

12

TAKEOUT DOUBLES

This is over an opponent's opening bid

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

ResponsesIf 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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RESPONSES TO 2NT (20-22)

0-4 → Pass

(4) 5+ → 3♣/♦ = 5+ suit, GF
 → 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

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OPENING BIDS

1NT = 12-14 balanced (4333,4432,3325)

1 suit = 12-19 – longest suit first or higher of two 5-card-suits, lower of 4's

2♣ = 20+ unbalanced or 23+ balanced

2NT = 20-22 balanced

2♦/♥/♠ = 6-10, good 6-card suit

3 suit = 6-10, 7-card suit, pre-empt

4 suit = 6-10, 8+card suit

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

Responder	Opener's Rebid
13+	18-19
10-12	16-17
6-9	12-15

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RESPONSES TO 1 OF A SUIT

0-5 → Pass

Upgrade hands with shortages (add 5 for void, 3 for singleton)

a) **With a fit** especially in a Major
 6-9 → 2 level raise
 10-12 → 3 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

c) **Bid NT** 10-12 → 2NT

13+ → 3NT

2 RESPONSES TO 1NT

Balanced hand

0-10 → Pass
 11-12 → 2NT (invitational)
 13+ → 3NT

Unbalanced hand

0-10 → 2suit – long and weak (to play)
 Opener **MUST PASS**
 12+ → 3Maj = 5 card suit. Opener
 chooses **3NT or 4 Major**
 → 4Maj = 6 card suit



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

Suit = Good 5+ suit (usually 2+ honours)
 At 2-level shows 10+ HCP

Jump overcall = Good 6+ suit 12-15

1NT = 16-18, balanced with stopper

10 RESPONSE TO SUIT OVERCALLS

No Fit Pass

3+ card fit Raise **New suit (rare)** 12+, good 5+ suit

5+ card fit Go to Game **1NT** 8-11 + stopper

15+ HCP and fit Go to Game **2NT** 12-14 + stopper

11 RESPONSE TO 1NT OVERCALL

Balanced 0-7 → Pass 8 → 2NT 9+ → 3NT

Un-balanced 0-7 → 2suit - long and weak (to play)
 Overcaller **MUST PASS**
 8+ → 3Maj = 5cards GF, 4Maj = 6cards

5 RESPONSES TO WEAK 2's (♦/♥/♠)

Pass = 0-13, any shape

Raise to 3 = 14-15, 2+ support - invitational

Game = 16+, 2+ support OR any HCP and 4+ support

New suit = 16+, 6+ suit (rarely used)

3NT over 2♦ = 16+, and 2+ diamonds Stoppers in both majors and preferably with 3 card support or an honour in ♦

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

Pass = 0-13, any shape

Game = 16+, 1+ support OR any HCP and 3+ support

New suit = 16+, Good 6+ suit – Rare