

# Takeout Double

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# *What is a Take-out Double?*

Basically, the double asks partner to bid his longest suit – it is almost the opposite of a penalty double. The Takeout Double shows at least 3 cards in all unbid suits.



# *Why would we want to use a Take-out Double?*

The answer is because we have two or three suits of similar length and we would like to ask partner to choose the one with which he has the best fit. It is especially useful when you do not hold a five-card suit, because without five cards in a suit you cannot make an overcall, and therefore would be unable to make a call without the help of a take-out double.



# *What kind of hand do we need for a Take-out Double?*

- Length (at minimum 3 cards, preferably 4) in the unbid suits,
- High-card point strength of at least a minimal opening bid (12 HCP)



# Responding to Take-out Double ?

- *0 to 8 total points* - bid best suit at the cheapest level.
  - *9 to 11 total points* - jump into your longest suit.
  - *12+ total points* - jump to game or use cuebid to ascertain the best strain.
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- Bidding 1NT (6-9) points
- Bidding 2NT (10-12)
- Bidding 3NT (13+)

Guarantees a stopper in the suit the opponent bid.



# *How to Rebid after we do a Take-out Double?*

If the advancer makes a minimum bid, the takeout doubler:

- passes with a minimum hand (13 to 15 total points)
- raises with a medium hand (16 to 18 total points)
- jump raises with a maximum hand (19 to 21 total points)



What would you like to bid over opponent 1C?



You should Pass, you don't have 3  
cards for all unbid suits.





What would you like to bid over opponent 1C?



You should Double, you have 3 cards  
for all unbid suits, and 12+ points  
without a good 5 card suit.



What would you like to bid over opponent 1D?



You should Pass, you don't have 12+ points.



What would you like to bid over opponent 1D?



You should bid 1S. Double usually  
denies 5 card major



Opponent1  
1D

Partner  
Dbl

Opponent2  
Pass

You  
?



You should jump to 4H. Partner has at least 12 points and 3 cards in all unbid suits.





Opponent1  
1D

Partner  
Dbl

Opponent2  
Pass

You  
?



You should bid 1S. With 0-8 points bid your best suit.



Opponent1  
1H

Partner  
Dbl

Opponent2  
Pass

You  
?



You should bid 2H (cuebid). Your partner can't pass you. This shows a good hand but not sure where we should play.



Opponent1  
1S

Partner  
Dbl

Opponent2  
Pass

You  
?



You should bid 2D. You showed a minimum hand. You were forced to bid your suit on level 2. With good hand you must jump.



Opponent1  
1H

Partner  
Dbl

Opponent2  
1NT

You  
?



You should pass. Sometimes it is ok to defend. The Double was canceled when opponent bid 1NT. You are not sure if we have a fit.





Opponent1  
1H

Partner  
Dbl

Opponent2  
2H

You  
?



You should bid 2S. You know you have a fit, so you should compete.



Opponent1  
1H

Partner  
Dbl

Opponent2  
Pass

You  
?



You should bid 3NT. When you bid NT after opponent bids you must have a stopper in opponent suit. With hearts stopper and 13+ points you have strength for game.



DEAL: 1  
DEALER: NORTH  
VUL: NONE

NORTH  
♠ Q 5  
♥ A Q 10 9 4  
♦ Q 5  
♣ Q J 10 8

WEST  
♠ 10 6 3  
♥ J 8 2  
♦ A 10 9 3  
♣ K 3 2

SOUTH  
♠ J 9 8 2  
♥ K 5 3  
♦ J 8 7  
♣ 7 6 5

EAST  
♠ A K 7 4  
♥ 7 6  
♦ K 6 4 2  
♣ A 9 4

WEST	NORTH	EAST	SOUTH
	1♥	Double	Pass
2♦	Pass	Pass	Pass

DECLARER:	West
CONTRACT:	2♦
OPENING LEAD:	♣Q by North

# Play



Let's count the sure tricks:

- Spades 2, Hearts 0, Diamonds 2, Clubs 2 = Total 6 tricks.

The second stage in Declarer's Plan is to Browse Declarer's Checklist:

- **Q** How does the heart suit offer the potential for an extra trick?
- **A** Trumping in dummy. There are more hearts in declarer's hand than in the dummy. After two heart tricks have been lost, declarer can lead a third round of hearts and trump in the dummy.
- **Q** How does the diamond suit offer the potential for another trick?
- **A** Through length. There are eight combined diamonds in the East-West hands. If the five missing diamonds are divided 3-2, a trick can be developed through length by taking the  $\spadesuit A$  and  $\spadesuit K$  and then giving up a diamond trick to the opponents.
- **Q** Will declarer be able to develop an extra diamond trick?
- **A** Yes. After the  $\spadesuit A$  and  $\spadesuit K$  are played, the only diamond left in the North-South hands will be South's  $\spadesuit J$ . If declarer then leads another round of diamonds to drive out the  $\spadesuit J$ , the remaining diamonds in the East-West hand will represent a trick since they are the last two diamonds remaining. Before starting to play, declarer needs to go through the third stage – Consider the Order.