

# Takeout Double

## Takeout Double

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 at the lowest level	0-9	4+ in your suit
Jump Bid	10-12	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