

## Takeout doubles

### When is a double for takeout?

- The bidding is below game
- The doubler has not bid (other than pass)
- The opponents have bid a suit, not NT

### There are 3 types of hands suitable for a TO double

#### 1. A 'normal' TO double

- An opening hand or better
- **No more than two cards in opener's suit**
- At least **three cards** in the unbid suits

Asks partner to choose their best suit

***Do not double with an off-shape hand unless you are strong enough to bid again***

[\(see power double below\)](#)

If your hand is not the right shape for either an overcall or a TO double PASS!

However, the better your shape, the fewer HCP you need for a TO double

#### What if I have a five-card suit?

- If your 5-card suit is a major – overcall
- If your 5-card suit is a minor – double

#### 2. A 'power double'

- A strong single-suited hand – at least 16+ HCP and a six-card suit (or more points and a good five-card suit)
- Double first and then bid your suit (not forcing)

#### 3. A strong balanced hand

- Too strong to overcall 1NT
- Double then bid NT – shows 18/19 HCP and balanced hand (not forcing)

### Responding to a TO double (advancer)

Total points	Bid
0 - 7/8	<ul style="list-style-type: none"><li>• Best suit at the cheapest level</li></ul>
8/9 - 10	<ul style="list-style-type: none"><li>• Best suit 1 level higher than necessary</li><li>• 1NT with a stopper in opener's suit</li></ul>
10/11 - 12	<ul style="list-style-type: none"><li>• Best suit at the 3 level - invitational</li><li>• 2NT - invitational</li></ul>

12/13+	<ul style="list-style-type: none"> <li>• Game with a 5-card major (your partner may only have 3)</li> <li>• Game in NT with no 4-card major and a stopper in opener's suit</li> <li>• Cue bid opponent's suit at the cheapest level if no 5-card major and not sure where to play*. Asks partner for more information</li> </ul>
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\* Some people play this as invitational or better

If you have the choice between two suits, prefer a 4-card major to a stronger minor

***Don't bid 1NT with a weak hand, just bid your cheapest 3-card suit***

- Occasionally, you can pass a TO double. As you need to take at least 7 tricks, you should have 3 sure trump tricks and an outside ace. Vulnerability is also a factor in a decision to pass partners TO double for penalty.

### What if there is an intervening bid?

(1 ♦) x (1 ♥) ?

- If responder bids over your partner's TO double, any 'free' bid you make shows 8+ points (some play it as few as 6+) and double by you is for penalties. With a weak hand, pass.

### What if responder raises opener's suit?

(1 ♦) x (2 ♦) ?

- If you have sufficient values and want to compete but are unsure where (remember your partner may have a 3-card suit) you can double to ask partner to bid their best suit (responsive double)
- If the opposition have bid and raised a minor, double asks partner to bid their longer major
- If the opposition have bid and raised a major, double asks partner to bid their longer minor

### Doubler's rebid

(1 ♦) x (P) 1 ♠

(P) ?

- With a minimum hand the doubler MUST pass
- Raising advancer's suit shows 16+ (not forcing)
- Bidding a new suit shows a power double type hand – a strong 16+ single suiter (not forcing)
- A jump rebid is invitational and ask partner to bid game with anything other than nothing (not forcing)
- A cue of the opener's suit is game forcing and shows a big hand that you want to play in game even if partner has only a few HCP

