

BRIDGE – INTERMEDIATE LESSONS I – 12

RESPONDING TO PARTNER’S TAKE-OUT DOUBLE

1. A **Take-Out Double** forces his/her Responding Partner to bid, even with zero HCP’s, unless there is a bid by the Opponent to the Responder’s right.
2. Answer a Take-Out Double by choosing an un-bid suit, according to the size of the hand. With 0-8 high-card points select a suit at the lowest available level. (e.g., ID - X - P - **1H**) With 9-11 high-card 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, preference is usually given to a Major suit rather than to a Minor suit. If the Major/Minor card length is 4-4 or 4-5, bid the Major. If it is 4-6, bid the Minor suit. In other words, if the Minor suit differs by two or more pieces, pick the Minor over the Major.
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, and no 4-card Major suit to bid.
5. A Cue-Bid in the Opponent’s suit shows Game values and asks the Doubler to choose the suit, and a Game-Level response also shows opening count.

RE-BIDS BY THE TAKE-OUT DOUBLER

Any re-bids made by a Take-Out Doubler are based upon both the Doubler’s high-card point (HCP) count, and the actual initial response from Partner.

1. **Following a minimum (0-8 HCP’s) non-jump response from Partner:**
 - a) With a minimum (11-15) HCP’s: *“Pass” (“Never bid your values twice!”)*
 - b) With 16-18 HCP’s:
 - (1) Raise Partner’s suit when holding 4-card support, or
 - (2) Bid a new 5-card or longer suit of your own
 - c) With 19-21 HCP’s:
 - (1) Jump-raise Partner’s suit when holding support, or
 - (2) Jump in a new 5-card or longer suit of your own, or
 - (3) Jump in No-Trump, (Invitational to Game) or
 - (4) Cue-bid the Opponent’s suit inviting to a Game-level contract

2. Following a strong (9{+} HCP's) jump-response from Partner: (Remember, Responder will jump to a Game-level contract if holding opening HCP count himself/herself.

- a) With a minimum 11-13 HCP's: "*Pass.*"
- b) With 14-15 HCP's: Raise Responder's choice showing an interest and inviting to a Game-level contract if Responder holds 11-12 HCP's.
- c) With 16 or more HCP's the Doubler must force to a Game contract.
(*"He who knows – Goes"*)

Note: As a general rule, a Take-Out Doubler always promises extra values by bidding again voluntarily. (One never bids the same values twice!) When holding minimum opening values, therefore, a would-be Take-Out Doubler, so as to not have to bid again on his/her next turn to bid, must hold the right shape in order to be capable of accepting any suit Responder might choose. This is defined as holding fewer than 3-cards in the suit bid by the Opener. Alternatively, in order to make a Take-Out Double *without* support for one of the un-bid suits, and, therefore, intending to bid a second time, a would-be Take-Out Doubler must hold greater than minimum values; i.e., 16 or more HCP's.

3. Following a continuation of competitive bidding by either Opponent, a second "double" by either the Take-Out Doubler or his/her Partner would now be for penalties.