LESSON 8: STUDENT NOTES

**Takeout Double**

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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.

<table>
<thead>
<tr>
<th>Bid your best suit at the lowest level</th>
<th>0-8(9)</th>
<th>4+ in your suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jump Bid</td>
<td>(9)10-12</td>
<td>4+ in your suit</td>
</tr>
<tr>
<td>Jump to Game</td>
<td>13+</td>
<td>5+ in your suit</td>
</tr>
<tr>
<td>Bid 1NT</td>
<td>6-10</td>
<td>stopper in opponent's suit</td>
</tr>
<tr>
<td>Bid 2NT</td>
<td>10-12</td>
<td>stopper in opponent's suit</td>
</tr>
<tr>
<td>Bid 3NT</td>
<td>13+</td>
<td>stopper in opponent's suit</td>
</tr>
</tbody>
</table>

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