

TAKEOUT DOUBLES

- **Opener Bids 1 of a Suit – Double X by You is for Takeout (T/O X)**

12 HCP: max of 2 cards in opener's suit & at least 3-card support for the Unbid suits.

11 HCP: stiff (singleton) in opener's suit & at least 3-card support for the Unbid suits

10 HCP: void in opener's suit & thus 4-4-5-0.

If you have 3 cards in opener's suit, then T/O Double needs to have 13 hcp.

If opener has bid a Minor, you should be at least 4-3 in Majors. If only 3-3, then 13 hcp.

The higher the opening opponent's 1-bid, the more you need HCP for T/O X:

11 or 12 over a Minor opening. 12 or 13 over a Major opening.

- **Responder (Advancer) - To the T/O Double**

0-8 Distribution Points: Bid your suit at the Lowest level.

9-11 Distribution Points: Jump in your suit (even if only a 4-card suit).

12+ Distribution Points: **Cuebid Opener's Suit** - to say you are near game.

If you have a Stopper in Opener's suit, you can bid **NT**:

1NT = 7 – 10. 2NT = 11 - 13. 3NT = 14 - 16.

If you have no Unbid 4-card suit & only 0-6 points, you cannot bid 1NT. You have to bid a 3-card suit.

- **Takeout Doubler's Next Bid**

After a Minimum bid by responder (0-8), Doubler can invite raise with 17-20.

After a Jump bid by responder (9-11), Doubler can invite raise with 14-16.

- **Takeout Double of Weak 2 & 3 Bids (you Assume your Pard has 7-8)**

After a weak 2-bid by opponent: Need 12 hcp & max of 2 cards in pre-empt suit.

After a weak 3-bid by opponent: Need 14 hcp & max of 2 cards in pre-empt suit.