

















Takeout Double Bridge Convention - Bidding and Responses

 bridgebum.com/takeout_double.php

The takeout double is a double that asks partner to bid one of the unbid suits. The double usually shows 11+ points and 3+ cards in each unbid suit. Some basic examples:

| South | West | North | East | South |
|--|---|-------|---|------------------|
|  A532 | Pass | Pass | 1  | Dbl ¹ |
|  KQJ5 | | | | |
|  AT93 | (1) Takeout double, asking partner to bid diamonds, hearts or spades — whichever suit he has the greatest length and strength in. | | | |
|  7 | | | | |

| South | West | North | East | South |
|---|---|-------|---|------------------|
|  AQ32 | 1  | Pass | 1  | Dbl ¹ |
|  K4 | | | | |
|  AT973 | (1) Takeout double, asking partner to bid diamonds or spades. | | | |
|  72 | | | | |

| South | West | North | East | South |
|--|---|-------|------|------------------|
|  A532 | 1  | Pass | 1NT | Dbl ¹ |
|  KJT5 | | | | |
|  6 | (1) Not for penalty; asks partner to bid clubs, hearts or spades. | | | |
|  KQT3 | | | | |

Takeout doubles can also be made with strong one-suited hands (16+ points):

| | | | | |
|--|--|---|---|--|
| <div>♠ AKQ32</div> <hr/> <div>♥ A4</div> <hr/> <div>♦ KQ3</div> <hr/> <div>♣ 752</div> | <div>West</div> <div>1 ♣</div> <div>Pass</div> | <div>North</div> <div>Pass</div> <div>1 ♥</div> | <div>East</div> <div>Pass</div> <div>Pass</div> | <div>South</div> <div>Dbl ¹</div> <div>1 ♠ ²</div> |
|--|--|---|---|--|

(1) Takeout double.
(2) A new suit by the doubler shows a strong one-suited hand. However, this is not forcing.

Responses to a Takeout Double

After hearing a takeout double from partner, the following actions are available.

| Response | Meaning |
|----------------------------------|---|
| Pass | <p>Converts the takeout double into a penalty double.</p> <p>At the one- and two-levels of bidding, Pass shows a very strong trump holding, general values, and no biddable suit. A low-level Pass should never be made on a weak hand that wants to be excused from bidding. It especially should not be made on a weak hand with a handful of little trumps.</p> <p>At higher auction levels, the Pass can be based more on points and/or flat shape.</p> |
| A "cheapest-level" suit response | Natural, 3+ cards (usually 4+ cards) and 0-9 points. Not forcing. |
| A jump shift in a suit | Natural, 4+ cards and 10-12 points. Not forcing. |
| A double jump shift in a suit | In response to a double at the 1-level, this is weak, 6+ card suit and 6-8 points. Not forcing. Note that some partnerships may play this as strong. |
| A "cheapest-level" no-trump bid | Natural, balanced, 7-10 HCP. Promises a stopper in the enemy suit. Tends to deny a biddable 4-card major. |
| A jump shift in no-trumps | Natural, balanced, 11-12 HCP. Otherwise, see above. |

| | |
|---------|--|
| 3NT | Balanced with a stopper in the opponents' suit(s), signoff. Opposite a 1-level takeout double, this shows roughly 13-15 HCP. |
| Cue-bid | 10+ points, artificial and forcing. Typically unbalanced without a better alternative bid. Some may play this stronger, showing a game-forcing 12+ points. Doubler's rebids are natural. |

Ranges vary slightly by partnership, but this is in the ballpark of common practice.

Responses After Interference

If your right-hand opponent bids over partner's double, then any "free" bid shows 6+ points and at least a 4-card suit. If the takeout double is redoubled, all bids are natural but jump suit bids become preemptive, showing at least 5 cards and 0-8 points.

How high to play takeout doubles is a matter of partnership agreement. Many partnerships play takeout doubles through the 3-level, and then "optional" or penalty doubles beyond that.

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