



## Lesson 18: TAKEOUT DOUBLE CONVENTION

### Second Way to Compete After Opponents Opening Bid

#### Overcall Review

Last lesson on overcalls, we learned how to compete with hands that had a long suit and a limited number of points. To summarize:

1-level overcall	8 -16 total points plus a good 5+ card suit
2-level overcall	11-16 total points plus a good 5+ card suit
Jump Overcall	5-11 total points, plus a good 6+ card suit
1 NT overcall	15 -18 HCP and a stopper in opener's suit Stayman and Transfer's are on

There are problems with the overcall structure above:

1. What do you do when you hold 11-16 total points but no 5+ card suit?
2. What do you do when you hold 17+ total points plus a good 5+ card suit?
3. What do you do when you hold a balanced 19+ HCP?

#### Takeout Double Convention

It is rare to want to double low level contracts for penalties. Experts soon realized that it was better to use the double to solve the above problems with the overcall structure. So the takeout double convention was invented.

## What does the Takeout Double Mean?

The takeout partner means "Partner, I have a good hand-- please bid something so I can tell you more about my hand!"

### Three categories of Takeout Double.

There are three types of hands that a takeout double describes:

1. The classic meaning shows an opening strength hand and support for all unbid suits, 13+ dummy points since you expect to play in partner's suit. It shows shortness in the opponent's suit.
2. One-suited hand which is too strong for an overcall, 17+ total points. You show this hand type by doubling, and then ignoring partner's bid suit and bidding a new suit of your own.
3. A balanced Notrump hand that is too strong for a notrump overcall, 19+ HCP. You show this hand by doubling and then bidding notrump.

Classic	<ul style="list-style-type: none"> <li>• 13+ dummy points</li> <li>• no more than 2 cards in doubled suit</li> <li>• at least 3 cards in the other suits, 4 cards in unbid major</li> </ul>
One-suited	<ul style="list-style-type: none"> <li>• 17 or more points (double and bid a new suit)</li> <li>• a quality suit 5 cards or longer</li> </ul>
Notrump	<ul style="list-style-type: none"> <li>• balanced notrump type hand</li> <li>• 19 or more HCP (double and bid NT)</li> <li>• good stoppers in doubled suit</li> </ul>

Examples: Your RHO opens 1♥

1. ♠ 9 8 7 3 ♥ A Q J 9 ♦ 10 ♣ 9 7 6 pass. (9 dummy points, not short in opponents suit)
2. ♠ A Q J 6 ♥ 9 8 ♦ A 9 8 4 ♣ A 6 5 Double (16 dummy points, Support for all suits)
3. ♠ A K ♥ A 9 3 ♦ 8 2 ♣ K Q J 10 9 7 Double. (19 total points. Double then bid clubs)
5. ♠ J 10 8 7 ♥ 9 7 ♦ K Q 4 ♣ A Q T 5 Double ( 13 dummy points + 4-cards in unbid major)
6. ♠ A Q 8 7 ♥ K 7 5 ♦ A J 4 ♣ K Q 5 Double (19 HCP, 2<sup>nd</sup> bid notrump or support spades)
7. ♠ K 4 2 ♥ A 9 3 ♦ K Q J 2 ♣ 9 8 2 Pass. (Need 4 cards in other major)

## Advancer Responses to Takeout Double when responder passes

If responder passes, then as advancer you must bid, even if you have no points!!

Partner has made a takeout double expecting you to bid.

- 0-8 points- bid a suit at the cheapest level. **DO NOT PASS!**
- 9-11 total points - jump in your longest suit
- 12+ total points - cuebid the opponent's suit; forcing to game
- With a balanced 8-10 points with a stopper in opponent's suit - bid notrump at cheapest level
- With a balanced 11-12 points with 1+ stopper in opponent's suit- jump in notrump
- With a balanced 13-15 points with 2 stoppers in opponent's suit - bid 3NT
- **Penalty Pass** = "some" points - pass for penalties holding 5-6 good cards in opponent's suit; partner is expected to lead a trump

### Advancer Examples:

You are in 4<sup>th</sup> seat and the auction has gone:

LHO	Partner	RHO	You
1♥	double	pass	?

What is your bid?

- |                |             |             |         |   |
|----------------|-------------|-------------|---------|---|
| 1. ♠ 9 8 7 3   | ♥ 9 7 6 3   | ♦ 10 2      | ♣ 9 7 6 | no points, bid 1♠ (DO NOT PASS)   |
| 2. ♠ J T 8 7 6 | ♥ 9 8 2     | ♦ A Q 8     | ♣ K 6   | 11 total points, Jump to 2♠   |
| 3. ♠ Q T 3     | ♥ K J T 8   | ♦ A 8 2     | ♣ J 9 7 | 11 points, two ♥ stoppers, Jump to 2NT  |
| 5. ♠ A 8 7     | ♥ 9 7       | ♦ K Q J T 4 | ♣ T 7 5 | 11 total points, Jump to 3♦   |
| 6. ♠ A 2       | ♥ K Q J T 8 | ♦ 8 7 6     | ♣ T 7 5 | Pass, convert partner's bid to a penalty  |
| 7. ♠ 6 4 3 2   | ♥ A 9       | ♦ Q T 9 3 2 | ♣ 9 8   | 7 total points, bid 1♠, prefer to be in the 4-4 major suit fit rather than diamonds |

### Doubler's second bid when advancer cuebids

When advancer cuebids the opponent's suit, it is game forcing. You can not stop short of game, you should simply bid naturally to reach the best game contract.

### **Doubler's second bid when advancer makes a non-jump suit bid**

When advancer makes a non-jump response, they are showing a hand with 0-8 total points. Game is unlikely, but possible:

- With minimum hand just pass
- Raise with 16-17 dummy points and 4 card support (invitational looking for top of range)
- Jump raise with 19-21 dummy points (invitational looking for middle of range)
- Cue bid opponents suit with 22+ dummy points (Forcing)
- Bid a new suit to show the one-suited Takeout Double with 17+ total points and a good 5+card suit
- Non-Jump in NT = 19-20 HCP ( Simple NT overcall shows 16-18 HCP)
- Jump in NT ( but not higher than 3NT) = 21-22 HCP balanced

### **Doubler's second bid when advancer makes a jump suit bid**

A jump rebid by advancer shows 9-11 total points. If you can make game opposite 11 points invite, otherwise pass.

### **Free Bid When Responder bids**

When responder bids, advancer is no longer required to bid, so:

- A "free bid" by advancer shows 6+ total points and at least a 4-card suit.
- A cuebid of either opponent's suit shows 12+ points and no specific suit of your own to bid
- A double is for penalty of the new suit bid by responder (Advancer's RHO)