12. **TAKEOUT DOUBLES**
This is over an opponent’s opening bid

Shows 12+ AND 3+ cards in all the UNBID SUITS

**Responses**
If your RHO does not bid, you MUST BID

- 0-8 → Bid your best suit at MINIMUM level – give preference to a Major
- 9-12 → Jump bid with a 4+ suit
- 13+ → Bid GAME with a 5+ suit

1NT = 6-9 and stopper in opener’s suit
2NT = 10-12 and stopper
3NT = 13+ and stopper

If your RHO bids, any bid made by you shows values – about 7+ HCP

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1. Opening bids
2. Responses to 1NT
3. Responses to 1 of a suit
4. Opener’s rebids
5. Responses to Weak 2’s
6. Responses to Weak 3’s
7. Responses to 2NT
8. Responses to 2♦
9. Overcalls
10. Responses to suit overcall
11. Responses to 1NT overcall
12. Takeout Doubles

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7. **RESPONSES TO 2NT (20-22)**

- 0-4 → Pass
- (4) 5+ → 3♦/♥/♠ = 5+ suit, GF
  - opener chooses 3NT or 4Maj
  - 4♥/♣/♠ = 6+ suit
  - 3NT = balanced, may have 5-card minor

12+ → Look for a slam

---

8. **RESPONSES TO 2♦ (GF)**

- 0-7 → 2D artificial = any shape
  - Suit by Opener show 5+ cards → you MUST keep bidding to a GAME
- 8+ → 2♥/♠,3♦/♣/♠ = 5+ suit
  - 2NT = balanced

You can support a suit with 3 cards

---

1. **OPENING BIDS**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1NT</td>
<td>= 12-14 balanced (4333,4432,3325)</td>
</tr>
<tr>
<td>1 suit</td>
<td>= 12-19 – longest suit first or higher of two 5-card-suits, lower of 4’s</td>
</tr>
<tr>
<td>2♦</td>
<td>= 20+ unbalanced or 23+ balanced</td>
</tr>
<tr>
<td>2NT</td>
<td>= 20-22 balanced</td>
</tr>
<tr>
<td>2♥/♥/♠</td>
<td>= 6-10, good 6-card suit</td>
</tr>
<tr>
<td>3 suit</td>
<td>= 6-10, 7-card suit, pre-empt</td>
</tr>
<tr>
<td>4 suit</td>
<td>= 6-10, 8+card suit</td>
</tr>
</tbody>
</table>

---

After 1-suit Opening, you both rebid to show minimum, invitational or game values

---

3. **RESPONSES TO 1 OF A SUIT**

- 0-5 → Pass

a) **With a fit especially in a Major**
  - Upgrade hands with shortages (add 5 for void, 3 for singleton)
  - 6-9 → 2 level raise
  - 10-12 → 3 level raise
  - 13+ → GAME

b) **Bid a new suit (forcing)**
  - 1-level: 6+ HCP, 4+ card suit (don’t jump bid with 10+ HCP)
  - 2-level: 10+, 4+ suit (eg 1♥ – 2♦)
  - Longest suit or lower available 4’s or higher of two 5’s

If you can’t do any of the above, then use the following:

- 6-9 → 1NT
- 10-12 → 2NT
- 13+ → 3NT

---


## 2 RESPONSES TO 1NT

<table>
<thead>
<tr>
<th>Balanced hand</th>
<th>Unbalanced hand</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-10 → Pass</td>
<td>0-10 → 2suit – long and weak (to play)</td>
</tr>
<tr>
<td>11-12 → 2NT (invitational)</td>
<td>Opener MUST PASS</td>
</tr>
<tr>
<td>13+ → 3NT</td>
<td>12+ → 3Maj = 5 card suit. Opener chooses 3NT or 4 Major</td>
</tr>
<tr>
<td></td>
<td>→ 4Maj = 6 card suit</td>
</tr>
</tbody>
</table>

## 4 OPENER’S REBIDS

**If partner makes a limit bid**
- count if you have enough to invite or bid GAME

**If partner bids a NEW SUIT**

- **With a 4+ fit in partner’s suit**
  - 12-15 → raise
  - 16-17 → jump
  - 18-19 → bid GAME

- **Show a second suit**
  - Now shows 5+ in first suit
  - If bid at 3-level = Game Force

- **Rebid NT**
  - minimum level = 15-17
  - Jump = 18-19 GF

- **Rebid your 5+ suit**
  - jump = 6+ card suit 15-17

## 9 OVERCALLS

<table>
<thead>
<tr>
<th>Suit</th>
<th>Jump overcall</th>
<th>1NT</th>
</tr>
</thead>
<tbody>
<tr>
<td>= Good 5+ suit (usually 2+ honours)</td>
<td>= Good 6+ suit 12-15</td>
<td>= 16-18, balanced with stopper</td>
</tr>
</tbody>
</table>

## 10 RESPONSE TO SUIT OVERCALLS

<table>
<thead>
<tr>
<th>No Fit</th>
<th>3+ card fit</th>
<th>New suit (rare)</th>
<th>5+ card fit</th>
<th>Go to Game</th>
<th>1NT</th>
<th>15+ HCP and fit</th>
<th>Go to Game</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass</td>
<td>Raise</td>
<td>12+, good 5+ suit</td>
<td>Go to Game</td>
<td>8-11 + stopper</td>
<td></td>
<td></td>
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</tr>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Raise</td>
<td></td>
<td>15+ HCP</td>
<td>12-14 + stopper</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>and fit</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## 11 RESPONSE TO 1NT OVERCALL

| Balanced | 0-7 → Pass | 8 → 2NT | 9+ → 3NT |
| Unbalanced | 0-7 → 2suit - long and weak (to play) | Overcaller MUST PASS |
|           | 8+ → 3Maj = 5cards GF, 4Maj = 6cards |

## 5 RESPONSES TO WEAK 2’s (♣/♥/♠)

<table>
<thead>
<tr>
<th>Pass</th>
<th>Raise to 3</th>
<th>Game</th>
<th>New suit</th>
<th>3NT over 2♣</th>
</tr>
</thead>
<tbody>
<tr>
<td>= 0-13, any shape</td>
<td>= 14-15, 2+ support - invitational</td>
<td>= 16+, 2+ support OR any HCP and 4+ support</td>
<td>= 16+, 6+ suit (rarely used)</td>
<td>= 16+, and 2+ diamonds Stoppers in both majors and preferably with 3 card support or an honour in ♣</td>
</tr>
</tbody>
</table>

## 6 RESPONSES TO WEAK 3’s (PRE-EMPT in any suit)

<table>
<thead>
<tr>
<th>Pass</th>
<th>Game</th>
<th>New suit</th>
</tr>
</thead>
<tbody>
<tr>
<td>= 0-13, any shape</td>
<td>= 16+, 1+ support OR any HCP and 3+ support</td>
<td>= 16+, Good 6+ suit – Rare</td>
</tr>
</tbody>
</table>