

# COMPETITIVE BIDDING

## Week 2 Takeout Doubles of 1 Level Bids



## What to bid?

?
♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7



## What to bid?

?
♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7
1♦

1♣ - ?
♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7



## What to bid?

- You have 13 HCP and would like to bid
- You don't have a 5 card suit, so you can't overcall
- You have support for diamonds, hearts or spades
- Your partner is in the best position to decide what denomination to play in



## What to bid?

?
♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7
1♦

1♣ - ?
♠ A J 5 2
♥ K 9 6 3
♦ K Q 8 3
♣ 7
X (Double)

- A double of a 1 level bid is almost universally used to ask your partner to choose a trump suit
- Your partner will take out the double into one of the unbid suits
- The bid is called a takeout double



## TAKEOUT DOUBLE

- The double of a one level bid is artificial and ideally shows a hand with opening points or better and four cards in each of the unbid suits
- In practice, it shows three or more cards in each unbid suit and at least 11 HCP or a hand too strong to overcall



## TAKEOUT DOUBLE

1♦ - ?
♠ K Q J 2
♥ K 4 3 2
♦ 2
♣ A 9 8 4
Double. Ideal shape and 13 HCP

1♦ - ?
♠ A Q 2
♥ K Q 6 4
♦ 8 7
♣ Q 10 6 5
Double. OK shape and 13 HCP

1♦ - ?
♠ K J 3
♥ A K 6
♦ Q 9 6
♣ 9 7 6 2
Pass. Poor shape and 13 HCP

1♦ - ?
♠ A Q 10 5 3
♥ K 5
♦ K 6
♣ A Q 7 5
Double. Too strong to overcall



## TAKEOUT DOUBLE

1♦ - ?
♠ K Q 2
♥ A K 3
♦ 5 2
♣ J 8 6 5 2
Double. Nearly OK shape 13 HCP

1♦ - ?
♠ A 8 7 3
♥ A 7 5 2
♦ 4
♣ Q 8 6 2
Pass. Good shape 10 HCP Too weak

1♦ - ?
♠ A K Q 9 6
♥ 9 5 4
♦ 7
♣ K 8 7 2
1♠. Spades are key feature

1♦ - ?
♠ A K 7 6
♥ K Q
♦ K J 3 2
♣ 7 5 3
Pass. 15 HCP Poor shape



## TAKEOUT DOUBLE

Advance (RHO passes)

- You must bid unless you have length and strength in their suit and some values
- Bid your best suit (not opener's suit) with 0-9 HCP. On rare hands you may have to bid a 3 card suit
- Jump in a 4+ card suit (not opener's suit) and 10-12 HCP (Add distribution points with 5+ cards in suit)
- Bid game with 5+ card suit (not opener's suit) and 13+ TP



## TAKEOUT DOUBLE

Advance (RHO passes) (continued)

- Bid 1NT with 7-10 HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Bid 2NT with 11-12 HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Bid 3NT with 13+ HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Cue bid opponent's suit with 13+ HCP if unsure of which suit to play in



# TAKEOUT DOUBLE

Advance

<p>1♦ - X - P - ?</p> <p>♠ J 6 3 ♥ 6 4 3 ♦ J 7 5 3 ♣ 7 4 2</p> <p>1♥. What else can you do?</p>	<p>1♠ - X - P - ?</p> <p>♠ 7 5 4 ♥ J 9 8 3 ♦ 8 4 ♣ K J 5 3</p> <p>2♥. Prefer to respond in major</p>	<p>1♥ - X - P - ?</p> <p>♠ 6 5 4 ♥ 8 4 3 ♦ K Q 8 4 ♣ A Q 3</p> <p>3♦. 11 HCP and 4 diamonds</p>	<p>1♥ - X - P - ?</p> <p>♠ K Q 7 4 3 ♥ 6 ♦ K 6 5 2 ♣ 9 7 6</p> <p>2♠. 11 TP and 5 spades</p>
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# TAKEOUT DOUBLE

Advance

<p>1♥ - X - P - ?</p> <p>♠ 7 5 ♥ K Q J 10 4 2 ♦ Q 3 2 ♣ 5 4</p> <p>Pass. Your trumps should be good</p>	<p>1♥ - X - P - ?</p> <p>♠ K J 5 ♥ Q J 10 3 ♦ J 7 2 ♣ 8 6 3</p> <p>1NT. 8 HCP and double stop</p>	<p>1♥ - X - P - ?</p> <p>♠ K 3 2 ♥ K J 10 8 ♦ A 5 ♣ 9 8 7 3</p> <p>2NT. 11 HCP Double stop</p>	<p>1♦ - X - P - ?</p> <p>♠ K J 9 8 ♥ A Q J 9 ♦ K 4 ♣ 8 7 5</p> <p>2♦. 14 HCP Which suit?</p>
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## WHAT DOES THE DOUBLER DO NEXT?

Doubler must keep in mind you may have absolutely no high cards unless you jump

- Pass
- Compete in your suit if the opponents bid
- Invite game in your suit if opponents pass
- Bid game
- Bid a new suit or opponent's suit with a very strong hand



## WHAT DOES THE DOUBLER DO NEXT?

<p>1♦ - X - P - 1♥ P - ?</p> <p>♠ K Q J 2 ♥ K 4 3 2 ♦ 2 ♣ A 9 8 4</p> <p>Pass. Game unlikely</p>	<p>1♦ - X - P - 1♥ P - ?</p> <p>♠ K J 9 2 ♥ A K 4 2 ♦ 2 ♣ A 9 8 4</p> <p>2♥. Game try</p>	<p>1♦ - X - P - 1♥ 2♦ - ?</p> <p>♠ K Q J 2 ♥ K 4 3 2 ♦ 2 ♣ A 9 8 4</p> <p>2♥. Competing, ambiguous</p>	<p>1♦ - X - P - 1♥ 2♦ - ?</p> <p>♠ K J 9 2 ♥ A K 4 2 ♦ 2 ♣ A 9 8 4</p> <p>3♥. Game try</p>
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## WHAT DOES THE DOUBLER DO NEXT?

<p>1♦ - X - P - 2♥ P - ?</p> <p>♠ K Q J 2 ♥ K 4 3 2 ♦ 2 ♣ A 9 8 4</p> <p>4♥. Game likely</p>	<p>1♦ - X - P - 2♥ P - ?</p> <p>♠ K 6 5 3 ♥ Q 6 2 ♦ 7 2 ♣ A J 8 3</p> <p>Pass. Minimum, poor support</p>	<p>1♦ - X - 1♥ - P P - ?</p> <p>♠ A Q 10 5 3 ♥ K 5 ♦ K 6 ♣ A Q 7 5</p> <p>1♠. Too strong to overcall</p>	<p>1♦ - X - P - 1♥ P - ?</p> <p>♠ K Q J 4 3 2 ♥ A Q ♦ 2 ♣ K Q J 2</p> <p>2♠. Too strong to overcall. Good suit</p>
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## WHAT DOES THE DOUBLER DO NEXT?

<p>1♦ - X - P - 2♥ P - ?</p> <p>♠ A J 9 6 2 ♥ 5 ♦ A 9 ♣ A K Q 7 3</p> <p>2♦. Very strong. Bid another suit</p>	<p>1♦ - X - P - 2♦ P - ?</p> <p>♠ A 6 3 2 ♥ K Q 6 ♦ 5 4 ♣ K J 9 2</p> <p>2♠. This is the best suit to bid</p>	<p>1♦ - X - P - 1♥ 3♦ - ?</p> <p>♠ K Q 5 2 ♥ K 9 7 3 ♦ 4 ♣ Q 9 5 2</p> <p>Pass. Nothing extra for 3 level</p>	<p>1♦ - X - P - 1♥ 3♦ - ?</p> <p>♠ K Q 5 4 ♥ A K 4 2 ♦ 8 5 ♣ A 7 4</p> <p>3♥. Something extra for 3 level</p>
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# TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

- You do not have to bid unless you have some values
- Bid what you would have bid without RHO's raise if you can
- Bid a 4-5 card suit at two level with 6-9 HCP (Add distribution points with 5 cards in suit)
- Bid a 4-5 card suit at three level (not opener's suit) and 8-12 HCP (Add distribution points with 5 cards in suit)
- Need fewer HCP to bid 6+ card suit
- Double to show 9+ HCP and unsure of denomination



# TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

- Bid game with 5+ card suit (not opener's suit) and 13+ HCP
- Bid 2NT with 11-12 HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Bid 3NT with 13+ HCP, stopper in opener's suit and no 5 card suit (other than opener's suit)
- Cue bid opponent's suit with 13+ HCP if unsure of denomination



# TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

<p>1♥ - X - 2♥ - ?</p> <p>♠ Q 6 4 ♥ 7 5 4 ♦ Q 9 5 3 ♣ 9 7 4</p> <p>Pass. You don't have to bid</p>	<p>1♥ - X - 2♥ - ?</p> <p>♠ K Q 6 3 ♥ 9 8 5 ♦ Q 9 6 2 ♣ 7 4</p> <p>2♠. Enough to compete</p>	<p>1♠ - X - 2♠ - ?</p> <p>♠ 9 6 5 ♥ K J 8 7 ♦ A J 6 4 ♣ 7 5</p> <p>3♥. Compete at 3 level</p>	<p>1♦ - X - 2♦ - ?</p> <p>♠ K 8 5 2 ♥ A 8 5 2 ♦ 9 4 ♣ K 6 3</p> <p>X. Some values. Don't know suit</p>
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# TAKEOUT DOUBLE

Advance (RHO raises opener's bid)

<p>1♦ - X - 2♦ - ?</p> <p>♠ K Q 8 3 2 ♥ K Q 9 ♦ 7 3 ♣ K 6 5</p> <p>4♠. As you would have bid</p>	<p>1♦ - X - 2♦ - ?</p> <p>♠ 8 6 ♥ K 9 8 7 4 3 ♦ 9 6 5 ♣ 7 5</p> <p>2♥. Need a bit less with long suit</p>	<p>1♦ - X - 2♦ - ?</p> <p>♠ 6 5 ♥ K Q 10 9 3 ♦ K J 10 7 ♣ 7 3</p> <p>3♥. Good enough to jump to 3 level</p>	<p>1♥ - X - 3♥ - ?</p> <p>♠ K Q J 6 2 ♥ 9 6 4 ♦ 4 3 ♣ Q 6 3</p> <p>3♠. Higher than you would like</p>
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