

## Lesson 10: Takeout Doubles

You have learnt to overcall a 5-card suit

You have learnt to overcall 1NT with a strong balanced hand. What should you bid with the hand below after a 1♣ opening bid?

♠ K76

♥ KQ54

♦ A962

♣ J6

You don't have a 5-card suit to overcall and you are too weak to overcall 1NT (16-18)

You can use **DOUBLE** (written as an "X") to ask partner to choose the best contract.

This is called a "**takeout**" **double**.

### Double (X) 12+ HCP

The double shows:

- an opening hand
- at least three cards in each of the **unbid suits**
- shortage in the opponent's suit - usually a doubleton or fewer
- don't double with length in the opener's suit!

### Responses to a Take-out Double

You **must** bid – even if you have **no** points at all!

Remember that partner has promised support for all unbid suits. Give preference to a major suit rather than a minor suit if possible.

|                                           |       |                            |
|-------------------------------------------|-------|----------------------------|
| Bid your best suit<br>at the lowest level | 0-8   | 4+ in your suit            |
| Jump Bid                                  | 9-12  | 4+ in your suit            |
| Jump to Game                              | 13+   | 5+ in your suit            |
| Bid 1NT                                   | 6-9   | stopper in opponent's suit |
| Bid 2NT                                   | 10-12 | stopper in opponent's suit |
| Bid 3NT                                   | 13+   | stopper in opponent's suit |

If an opponent calls after the double, you no longer have to bid

If you do bid after an opponent calls, then you are guaranteeing at least 8+ HCP