

### TIPS FOR TOPS - 3

1. When responding to Partner's **Take-Out Double** in a suit, make a non-jump response with 0-8 HCP's, a jump response with 9-11 HCP's, and a cue-bid or Game response with 12 or more HCP's.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West (You)</u>
1H	Dbl.	Pass	????

- (a) **AJXXX XXX KX QXX** (Respond **2S** (Invitational but is Non-Forcing))  
 (b) **AJXXX XXX QXX XX** (Respond **1S** - Do not jump)  
 (c) **AXX XX AJXX KJXX** (Respond "2H", you are too strong to make a jump response. It suggests Game but denies four Spades else you would have jumped to 4S.)

2. When responding to Partner's Take-Out, with a 4-card Major and a 5-card Minor respond in the Major; with a 4-card Major and a 6-card Minor, respond in the Minor.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West (You)</u>
1H	Dbl.	Pass	???

- (a) **KXXX XX QXXXX XX** (Respond **1S**)  
 (b) **KXXX XX QXXXXX X** (Respond **2D**, you will bid Spades later if afforded the opportunity.)

3. After making a minimum response to Partner's **Take-Out Double** showing 0-8 HCP's, the Responder may bid once more opposite a silent Partner, but only with 6-8 HCP's and either a 5-card suit, a strong 4-card suit, or a second suit as well.

<u>North</u>	<u>East</u>	<u>South</u>	<u>West (You)</u>
1H	Dbl.	Pass	1S
2H	Pass	Pass	???

- (a) **KQJX XXX JXXX XX** (Respond **2S**, Partner must have Spade support for having previously made the **Take-Out Double** and you have 8 HCP's.)  
 (b) **KXXX XXX JXXX XX** ("Pass," you only have 5 HCP's.)  
 (c) **XXXX KXX KXX QXX** ("Pass," you have the HCP's to bid but your Spade suit is too weak and contains only four pieces.)  
 (d) **KXXX XX KXXXX QX** (Respond **2S**, you have both the necessary points and a second 5-card suit.)  
 (e) **XXXXX KXX KXX QX** (Respond **2S**, you have the points and a 5-card Spade suit as well.)

4. With minimum opening values do not bid again after making a **Take-Out Double** unless Partner makes a forcing bid or bids a second suit giving you a choice. If you do raise Partners forced response to your **Take-Out Double**, it shows primary support (4-pieces) and 16-18 HCP's (6-Losers); i.e., more than minimum opening values that your original **Take-Out Double** showed, and is invitational to Game.

Example:

<u>East</u>	<u>South (You)</u>	<u>West</u>	<u>North</u>
1D	Dbl.	Pass	1S
Pass	?		

- (a) **AKXX QXX AX KJXX** (Raise Partner to **2S**, you have more than a minimum.)  
 (b) **AKXX X AXXX JXXX** ("Pass," you hold minimum values for your original **Take-Out Double**.)

5. A jump raise of Partner's forced response to your **Take-Out Double** evidences 19-21 support points (5-Losers) as well as primary support for Responder's bid suit. The same 19-21 is evidenced by a jump-shift into your own 5-card suit.

**Example:**

<u>East</u>	<u>South</u> (You)	<u>West</u>	<u>North</u>
1H	Db1.	Pass	1S
Pass	?		

- (a) **AKXX X AQX KXXXX** (Jump Raise to **3S**, Highly Invitational)  
 (b) **AQX KQX X AKJXXX** (Bid **3C**, Highly Invitational)

6. "**Doubling**" for Take-Out twice, or even three times, does not alter the original meaning of the "**double**." Even though you might sound as if you were a broken record, each successive "**double**" below Game-level evidences more and more strength. A second "**double**" shows 16-18 HCP's, and a third "**double**" shows 18-20 HCP's. Only after the second or third "**double**" takes place at the Game level, is it to be construed as a **Penalty Double** and **not** for take-out.

**Example:** You Hold: **AQXX X AQXX AKJX**

<u>East</u>	<u>South</u> (You)	<u>West</u>	<u>North</u>	
1H	Db1.	2H	Pass	
Pass	Db1.	3H	Pass	
Pass	???			(Double again.)

7. When using **Blackwood**, if, after inquiring for Aces, Partner bids a **new previously-unbid** suit subsequent to your response, bid **5-NT**. Do not worry, just do it! The hand is missing 2 Aces and Partner desires to exit into a **5-NT** contract.

**Example:**

<u>South</u>	<u>North</u> (You)
1H	3H
4-NT	"5D"
"5S"	????

(Bid 5-NT, it is not for you to reason why?)

8. A "**double**" of an opening **4H** preempt is take-out oriented. The Doubler must have at least three Spades. An overcall of "**4-NT**" is the "**Unusual No Trump**" bid asking for the Minors.

**Examples:**

<u>East</u>	<u>South</u> (You)
4H	??

- (a) **AQXX X KQXX AKXX** ("**Double**" for Take-Out.)  
 (b) **X X AJXXX AQXXXX** (Overcall "**4-NT**", "**Unusual**" for the Minors.)

- A "**double**" of an opening **4S** preempt, however, is for penalties, **not** for take-out. A "**4-NT**" bid is the take-out overcall for this specific singular circumstance.

**Examples:**

<u>East</u>	<u>South</u> (You)
4S	??

- (a) **KX AQX KQXXX AXX** ("**Double**" for penalties.)  
 (b) **X AKXX KJXX AQXX** (Bid "**4-NT**", A Take-Out)

9. A new suit response by Responder, who, in 1<sup>st</sup> or 2<sup>nd</sup> position, had "**previously-passed**", is **not** forcing.

**Example:**

<u>East</u> (You)	<u>West</u> (Partner)
Pass	1S
2H	?? (With fewer

than 14 HCP's, minimum opening values, West can "**pass**" since Game is highly unlikely.)