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## ***TTP Cairns Sunday 13 October 2013*** ***Summary: Doubles***

### **The Takeout Double**

When the opponents open the bidding in a suit, a takeout double shows:

#### ***(1) Support for the unbid suits***

At least 3-card support & preferably 4-card support for an unbid major

#### ***(2) 13 or more points counting short suit points:***

Void = 5 points

Singleton = 3 points

Doubleton = 1 point

### **The Takeout Double to Show a Strong Overall**

#### ***Start with a takeout double***

Bid the long suit next, to describe the true nature of the hand

### **Takeout or Penalty?**

A double is for penalty in the following situations:

***A double of an opening notrump bid***

***A double at the game level or higher, as agreed by the partnership.***

### **Bidding a Suit after a Takeout Double**

0-8 Bid the longest suit at the cheapest level.

9-11 Bid the longest suit, jumping a level.

12+ Bid game, or cuebid if you need more information

With a choice of suits, prefer bidding a major suit to a minor suit.

### **Bidding Notrumps after a Takeout Double**

With length and strength in the opponents' suit:

6-10 Bid 1NT or cheapest level

11-12 Bid 2NT, jumping a level

13+ Bid 3NT

### **If Right-hand Opponent Redoubles**

Bid a suit you clearly prefer as trump even if you have no points.

### **Converting a Takeout Double to a Penalty Double**

Rare. At a low level, you need a reasonably solid holding in the opponent's suit, eg Q-J-10-9-3-2. The partnership's best defence is usually to lead trumps.

### **Rebids by the Takeout Doubler**

Doubler puts the hand in one of three general categories:

Minimum = 13-16 points: (Don't bid again unless advancer has shown strength)

Medium = 17-18 points: (Raise advancer's response)

Maximum = 19+ points (Jump raise or cuebid opponent's suit - forcing)

### **Rebids by Advancer (Doubler's Partner)**

Raise to appropriate level when doubler's rebid describes a hand with extra strength.

If 25+ points combined, bid to game. With fewer, stop in best partscore.

### **The Balancing Double**

In the balancing position, a takeout double can be made with as much as 3 fewer points than when making a takeout directly over an opponent's bid.

### **Advancing a Balancing Double**

Compensate slightly: bid at the cheapest level with 0-10; jump a level with 11-14; bid game or cuebid with 15 or more.

### **Passed Hand Takeout Doubles**

A takeout double by a passed hand...a hand that had the opportunity to open the bidding but chose not to...shows a hand with slightly less than opening values or a hand that has revalued, counting dummy points, to an opening bid. Advancer should take the initial pass into account when deciding how high to bid.

### **Reopening Doubles**

Any player, who has already made a call, can use the takeout double to keep the auction going. Generally it shows extra values.