.

- a. 0-8 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 that a Game-level contract is possible:
 - (1) Jump in longest suit available (Doubler has an implied fit)
 - (2) Bid **1-NT** with 8-10 HCP’s and at least one stopper in the Opponent’s bid suit
 - (3) Jump in No-Trump if holding substantial strength in Opponent suit(s) and 11-12 HCP’s
 - (4) Bid Game in Partner’s presumed, implied suit if holding opening count
 - (5) 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 opening count and equivalence in the two 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 to Game. 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 the **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 opening 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 **1-NT**
 - (4) With 5 or more of Partner’s suit - jump in Partner’s suit (Pre-emptive)
- c. 10 HCP’s or more - “*Re-Double*” in order to set up a possible **Penalty Double** scenario

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 Take-Out Double by choosing an un-bid 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 (+) HC 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.