

Doubles

Improving Your Judgment



Teacher's Manual

by

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Introduction

Overview

Doubles is a course focusing on the takeout double as it is commonly used. Much of the material will be new, even to those who play regularly, so this topic provides a good way to accommodate players of different levels of experience.

Understanding the many uses of the double can dramatically improve their game. The course reviews the basics and introduces tools that improve judgment. Topics covered include:

- The takeout double
- Responding to (advancing) the takeout double
- Rebids by the doubler and the advancer
- Balancing and other doubles

The course introduces features of the double that the participants might not have considered. They can be well placed to get better results in competitive auctions.

In an Improving Your Judgment series, it's important to acknowledge different opinions about bidding, and to move on. It's a good time to remind the players not to let a point or two come between friends. Doubles has been written with the input of the best players in the world (see the Acknowledgements in the textbook). The goal is to bring to the reader authentic, up-to-date information.

Lesson Format

Doubles is organized into four chapters with four hands per chapter. The teaching unit is the hand, which has material for a 45-minute class. Although the focus is doubles, these courses offer a review of play and defense. For example:

HAND ONE

Part One

- Short introduction: boxed information - Page 1
- Play of the hand: instructions - Page 2
- Review of the bidding - Pages 2-3
- Review of play and defense - Pages 5-12
- Observation - Page 12

Part Two

- Transitions . . . cards on the table to illustrate the concepts - Pages 12-17
- Conclusion - Page 18

All of the hands follow this pattern. Part One is about 25minutes and Part Two 20 minutes.

Student Material

A copy of the Doubles book should be on each table before the first class begins. Students are encouraged to put their names in the book. Some participants read the material before the class, others look at it after the class, and, of course, a few won't read it at all. Comments such as "Don't read ahead" or "You'll get more out of the hands if you don't look at them until after you've played them" should be avoided. A student will use the book as it best suits the individual learning style.

Teacher Preparation

The key to successfully using the lesson plans is to put in the work required to get good results. The material has been tested many times. Care has been taken to include, in detail, techniques that have been effective. Read the Doubles book and, although it may not seem necessary, teachers find that it's a good idea to read the lesson plan aloud.

Pitfalls

There are several pitfalls that can result in poor ratings. Here are the most common to avoid:

- Asking a participant to answer a question when there was no indication that the player wanted to contribute.

Tip: Tell the clients at the beginning that you won't call on them to answer any questions during the class. You could say you have a dollar in your pocket and you owe it to the person you ask if you "forget."

- Standing close to the tables and watching as the hands are played.

Tip: Keep away from the tables during the time the hands are being played. Give the students the privacy to experience the hand without interference. They're unlikely to call on the instructor to ask "Could you tell me what to bid with this hand?" unless this practice is encouraged. The hands are discussed after the participants have a chance to get acquainted with the hand on their own terms.

- Going to from one table to another to clarify instructions.

Tip: Give the instructions clearly. Call the direction before commenting on a hand, even if this seems repetitive. Reminders are in the lesson plans in the boxed instructions, e.g.: “Focus on the North hand.”

Give the suit before the cards. For example, “In Spades there are four cards, the ace, king, and two low cards,” rather than “Put out the ace-king-three-two of spades. The first method is easier on the class.

- Being lead by the questions to give detailed answers on material that isn’t in the course.

Tip: If a student asks about the negative double, for example, give a brief answer: “The negative double is a takeout double by the responder and is the subject of a separate course. I’d be glad to talk to you about it after the class.”

- Starting the class late and finishing late.

Tip: Have the boards already on the table. At the time stated for the beginning of the class give the introduction and have the students start to play the first hand. Quietly, without judgment, seat latecomers while the hand is being played. Finish on time, even when the class is being very well received. Avoid encores.

- Having teachers’ pets.

Tip: Be aware of all of the individuals in the class rather than a small group which seems to “get it and like us.” Try imagining the players in the class and their names.

Hands 17 - 32

These are sixteen additional practice hands. They can be used by the teacher as a supervised play course or as additional lesson hands.

Supervised Play

In a supervised play lesson, the students play approximately four hands per hour. They are given 7 or 8 minutes to bid and play a hand. The teacher can then walk through the bidding and play for about 7 or 8 minutes. The sixteen hands, therefore, provide four 1-hour sessions or two 2-hour sessions.

Each set of four hands covers aspects from all four lessons. It is preferable, therefore, that they be used after all four lessons have been presented. If you do want to run supervised play before the lesson series is complete, select appropriate hands (check last column in the summary below).

On each set of four hands, the dealer moves from North to East to South to West. In competitive auctions, however, it is almost impossible to guarantee that each player will have a turn as declarer in a set of four hands. The actual auction might proceed in a number of ways. On some hands, the correct action may be to pass but, in practice, the students will bid. Nonetheless, an attempt has been made to vary the declarer from hand to hand . . . without making it too obvious whose “turn” it is to be declarer.

Some teachers set the contract before the play. There are advantages and disadvantages to this approach. Try both ways and see which one you and your students prefer.

Additional Lesson Hands

If you have extra time at the end of the lesson, you can add one or more hands. Check the last column in the summary to select a hand that matches (or enhances) the lesson material.

Hand Summary

Hand	Dealer	Comments	Use After Hand
17	N	A takeout double after both opponents have bid (double of a 1NT <i>response</i>).	2
18	E	Using a responsive double to find the best partscore.	8
19	S	Doubler's cuebid to show a strong hand.	10
20	W	Listening to the auction (to distinguish a penalty double from a balancing double).	14
21	N	Opener's use of the takeout double.	15
22	E	Illustrating that a takeout double isn't used over an opponent's 1NT opening bid.	3
23	S	Advancer's choice of suit (preferring a four-card major to a five-card minor).	6
24	W	Doubler's rebid after a responsive double.	12
25	N	Doubler's rebid to show a hand too strong for a simple (notrump) overcall.	11
26	E	Overcaller's use of the takeout double.	16
27	S	An example of a penalty double (at the game level after bypassing the opportunity for a takeout double).	4
28	W	Advancer's cuebid response with an invitational hand.	7
29	N	Advancer's competitive action with 6-8 points.	5
30	E	Doubler's rebid with a minimum hand (pass).	9
31	S	Don't balance with an unsuitable hand.	13
32	W	Standard takeout double (but the play is fairly complex).	1

Conclusion

We wish you every success the class. Please contact us and share your opinions of the course.
We welcome your comments.

Lesson 1 - The Takeout Double

Hand 1 - The Classic Takeout Double

HAND: 1 DEALER: NORTH VUL: NONE		NORTH ♠ A K ♥ QJ 9 7 4 ♦ 8 6 3 ♣ K 7 6	WEST ♠ QJ 10 8 5 3 ♥ A K ♦ J 10 9 ♣ 8 2	EAST ♠ 9 6 4 2 ♥ 8 3 ♦ A K 2 ♣ A J 10 5	SOUTH ♠ 7 ♥ 10 6 5 2 ♦ Q 7 5 4 ♣ Q 9 4 3								
		<table border="1"> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> <tr> <td>4♠</td> <td>1♥ Pass</td> <td>Double Pass</td> <td>2♥/3♥ Pass</td> </tr> </table>		WEST	NORTH	EAST	SOUTH	4♠	1♥ Pass	Double Pass	2♥/3♥ Pass		
WEST	NORTH	EAST	SOUTH										
4♠	1♥ Pass	Double Pass	2♥/3♥ Pass										
		<table border="1"> <tr> <td>DECLARER:</td> <td>West</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♥Q by North</td> </tr> </table>		DECLARER:	West	OPENING LEAD:	♥Q by North						
DECLARER:	West												
OPENING LEAD:	♥Q by North												

Introduction

A closer look at the takeout double is a way to bring your game into the 21st century. In today's game it has become the most versatile call.

Bridge in the last century tended to focus on the penalty double. If partner doubled an opponent's call, you were usually expected to pass.

The modern game is much more competitive. Both sides are often in the auction. The use of the double as a competitive tool has increased in popularity.

Play of the Hand



Bid and play the first hand. When you have finished, turn the cards face up, dummy-style, and discuss the hand with the others at your table. What do you think is the best contract? What is a reasonable auction?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the North hand.

Q. North is the dealer. What would North bid?

A. 1♥ – A popular choice.

- 13 high-card points plus 1 length point for the five-card suit.
- Five-card major suit.

Focus on the East hand.

Q. After North opens the bidding 1♥, what call does East make?

A. Double – A classic hand for a takeout double.

- Enough strength to want to compete for the auction.
- Approximately an opening bid.
- Support for any suit partner chooses to bid.

This is an intermediate course and it's assumed the students are familiar with the basic concept of the takeout double.

Focus on the South hand.

Q. North has opened 1♥ and East doubles. What call does South make?

A. 2♥/3♥ – A matter of style.

- Responder values the hand using dummy points in place of length points:
 - 5 points for a void;
 - 3 points for a singleton;
 - 1 point for a doubleton.
- 2♥:
 - Four-card support for partner's suit.
 - 4 high-card points plus 3 dummy points for the singleton – a total of 7 points.
- 3♥:
 - The modern style.
 - Designed to make it more difficult for the opponents to find their best contract.
 - Reasonably safe because the partnership has at least a nine-card trump fit . . . making it unlikely that the opponents will double for penalty.

Q. If South were to jump to 3♥ instead of raising to 2♥, how would North know that this is a weak bid and not a limit (invitational) raise?

A. South could redouble¹ with 10 or more points (or use a conventional 2NT raise²).

- The important point is that the availability of the redouble after opener's bid has been doubled changes the meaning of responder's bids. The standard agreement is that a jump raise of opener's suit is now weak (preemptive) rather than a limit raise.

¹After a takeout double, responder can redouble with 10 or more points. The redouble essentially says, "This is our hand." The corollary is that, if responder doesn't redouble, responder has fewer than 10 points. So, a jump raise by responder shows fewer than 10 points since responder didn't start with a redouble. Similarly, a new suit at the two level by responder, such as 2♦, would also deny 10 points and could be passed. In theory, a new suit by responder at the one level after a takeout double also denies 10 or more points. Most partnerships, however, play the response in a new suit at the one level as forcing to make it easier for responder to look for a fit.

²Some partnerships use a jump to 2NT over the takeout double to show four-card or longer support for partner's suit and 10 or more points . . . a limit raise or better. This convention is called Truscott or Dormer or Jordan. The partnership must agree to play this convention since it is not the standard agreement.

Focus on the West hand.

Q. North opens 1♥, East doubles, and South jumps to 3♥. What call does West make?

A. 4♠ – Answer to How High and Where.

- How High:
 - West has 11 high-card points plus 2 length points for the six-card suit . . . a total of 13 points.
 - East is promising at least the values for an opening bid with the takeout double.
 - West ‘knows’ the partnership has enough combined strength for game.
- Where:
 - East promised support for the unbid suits.
 - The partnership must have a nine or ten-card fit in spades.
- Conclusion:
 - West bids 4♠ whether South passed, raised to 2♥, or jumped to 3♥.

If some of the students want to bid 2♠ or 3♠ . . . expecting partner to bid again . . . explain that these bids are only invitational and that East can pass with a minimum takeout double. Don't go into a lot of detail since advancing a takeout double will be discussed later. Instead, suggest that they simply follow the maxim, “The partner who knows . . . goes.”

Q. After West jumps to 4♠, how does the auction continue?

A. Pass, Pass, Pass.

- North has nothing extra for the opening bid.
- East has nothing extra for the takeout double.
- South has already shown the support for hearts.

Review of the Play and Defense

Q. Suppose West is declarer in a contract of 4♠. Who makes the opening lead?

A. North.

Focus on the North hand.

Q. What would North lead?

A. ♥Q – top of the broken sequence in the suit bid and raised by the partnership.

Focus on the South hand.

Q. North leads the ♥Q and dummy comes down. A low heart is played from East. Which card should South play?

A. ♥2 – A discouraging signal.

- The ♥Q denies both the ♥K and ♥A . . . North would not lead away from the ♥A against a suit contract.
- The priority in this situation is attitude. South would like North to switch to another suit after regaining the lead . . . preferably diamonds.



Leave North's ♥Q face up. **Turn the remaining North and South cards face down.** Focus on the East-West hands. Discuss with the others at the table how declarer would plan to play the hand.

Give the students a couple of minutes to discuss the play.

Q. West is declarer in 4♠. How many losers does West have?

A. Four – Two spade losers, a diamond loser, and a club loser.

Q. What are West's options for eliminating one of the losers?

A. Diamond finesse; repeated club finesse.

- West could plan to take the diamond finesse, hoping to trap the ♦Q.
- West's other option is to try to develop an extra trick in the club suit on which to discard the diamond loser.

Q. What are the odds of the diamond finesse working?

A. 50-50 (50%).

- If North holds the $\spadesuit Q$, West can lead the $\spadesuit J$ and trap the $\spadesuit Q$. It doesn't matter if North covers with the $\spadesuit Q$, since declarer holds the $\spadesuit 10$. If South holds the $\spadesuit Q$, the finesse will lose.
- North is slightly more likely to hold the $\spadesuit Q$ because North opened the bidding but the odds are essentially 50-50.

Q. What are the odds of developing an extra trick in the club suit?

A. 3-1 (75%).

- Repeat the club finesse . . . first lead low to dummy's $\clubsuit 10$ and then lead low to dummy's $\clubsuit J$.
- Declarer has a 75% chance of developing an extra trick in the club suit. That is better than the 50% chance of the diamond finesse.
- Let's see why the club suit offers a 75% chance.

This is likely a new concept for most students and is the focus of discussion for the remainder of this hand.

Turn all the East-West cards face down except for the club suit. Turn only the club suit face up in the North-South hands.

	NORTH	
	\clubsuit K 7 6	
WEST		EAST
\clubsuit 8 2		\clubsuit A J 10 5
	SOUTH	
	\clubsuit Q 9 4 3	

Q. This is the actual layout of the club suit. Can declarer get two tricks from the club suit?

A. Yes.

- Declarer starts by leading a low club from dummy toward the $\clubsuit A-J-10-5$.
- If North plays second hand low, declarer tries to win a trick with the $\clubsuit 10$ but South wins with the $\clubsuit Q$. West's first finesse loses.
- After regaining the lead, however, declarer can *repeat the finesse* by leading another club from the West hand toward dummy.

- If North plays low, declarer finesses the ♣J. Since North holds the ♣K, declarer's second finesse is successful.
- Declarer can now play dummy's ♣A and discard the diamond loser.
- What would happen if the ♣K and ♣Q were changed. There are three other possible layouts. Let's look at them one at a time.

Give North's ♣K to South and South's ♣Q to North.

	NORTH ♣ Q 7 6	
WEST ♣ 8 2		EAST ♣ A J 10 5
	SOUTH ♣ K 9 4 3	

Q. If we exchange the ♣K and ♣Q, can we still develop a second trick in the suit?

A. Yes.

- It works exactly the same way.
- Lead a club from the West hand and the first finesse loses to South's ♣K.
- When declarer regains the lead, another club is played from the West hand. Whether East plays the ♣Q or low, declarer gets a second trick in the suit.
- In both cases a second club trick is developed with the help of the repeated finesse.

Give South's ♣K to North.

	NORTH ♣ K Q 7 6	
WEST ♣ 8 2		EAST ♣ A J 10 5
	SOUTH ♣ 9 4 3	

Q. What happens if North holds both the ♣K and ♣Q?

A. Declarer gets two tricks.

- Lead a club from the West hand. If North plays a low club, play dummy's ♣10 and this wins the trick. Declarer then has the ♣A as a second trick and doesn't lose any club tricks.
- If North 'splits the honors' by playing the ♣Q or ♣K when a low club is led from the West hand, win with dummy's ♣A. Now lead the ♣J from dummy to drive out North's remaining high club. Dummy's ♣10 is established as a winner on which to discard the diamond loser.
- But there's one more case.

Give North's ♣K and ♣Q to South.

NORTH		
♣ 7 6		
WEST		EAST
♣ 8 2		♣ A J 10 5
SOUTH		
♣ K Q 9 4 3		

Q. What happens if South holds both the ♣K and ♣Q?

A. Declarer can't get a second club trick.

- When West leads a low club to dummy's ♣10, the first finesse loses to South's ♣Q.
- When West regains the lead and leads another low club to dummy's ♣J, the second finesse loses to South's ♣K.
- The only trick declarer gets is the ♣A.

Q. In three of the four cases, an extra winner can be developed in the club suit. What are the odds for developing a second trick from the club suit?

A. 3 out of 4 . . . 75%.

Q. Declarer wants to get rid of a diamond loser. Should declarer try the diamond finesse or establish a second club winner on which to discard the diamond loser?

A. The repeated club finesse.

- Let's see how to put this knowledge to work on the complete hand.

Give South's ♣K to North and **turn all four hands face up**. Put the ♥Q in front of North as the opening lead. Play the ♥3 from dummy. South plays the ♥2 as a discouraging signal and declarer wins the first trick with the ♥K (or ♥A).

Trick 1: North: ♥Q East: ♥3 South: ♥2 West: ♥K

Turn the first trick face down. Focus on the West hand as declarer.

Q. As declarer with the West hand, should you start drawing trumps after winning the first trick with the ♥K?

A. No.

- Let's see what might happen if you do start to draw trumps.

Trick 2: West: ♠Q North: ♠K East: ♠2 South: ♠7

Q. After winning the ♠K, what should North do?

A. Lead a diamond.

- On the first trick, South made a discouraging signal with the ♥2 so there is not much future in hearts and the club suit does not look inviting.
- North might switch to a diamond, hoping to establish a trick for the defense in that suit. Let's assume North switches to the ♦8 . . . top of nothing.
- Declarer can win this trick with dummy's ♦K. Holding the ♦Q, South should make an encouraging signal with the ♦7. Declarer plays the ♦9.

Trick 3: North: ♦8 East: ♦K South: ♦7 West: ♦9

Q. Is declarer in the right hand to start leading clubs?

A. No.

- Declarer wants to lead clubs starting from the West hand.
- Assume declarer continues to draw the remaining trump by leading the ♠4 from dummy. South discards the ♥5, declarer plays the ♠10, and North wins the ♠A.

Trick 4: East: ♠4 South: ♥5 West: ♠10 North: ♠A

Q. If North now leads a second diamond, can declarer make the hand?

A. No.

- It's now too late for declarer to establish a second trick in clubs. If declarer wins the ♦A and crosses to the West hand with the ♥A to take a club finesse, the first finesse loses and South takes the setting trick with the established ♦Q.
- Declarer's only alternative is to try the diamond finesse, which loses.
- So, leading trumps won't work³. Let's return to the first trick.

Turn all the cards face up. Put the ♥Q in front of North as the opening lead.

Trick 1: North: ♥Q East: ♥3 South: ♥2 West: ♥K

Q. After winning the first trick with the ♥K, what should declarer do?

A. Lead a club.

- Since declarer needs to lead clubs twice from the West hand to establish an extra trick in the suit, declarer should make good use of the entries. Now is a good time to go to work on the club suit.

Trick 2: West: ♣2 North: ♣6 East: ♣10 South: ♣Q

Q. After winning the ♣Q, what does South do?

A. Lead a heart or a spade.

- South can't effectively lead a diamond away from the ♦Q. That would make declarer's task easy.
- Leading a club into dummy's ♣A-J-10-5 is also unattractive.

³Declarer can still make the contract after leading *one* round of trumps. North wins the ♠K and switches to a diamond. Declarer wins and crosses to the West hand with the ♥A to take a club finesse. The club finesse loses to South's ♣Q, but South has nothing safe to return. The point is that declarer can't afford to lead trumps twice before starting to establish the extra club winner.

- South could return a heart but South knows from the opening lead that declarer holds both the ♥A and ♥K.
- Let's assume that South leads a spade which North wins with the ♠K.

Trick 3:	South: ♠7	West: ♠3	<u>North: ♠K</u>	East: ♠2
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Q. After winning the ♠K, what does North do?

A. Lead a diamond.

- Having seen the discouraging heart signal from South, North might now switch to the ♦8, top of nothing.

Trick 4:	North: ♦8	<u>East: ♦K</u>	South: ♦7	West: ♦9
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Q. After winning the ♦K, what does declarer do?

A. Lead the ♥8 to the ♥A to repeat the club finesse.

- Declarer can now get to the ♥A and lead another club.

Trick 5:	East: ♥8	South: ♥5	<u>West: ♥A</u>	South: ♥4
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- Declarer is now in the right hand to repeat the club finesse by leading a low club and finessing dummy's ♣J.

Trick 6:	West: ♣8	North: ♣7	<u>East: ♣J</u>	South: ♣3
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- Now declarer can play the ♣A and discard the diamond loser.

Trick 7:	<u>East: ♣A</u>	South: ♣4	West: ♦10	South: ♣K
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- Declarer loses only two spade tricks and a club trick.

Observation

- East's takeout double gets the East-West partnership to the excellent 4♠ contract, which could be made even though the ♦Q is offside.
- Let's take a closer look at the takeout double.

A Closer Look at the Classic Takeout Double

Pick up all the cards and sort them into suits. One player takes all the spades, another the hearts, another the diamonds, and the fourth player the clubs. Construct the following hand in front of the East player.

Hand 1

Teacher's Key Point: A takeout double shows values for an opening bid or more and support for the unbid suits.



		EAST	
Spades:	Four low spades.	♠ 5 4 3 2	
Hearts:	Two low hearts.	♥ 3 2	
Diamonds:	The ♦A, ♦K, and a low diamond.	♦ A K 2	
Clubs:	The ♣A, ♣J, and two low clubs.	♣ A J 3 2	

W	N	E	S
		?	

Q. If you were the dealer, would you open the bidding with this hand?

A. Yes/No – A matter of judgment.

- This is a borderline opening bid with 12 high-card points.
- A popular way of determining whether to open the bidding with a borderline hand in first or second position is to use the *Rule of 20*. . . add the high-card points to the number of cards in the two longest suits. If the total is 20 or more, open the bidding; otherwise, pass.
- Using this guideline, East should open 1♣ (12 + 4 + 4 = 20).

Q. Before East can open, however, North opens 1♥. Can East overcall with this hand?

A. No – Not the right hand.

- No five-card or longer suit.

W	N	E	S
	1♥	?	

Q. What call can East make?

A. Double – A good choice to compete.

- A double of an opponent's opening bid in a suit shows:

Requirements for a Takeout Double

- Values for an opening bid or more.
- Support for the unbid suits.

Q. Does East have the values for an opening bid?

A. Yes/No – Count dummy points.

- With 12 high-card points, East has a borderline opening bid.
- Value the hand for a takeout double using dummy points⁴:

Dummy Points for a Takeout Double

Void	5 points
Singleton	3 points
Doubleton	1 point

- The reason behind using “dummy points”:
 - The double is asking partner to choose the trump suit, so the hand is likely to go down on the table as the dummy.
 - The shortness in the opponent's suit will, hopefully, allow partner to ruff some losers in that suit in the dummy.

⁴Some partnerships prefer a less aggressive scale (e.g. 2 points for a void, 1 point for a singleton, 0 points for a void), but the general idea is to increase the value of the hand with shortness in the opponent's suit.

Q. Does East have support for the unbid suits?

A. Yes – Although it may not seem ideal.

- The takeout doubler would ideally have four-card support for each of the unbid suits: 4-4-4-1 shape with the singleton in the opponent’s suit.
- In practice, three-card support for an unbid suit is acceptable.
- Prefer to have four-card support for an unbid major suit since partner is more likely to choose a major suit than a minor suit.

Hand 2

Teacher’s Key Point: Value the hand using dummy points.



	EAST
Spades:	♠ 5 4 3 2
Hearts: Take away a low heart	♥ 3
Diamonds: Add a low diamond.	♦ A K 3 2
Clubs:	♣ A J 3 2

W	N	E	S
	1♥	?	

Q. North opens the bidding 1♥. What is this value of this hand for making a takeout double?

A. 15 points – Value using dummy points.

- There are still 12 high-card points. Add 3 dummy points for the singleton.

Hand 3:

Teacher’s Key Point: With a choice between an overcall and a takeout double, the double is more flexible.



	EAST
Spades:	♠ 5 4 3 2
Hearts: Take away a low heart	♥ —
Diamonds: Add a low diamond.	♦ A K 4 3 2
Clubs:	♣ A J 3 2

W	N	E	S
	1♥	?	

Q. North opens 1♥. What is this value of this hand for making a takeout double?

A. 17 points – 12 high-card points plus 5 dummy points for the void.

Q. With this hand, do you have a choice other than a takeout double?

A. Yes – There is the option of making an overcall of 2♦.

Q. Which is the better choice with this hand, an overcall or a takeout double?

A. Takeout double – It is the game’s most flexible call.

- An overcall suggests one suit.
- A takeout double brings partner into the decision about the trump suit.
- A 2♦ overcall on this hand could easily miss an eight-card spade fit.

Hand 4:

Teacher’s Key Point: Take vulnerability into account with a borderline decision on whether to make a takeout double.



	EAST
Spades:	♠ 5 4 3 2
Hearts:	♥ —
Diamonds: Take away the ♦A.	♦ K 4 3 2
Clubs: Add a low club.	♣ A J 4 3 2

W	N	E	S
	1♥	?	

Q. North opens 1♥. What call do you make with this hand?

A. Double/Pass/2♣ – 8 high-card points and 5 dummy points for the void makes a borderline takeout double.

- If partner would not be happy with this hand as dummy, pass instead of doubling.
- Take the vulnerability into account. A takeout double with this hand would be more dangerous if your side is vulnerable. If your side is non vulnerable, the risk is less, especially if the opponents are vulnerable.
- There is the option of overcalling 2♣ with this hand but the double is more flexible and partner might expect more strength for a two-level overcall. For an overcall you only have 8 high-card points plus 1 length point for the five-card suit. On the other side of the coin, if you end up defending, you might prefer partner to lead a club rather than a spade.

Hand 5:

Teacher's Key Point: Pass if your hand is unsuitable for either an overcall or a takeout double, even with an opening bid.



	EAST
Spades: Take away a low spade; add the ♠A.	♠ A 5 4 3
Hearts: Add the ♥J.	♥ J
Diamonds:	♦ K 4 3 2
Clubs: Take away a low club.	♣ A J 4 3

W	N	E	S
	1♠	?	

Q. Suppose North opens 1♠. What call does East make?

A. Pass – Even with 13 high-card points.

- The hand has the strength for an opening bid but:
 - Without support for hearts, the hand doesn't have the shape for a takeout double.
 - With only four-card suits, the hand is not ideal for an overcall of 2♣ or 2♦ either.
 - The best option is to pass for now. The auction isn't over. Partner still has a chance to bid and you may get another chance later.

Hand 6:

Teacher's Key Point: You don't need the ideal shape to make a takeout double but will have to use your judgment.



	EAST
Spades:	♠ A 5 4 3
Hearts: Add two low hearts.	♥ J 3 2
Diamonds: Take away two low diamonds.	♦ K 4
Clubs:	♣ A J 4 3

W	N	E	S
	1♦	?	

Q. North opens 1♦. What call does East make?

A. Double/Pass – A delicate decision.

- The support for hearts is not ideal but most players would make a takeout double. The hand is worth 13 high-card points plus 1 dummy point for the doubleton.
- It's a matter of judgment and partnership style. If your partner would be disappointed with this dummy in a heart contract, pass rather than double.

Q. Suppose North opens 1♥. What call does East make?

W	N	E	S
		1♥	?

A. Pass (Double) – Risky to come into the auction.

- With a doubleton diamond, most players would pass with this hand. Three-card support for an unbid minor is acceptable but two-card support is not good. The length in the opponent’s suit is also a danger sign.
- However, some players might risk a takeout double with this hand. If partner chooses spades or clubs, everything will be well. If partner chooses diamonds, West would have to hope partner has five or six of them.

Hand 7:

Teacher’s Key Point: A double of an opening notrump bid is not for takeout using standard methods.



	EAST
Spades:	♠ A 5 4 3
Hearts:	♥ J 3 2
Diamonds: Add a low diamond.	♦ K 4 2
Clubs: Take away a low club.	♣ A J 4

W	N	E	S
		1NT	?

Q. North opens 1NT. What call does East make?

A. Pass – You can’t have support for four suits.

- When an opponent opens 1NT, you can’t have an ideal hand for a takeout double. At best, there would be three-card support for three of the unbid suits. The partnership would be quite likely to land in a 4-3 fit.
- The standard agreement is that a double of an opening notrump bid is for penalty, not for takeout. It shows a hand of equal or greater strength to that of the notrump bidder.
- It is also dangerous to compete with a balanced hand when the opponent on your right has announced a strong hand of 15-17 points. The opponent on your left is well placed to double for penalties if the partnership can’t find a good fit.
- A successful penalty double of an opening 1NT bid is rare, so many partnerships prefer to assign the double a conventional meaning. However, that is a topic for another time.

Conclusion

- A double of an opponent's opening bid in a suit is for takeout and shows:
 - support for the unbid suits
 - at least three-card support (except with a very strong hand)
 - preferably four-card support for an unbid major
 - 13 or more points counting dummy points:
 - void 5 points
 - singleton 3 points
 - doubleton 1 point
- A double of an opponent's opening notrump bid is for penalty, not for takeout, unless the partnership has some other conventional agreement.

Hand 2 - Takeout Doubles After Left-Hand Opponent Opens

HAND: 2 DEALER: EAST VUL: N-S		NORTH ♠ 5 4 2 ♥ A K J 4 ♦ 4 ♣ A 9 8 5 3	<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>1♠</td> <td>Double</td> <td>1♦</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>4♥ (Pass)</td> <td>2♠</td> <td>3♥</td> </tr> <tr> <td>Pass</td> <td></td> <td>Pass</td> <td>Pass</td> </tr> </tbody> </table>	WEST	NORTH	EAST	SOUTH	1♠	Double	1♦	Pass	Pass	4♥ (Pass)	2♠	3♥	Pass		Pass	Pass
WEST	NORTH	EAST	SOUTH																
1♠	Double	1♦	Pass																
Pass	4♥ (Pass)	2♠	3♥																
Pass		Pass	Pass																
WEST ♠ K 10 9 7 ♥ 10 8 3 ♦ J 10 7 ♣ Q 7 2	EAST ♠ Q J 6 3 ♥ 7 5 ♦ A Q 9 6 2 ♣ K 4	<table border="1"> <tr> <td>DECLARER:</td> <td>South</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♦J by West</td> </tr> </table>		DECLARER:	South	OPENING LEAD:	♦J by West												
DECLARER:	South																		
OPENING LEAD:	♦J by West																		
	SOUTH ♠ A 8 ♥ Q 9 6 2 ♦ K 8 5 3 ♣ J 10 6																		

Introduction

The takeout double is the game's most versatile call. With today's competitive bidding, it can be the tool that gets your side to the best contract.

There are two requirements:

- Shape — Support (length) in the unbid suits and shortness in the suit(s) bid by the opponents.
- Strength — The values for an opening bid or better, counting dummy points.

Let's look at the type of hand that frequently comes up. Both sides are bidding for the privilege of naming the trump suit.

Play of the Hand



Play Hand 2. When you have finished playing the hand, turn the cards face up, dummy style, and talk about the hand. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the East hand.

Q. East is the dealer. What call would East make?

A. 1♦ – 12 high-card points and 1 length point for the five-card diamond suit.

Focus on the South hand.

Q. After East opens 1♦, what call does South make?

A. Pass – South's hand is unsuitable for an overcall or takeout double.

- South doesn't have a good five-card suit to overcall.
- With only 10 high-card points and no support for spades, South doesn't have the right type of hand for a takeout double.

Focus on the West hand.

Q. What is West's response to East's opening bid of 1♦?

A. 1♠ – With 6 high-card points, West shows the four-card major.



Focus on the North hand. Discuss with the others at your table North's choices when the auction comes around.

Give the students about one minute to discuss North's options.

Q. What are North's options after hearing East open 1♦, South pass, and West respond 1♠?

W	N	E	S
		1♦	P
1♠	?		

A. Pass/2♣/(2♥)/Double – North has several options.

- North has enough to open the bidding . . . 12 high-card points plus 1 for the five-card club suit. North doesn't have to bid but would like to compete for the contract.
- An overcall of 2♣ would show the five-card club suit but would over-emphasize the quality of the suit and might miss a fit in hearts.
- The heart suit is better quality than the club suit but a two-level overcall would promise at least a five-card suit.
- The best choice is a takeout double. It shows both hearts and clubs. Partner chooses the trump suit.

Q. Does North have enough strength for a takeout double?

A. Yes – A takeout double shows at least enough to open the bidding.

- North has 12 high-card points and can count 3 dummy points for the singleton diamond. That's more than enough to compete.

Q. Does North have support for the unbid suits?

A. Yes – There are only two unbid suits, hearts and clubs.

Focus on the East hand.

Q. After North doubles West's 1♠ response does East have to bid?

A. No – East could pass.

- If North had passed, East would have make a rebid. West's 1♠ response is forcing.
- West will get another chance to bid with a strong hand.
- . . . but passing may not be a good decision.

Q. Should East bid or pass?

A. East should bid 2♠ – showing support for responder's major.

- East should make the normal rebid of raising to the two level. This shows the support and a minimum-strength opening.
- North's double is for takeout. Raising to 2♠ may make it more difficult for North-South to compete. It will also help West decide how high to compete if North-South do bid.
- East should pass with a minimum opening bid and no support for responder's suit.

Focus on the South hand.

Q. After East raises to 2♠, does South have to bid?

- A. No – South doesn't have to bid if East bids.
- North will have a chance to bid again with a strong hand.

Q. Should South pass or bid?

- A. Bid – South has enough to compete to 3♥.
- North has promised 13 or more points and South holds 10 high-card points. The partnership has enough combined strength to compete for the contract.
 - South can expect the partnership to have an eight-card fit in hearts, one of the suits promised by North.
 - Passing would let the opponents buy the contract at the two level in their best trump fit. Competing to 3♥ has at least two things going for it: North-South may be able to make a partscore, or even a game, in hearts; the 3♥ bid might push East-West beyond their comfort level into a contract that can be defeated.
 - Besides, North has shown a desire to compete for the contract. It would be timid of South not to cooperate whenever possible.

Focus on the West hand.

Q. After South bids 3♥, what call does West make?

- A. Pass – West has nothing extra to show, having already responded 1♠.

Focus on the North hand.

Q. What are North's choices after hearing South's 3♥ call?

- A. Pass/4♥ – A close decision.
- North has already got the partnership into the auction and doesn't need to bid again once South has picked the trump suit.
 - However, North does have more than a minimum takeout double, 15 points . . . 12 high-card points plus 3 dummy points for the singleton. Also, South has shown willingness to compete to the three-level opposite what could be a minimum takeout double. So, South likely has about 9-11 points. With excellent hearts, North may choose to go for game and raise to 4♥. It's a close decision.
 - If North does choose to bid 4♥, that should end the auction. None of the other players has anything more to say.

Review of the Play and Defense

Q. Suppose South is declarer in a contract of 4♥. Who makes the opening lead?

A. West.

Focus on the West hand.

Q. What would West lead?

A. ♦J or ♠10 – West has a choice of suits to lead.

- West has no clear-cut opening lead and will probably start with the ♦J, top of the touching high cards in partner's original suit.
- Since the partnership has bid and raised spades, West might also choose the ♠10, top of the interior sequence in that suit.

Suppose West leads the ♦J. Put that card face up in front of West. Turn the remaining East-West cards face down. Focus on the North-South hands.

Q. Look at the hand from declarer's (South's) point of view. How many losers does South have?

A. Seven – Assuming the trump suit behaves, South has a spade loser, four diamond losers, and two club losers.

Q. The opening lead will establish South's ♦K as a winner after East takes the ♦A. What could South plan to do with the remaining two diamond losers?

A. Trump them in dummy; discard them on extra club winners.

- Since North has a singleton diamond, declarer could plan to ruff two diamond losers in dummy.
- The alternative is to try to establish extra club winners in dummy and discard the diamond losers on them.

Q. What could South do about the two club losers?

A. Try a repeated club finesse – A 75% chance.

- The club layout is similar to that of Hand 1. Declarer is missing the ♣K and ♣Q but has all the other high clubs.
- Declarer could plan to take repeated club finesses, hoping West holds the ♣K or the ♣Q or both the ♣K and ♣Q. The repeated club finesse will only fail if East holds both the ♣K and ♣Q.

Q. Which plan is better? Should declarer try to ruff two diamond losers in dummy or go after the club suit?

A. Club suit – Ruffing diamonds will lead to complications.

- Ruffing two diamond losers in dummy is unlikely to work. Declarer will have to ruff at least one of them with one of dummy's heart honors, potentially creating a heart loser. Declarer will also have difficulty getting back to the South hand to ruff the second diamond loser since there aren't many entries to the South hand. In addition, declarer will still have to do something about one of the club losers. Otherwise declarer will lose a spade trick, a diamond trick, and two club tricks.
- Planning to take the repeated club finesse has two advantages. First, there is a 75% chance that the repeated finesse will reduce the club losers to one. Second, declarer should be able to establish dummy's remaining two clubs as winners on which to discard the diamond losers.

The students may have difficulty visualizing why it is not a good idea to try to ruff the diamond losers in dummy. It's probably best to walk through both lines of play.

Let's see the type of complications that might arise if declarer plans to ruff the diamond losers in dummy. **Turn all four hands face up.** Put the $\spadesuit J$ in front of West as the opening lead. Play a low diamond dummy, and have East win the first trick with the $\spadesuit A$.

Trick 1: West: $\spadesuit J$ North: $\spadesuit 4$ East: $\spadesuit A$ South: $\spadesuit 3$

Q. After winning the first trick with the $\spadesuit A$, what is East likely to do?

A. Lead the $\heartsuit Q$ – Hoping to trap the $\heartsuit K$ in declarer's hand.

- Declarer, however, has the $\heartsuit A$ and wins the trick. West will make an encouraging signal with the $\heartsuit 10$.

Trick 2: East: $\heartsuit Q$ South: $\heartsuit A$ West: $\heartsuit 10$ North: $\heartsuit 2$

- Now suppose declarer goes about ruffing a diamond in dummy.

Trick 3: South: $\spadesuit 5$ West: $\spadesuit 7$ North: $\heartsuit 4$ East: $\spadesuit 2$

Q. How can declarer immediately get back to the South hand?

A. Lead to the ♥Q – The only immediate entry.

- Declarer will have to lead dummy's ♥J and overtake with the ♥Q.
- Otherwise, declarer will have to give up a trick in the spade suit⁵ or lead clubs. Let's assume declarer uses the heart suit as an entry.

Trick 4:	North: ♥J	East: ♥5	<u>South: ♥Q</u>	West: ♥3
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- Declarer can now ruff a second diamond loser in dummy.

Trick 5:	South: ♦8	West: ♦10	<u>North: ♥K</u>	East: ♦6
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Q. What difficulty is declarer running into with this line of play?

A. Declarer has created a heart loser.

- By using dummy's heart honors for entries and to ruff losers, declarer's trump holding is weakened. West will eventually get a trick with the ♥10.
- Also, declarer still has the club suit to worry about.

Let's go back and see how much easier it is to utilize the club suit. Turn all four hands face up again. Put the ♦J in front of West as the opening lead. Play a low diamond from North, and have East win the first trick with the ♦A.
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Trick 1:	West: ♦J	North: ♦4	<u>East: ♦A</u>	South: ♦3
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- East can again switch to the ♠Q.

Trick 2:	East: ♠Q	<u>South: ♠A</u>	West: ♠10	North: ♠2
----------	----------	------------------	-----------	-----------

- Since declarer is in the South hand, now is a good time to start playing the club suit. Suppose declarer leads the ♣J and West plays low. Declarer takes the first finesse,

⁵There is nothing wrong with giving up a spade, but you don't want to get into too many complications.

losing to East's ♣K.

Trick 3:	South: ♣J	West: ♣2	North: ♣3	East: <u>♣K</u>
----------	-----------	----------	-----------	-----------------

Q. What is East likely to do after winning the ♣K?

A. Lead a spade.

- Since West has encouraged with the ♠10, the defenders will likely take their established spade trick and lead another round of the suit, which South can ruff.

Trick 4:	<u>East: ♠J</u>	South: ♠8	West: ♠7	North: ♠4
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Trick 5:	East: ♠6	<u>South: ♥2</u>	West: ♠9	North: ♠5
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- Declarer can now draw the defender's trumps, ending in the South hand.

Trick 6:	South: ♥6	West: ♥3	<u>North: ♥J</u>	East: ♥5
----------	-----------	----------	------------------	----------

Trick 7:	<u>North: ♥K</u>	East: ♥7	South: ♥9	West: ♥8
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Trick 8:	North: ♥4	East: ♦2	<u>South: ♥Q</u>	West: ♥10
----------	-----------	----------	------------------	-----------

- With the trumps drawn, declarer can now repeat the club finesse.

Trick 9:	<u>South: ♣10</u>	East: ♣7	North: ♣5	West: ♣4
----------	-------------------	----------	-----------	----------

- Once the second club finesse works, declarer has the remaining tricks. Declarer can play another round of clubs to capture West's ♣Q and then discard the two diamond losers on North's established club winners. South doesn't even need the ♦K!

Observation

- There are two ways to get rid of the diamond losers:
 - Trump them in dummy or
 - Throw them on dummy's winners.
- Throwing them on dummy's club winners is a better plan.
- Let's take a further look at the takeout double.

Takeout Doubles After Left-Hand Opponent Opens

Pick up all the cards and sort them into suits. Each person at the table take charge of one suit. Construct the following hand in front of the North player.

Hand 1

Teacher's Key Point: When the opponents have bid two suits, a takeout double can be used to show the other two suits.



		NORTH	
Spades:	Three low spades.	♠ 4 3 2	
Hearts:	♥A, ♥K, ♥J and a low heart.	♥ A K J 2	
Diamonds:	A low diamond.	♦ 2	
Clubs:	♣A and four low clubs.	♣ A 5 4 3 2	

W	N	E	S
		1♦	P
1♠	?		

Q. If East opens 1♦, South passes, and West responds 1♠. What call would North make with this hand?

A. Double – For takeout.

- A takeout double is made when the opening bid is on the right. It can also be used after the bidding has been opened on the left.
 - If the opponents have bid two suits, a takeout double shows support for the *two* unbid suits. In this case, hearts and clubs.
 - The takeout double is more flexible than an overcall. Both suits can be shown at once. A 2♣ overcall might miss a fit in hearts.
-

Hand 2

Teacher's Key Point: On some hands judgment is necessary to decide whether to overcall or double.



	NORTH	
Spades:	Take away a low spade.	♠ 4 3
Hearts:	Add a low heart.	♥ A K J 3 2
Diamonds:		♦ 2
Clubs:		♣ A 5 4 3 2

W	N	E	S
		1♦	P
1♠	?		

Q. East opens 1♦, South passes, and West responds 1♠. What call does North make?

A. Double/2♥ – No clear choice.

- Some hands have no clear-cut answer. There are two tools to compete: the overcall and the takeout double. Use your judgment to decide which is likely to be successful.
- The advantage of the takeout double is that it shows both suits, hearts and clubs. South might pass an overcall of 2♥ with a singleton or void and a good fit in clubs could be missed.
- The advantage of overcalling is that the partnership will find an eight-card major suit fit if partner has only three hearts. Even if South has only a doubleton heart, 2♥ should be a reasonable spot. Also, if the opponents buy the contract, North would prefer a heart lead to a club lead.
- The disadvantage of doubling is that South is going to assume only four-card support for the unbid suits. With four clubs and three hearts, for example, South is going to prefer clubs and the partnership will miss an eight-card heart fit.
- So, it is “six of one and half a dozen of the other.” Some players would overcall, some would make a takeout double.

Some players might raise the possibility of using the unusual 2NT as takeout for hearts and clubs. That's a possibility. However, it has the disadvantage of committing the partnership to at least the three level. Also, the unusual notrump is typically reserved for a weak hand (or a very strong hand) with length in the two lower-ranking unbid suits. The West hand has too much defensive strength.

Hand 3

Teacher's Key Point: With a five-card major and a four-card minor, overcalling the major suit is usually preferable to making a takeout double.



	NORTH													
Spades:	♠ 4 3	<table border="1"><tr><td>W</td><td>N</td><td>E</td><td>S</td></tr><tr><td></td><td></td><td>1♦</td><td>P</td></tr><tr><td>1♠</td><td>?</td><td></td><td></td></tr></table>	W	N	E	S			1♦	P	1♠	?		
W	N		E	S										
			1♦	P										
1♠	?													
Hearts:	♥ A K J 3 2													
Diamonds: Add a low diamond.	♦ 3 2													
Clubs: Take away a low club.	♣ A 5 4 3													

Q. East opens 1♦, South passes, and West responds 1♠. What call does North make?

A. 2♥ – Preferable to a takeout double.

- With support for both unbid suits, a takeout double is a possible choice.
 - However, with a distinct preference for the major suit, most players would prefer to emphasize the hearts with an overcall of 2♥.
 - With a five-card major and a four-card minor, it's better to overcall than double unless the major suit is weak, ♥J-x-x-x, for example.
 - Again, it is a matter of judgment.
-

Hand 4

Teacher's Key Point: The number of suits shown by a takeout double is either two or three, depending on how the auction has started.



	NORTH													
Spades: Take away a low spade.	♠ 4	<table border="1"><tr><td>W</td><td>N</td><td>E</td><td>S</td></tr><tr><td></td><td></td><td>1♦</td><td>P</td></tr><tr><td>1♠</td><td>?</td><td></td><td></td></tr></table>	W	N	E	S			1♦	P	1♠	?		
W	N		E	S										
			1♦	P										
1♠	?													
Hearts: Take away a low heart.	♥ A K J 3													
Diamonds: Add the ♦A and a low diamond.	♦ A 4 3 2													
Clubs:	♣ A 5 4 3													

Q. East opens 1♦, South passes, and West responds 1♠. What call does North make?

A. Double – A takeout double for hearts and clubs.

- With four-card support for both unbid suits, a double is definitely preferable to an overcall. It is showing a willingness to compete at the two level in hearts or clubs.

Q. Suppose East opens 1♠, South passes, and West raises to 2♠. What call does North make?

W	N	E	S
		1♠	P
2♠	?		

A. Double – Takeout for the unbid suits.

- Now there are three unbid suits, hearts, diamonds, and clubs.
- By doubling, the partnership is committed to the three level. With 16 high-card points plus 3 dummy points for the singleton spade, the hand is strong enough.

Q. Suppose East opens 1♠, South passes, and West raises to 3♠. What call does North make?

W	N	E	S
		1♠	P
3♠	?		

A. Double – Double would still be for takeout.

- We'll discuss the level through which double is for takeout a little later, but the point is that it's a takeout double after responder makes a single raise or a jump raise . . . provided North is willing to compete to the appropriate level.

Q. Suppose East opens 1♠, partner passes, and West responds 1NT. What call does North make?

W	N	E	S
		1♠	P
1NT	?		

A. Double – The double of a 1NT response is not the same as the double of a 1NT opening.

- Responder is showing 6 or more points, so the double is for takeout of the only suit bid by the opponents, spades.

This is an important point. Make sure the students understand the difference between a double of an opening 1NT bid and the double of a 1NT response.

Q. Suppose East opens 1♠, partner passes, and West responds 2NT. What call does North make?

W	N	E	S
		1♠	P
2NT	?		

A. Double/Pass – Depends on the meaning of 2NT.

- A double would be for takeout, showing the unbid suits, hearts, diamonds, and clubs.
- Whether doubling is a good idea depends on the meaning of 2NT. Before deciding whether to double, North should be aware of, or ask, what 2NT shows.
- If 2NT is natural and forcing, showing a balanced hand of about 13-15 points, it would be risky to come into the auction. The opponents have the balance of power and may not have a spade fit. It would be quite possible to get doubled and suffer a large penalty when South bids at the three level.
- If 2NT is artificial, showing support for spades, for example (Jacoby 2NT), then a takeout double makes more sense. If the opponents have a fit in spades, it is more likely that North-South has a fit somewhere. Also, if it is their hand, they will probably bid to game in spades rather than take the time to double your side in a partscore.

Q. Suppose East opens 1♠, partner passes, and West responds 2♣. What call does North make?

W	N	E	S
		1♠	P
2♣	?		

A. Double/Pass – A judgment call.

- North could make a takeout double for the two unbid suits, hearts and diamonds.
- It is a little riskier, since the opponents have not yet found a fit. Nonetheless, most players would prefer to compete.

Q. Suppose East opens 1♥, partner passes, and West raises to 2♥. What call does North make?

W	N	E	S
		1♥	P
2♥	?		

A. Pass – No support for spades.

- A double would show support for all three unbid suits, spades, diamonds, and clubs.
- Although there is enough strength to open the bidding, the hand is unsuitable for either a takeout double or an overcall. Pass for now. The auction isn't over and partner still has an opportunity to get into the auction.

You might want to skip this next point with an inexperienced group.

Q. Suppose East opens 1NT, partner passes, and West responds 2♠, natural, planning to sign off in spades. What call do you make?

W	N	E	S
		1NT	P
2♠	?		

A. Double – A takeout double.

- Since 2♠ shows spades, a double would be takeout of spades, the only suit bid naturally by the opponents.

Conclusion

- A takeout double can be used after the bidding has been opened on your left.
- The double shows support for the *unbid* suits. There may be three unbid suits or only two unbid suits.
- The takeout double is a way to get into the auction. You will still have to exercise your judgment on whether to double, overcall, or pass in any competitive auction.

Hand 3 - Takeout or Penalty?

<p>HAND: 3 DEALER: SOUTH VUL: E-W</p>	<p>NORTH ♠ Q J 9 ♥ 10 9 7 6 ♦ 2 ♣ A K Q 8 5</p>	<p>WEST ♠ A K 6 2 ♥ A K J 4 ♦ 9 4 ♣ J 7 4</p>	<p>EAST ♠ 8 7 4 3 ♥ Q 5 2 ♦ A 7 5 ♣ 10 3 2</p>
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WEST	NORTH	EAST	SOUTH
Double	Pass	3♠	3♦
Pass	Pass		Pass

DECLARER: East	
OPENING LEAD: ♦K by South	

Introduction

The takeout double is one of the tools available to the partnership when the opponents open the bidding.

Like any conventional agreement, the partnership has to agree on when it applies. The most important distinction is between the takeout double and the penalty double. A simple guideline is to treat *all doubles for takeout except those that the partnership specifically agrees are for penalties*.

In the following hand, both sides are in the auction.

Play of the Hand



Play Hand 3. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the South hand.

Q. South is the dealer. What would South call?

A. 3♦ – A three-level preemptive opening.

- An opening suit bid at the three level typically shows a good seven-card suit.

Focus on the West hand.

Q. After South opens 3♦, what call does West make?

A. Double – A double of a three-level preemptive opening bid is for takeout.

- West has four-card support for both unbid majors and three-card support for clubs.
- West has 16 high-card points plus 1 dummy point for the doubleton diamond . . . enough to compete at the three level.

Focus on the North hand.

Q. After South opens 3♦ and West doubles, what call does North make?

A. Pass – Avoid bidding over partner's preemptive opening without a fit.

- South has described a hand that will only take tricks if diamonds are trump.
- North can't expect to make a notrump contract without a fit for diamonds. Even if the diamonds can be established, there is unlikely to be an entry to the South hand.
- North shouldn't suggest another suit by bidding 4♣ since the partnership is likely to be too high already.

Focus on the East hand.

Q. Can East pass partner's takeout double?

A. No – Takeout doubles should usually be taken out.

- Partner may be doubling more on shape than strength.
- The penalty may not be enough to compensate for a game or slam contract.
- It will be expensive if the opponents make a doubled partscore contract.

Q. What call should East make?

A. 3♠ – Bid the four-card major.

- Partner is likely to have four-card support and the partnership should be in an eight-card fit. Don't be concerned about the quality of the spade suit.

Focus on the South hand.

Q. After East bids 3♠, what call does South make?

A. Pass – Don't bid the same cards twice.

- South has already described the hand with the 3♦ preempt. Any further action is up to partner.

Focus on the West hand.

Q. After South passes East's 3♠ bid, what call does West make?

A. Pass – The partnership may already be too high.

- East has not promised any values with the 3♠ bid. East could have no points and the partnership could be in trouble.
- Although West has 17 points, West promised a good hand to make a takeout double at the three level. West has nothing more to show.
- As a rule of thumb, West is entitled to expect about 6-7 points in East's hand⁶, making it reasonably safe to commit the partnership to the three level with the original takeout double. With more than 6 or 7 points, East should be making a stronger call.

⁶Teacher Jerry Helms refers to this last concept as “ESS” – the takeout doubler can “Expect Six or Seven points” in partner's hand.

Focus on the North hand.

Q. What call does North make?

A. Pass – North has some defense against 3♠ and no fit with partner.

Review of the Play and Defense

Q. If East is declarer in a 3♠ contract, who makes the opening lead?

A. South.

Focus on the South hand.

Q. What would South lead?

A. ♦K – Top of the solid sequence.



Leave South's ♦K face up and turn the remaining North and South cards face down. Focus on the East hand from declarer's point of view. Discuss with the others at the table how you would plan to play the hand.

Give the students a couple of minutes to discuss the play.

Q. As declarer in 3♠, how many losers does East have?

A. Six – One spade, two diamonds, and three clubs.

- Declarer will have to hope the missing spades are divided 3-2 so there is only one loser in that suit.

Q. What are declarer's options for eliminating the extra losers?

A. Ruff a diamond; discard a club on a heart.

- One of the diamond losers can be ruffed in the West hand after giving up a trick in the suit.
- One of the club losers can be discarded on the extra heart winner in dummy.

Q. Can declarer discard the club loser before drawing any trumps?

A. No – One of the heart winners is likely to get ruffed.

- Even if the missing diamonds are divided 3-2, declarer will have a second trump loser if the defender with the doubleton heart ruffs one of the heart winners.

Q. Can declarer draw all the defenders' trumps before taking the heart winners?

A. No – Declarer can't afford to give up the lead.

- To draw *all* the defenders' trumps would take three rounds and declarer would have to give up the lead.
- If the defenders gain the lead, they can take their three club winners before declarer has discarded one of the club losers.

Q. How many rounds of trumps should declarer play before taking the heart winners?

A. Two – Leave the defenders' trump winner outstanding.

- Drawing exactly two rounds of trumps prevents the defender with the doubleton trump from ruffing one of the heart winners.
- Leaving the defenders' high trump outstanding gives declarer a chance to discard a club loser before the defenders can gain the lead.
- Even if the defender with the remaining high trump does ruff one of the heart winners, that is a trick that declarer had to lose anyway.
- Let's see how the play would go.

Turn all four hands face up. Put the $\spadesuit K$ in front of South as the opening lead. Play a low diamond dummy, and have East win the first trick with the $\spadesuit A$.

Trick 1: South: $\spadesuit K$ West: $\spadesuit 4$ North: $\spadesuit 2$ East: $\spadesuit A$

Q. After winning the first trick with the $\spadesuit A$, what does declarer do?

A. Draw exactly two rounds of trumps.

Trick 2: East: $\heartsuit 3$ South: $\heartsuit 5$ West: $\heartsuit K$ North: $\heartsuit 9$

Trick 3: West: $\heartsuit A$ North: $\heartsuit J$ East: $\heartsuit 4$ South: $\heartsuit 10$

Q. After drawing two rounds of trumps, what does declarer do next?

A. Start taking the heart winners.

- Declarer wants to discard one of the club losers before the defenders gain the lead.

Trick 4:	West: ♥4	North: ♥6	<u>East: ♥Q</u>	South: ♥3
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Trick 5:	East: ♥2	South: ♥8	<u>West: ♥A</u>	North: ♥7
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Trick 6:	<u>West: ♥K</u>	North: ♥9	East: ♥5	South: ♦3
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Trick 7:	<u>West: ♥J</u>	North: ♥10	East: ♣2	South: ♦6
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- Declarer must discard a club loser, not a diamond loser. The diamond loser will be ruffed in the dummy.

Q. Would it make any difference if North were able to ruff the fourth round of hearts rather than follow suit?

A. No – Declarer can still discard the club loser.

- If the defenders' hearts were divided 3-3, declarer would still be okay. When North ruffs the fourth round of hearts, declarer discards the club loser.
- Declarer has to lose one trump trick anyway and still gets rid of the club loser.

Q. What does declarer do after discarding one of the club losers?

A. Give up a diamond – To prepare for a ruff.

Trick 8:	West: ♦9	North: ♣5	East: ♦5	<u>South: ♦10</u>
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- Declarer will now be able to ruff the remaining diamond loser in dummy.
- Declarer loses only one spade trick, one diamond, and two clubs. If the defenders lead clubs, declarer can ruff the third round.

Observation

- By carefully managing the drawing of trumps – not too many rounds and not too few – declarer can make exactly nine tricks in spades.

A Closer Look at Penalty Versus Takeout Doubles

Pick up the cards and sort them into suits. Each student take one suit and construct the following hand in front of West.

Hand 1

Teacher's Key Point: The takeout double is used over opening suit bids at the two, three, and four level.



Spades: ♠A, ♠K, ♠10 and a low spade. Hearts: ♥A, ♥Q, and two low hearts. Diamonds: A low diamond. Clubs: ♣Q and three low clubs.	WEST ♠ A K 10 2 ♥ A Q 3 2 ♦ 2 ♣ Q 4 3 2		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">W</td> <td style="width: 25%;">N</td> <td style="width: 25%;">E</td> <td style="width: 25%;">S</td> </tr> <tr> <td></td> <td></td> <td></td> <td style="text-align: center;">1♦</td> </tr> <tr> <td style="text-align: center;">?</td> <td></td> <td></td> <td></td> </tr> </table>	W	N	E	S				1♦	?			
W	N	E	S												
			1♦												
?															

Q. If South opens the bidding 1♦, what call would West make?

- A. Double – A classic takeout double.
- West has 15 high-card points plus 3 dummy points for the singleton diamond.
 - West has support for the unbid suits.

Q. If South opens the bidding 2♦, what call would West make?

- A. Double – The takeout double can be used over weak two-bids.
- The only difference is that West is committing the partnership to compete at the two level, or three level if East has to bid clubs.

W	N	E	S
			2♦
?			

Q. If South opens the bidding 3♦, what call would West make?

- A. Double – The takeout double can be used over three-level preempts.
- Now West is committing the partnership to enter the auction at the three (or four) level.
 - West's hand is worth about 18 points . . . 15 high-card points plus 3 dummy points for the singleton.
 - Assuming partner has at least 6 or 7 points, the partnership should not be overboard entering the auction at this level.

W	N	E	S
			3♦
?			

Q. If South opens the bidding 4♦, what call would West make?

- A. Double/Pass – The partnership must agree how high the takeout double applies.
- Most partnerships agree that doubles of opening suit bids are primarily for takeout through 4♥. Doubles of 4♠ or higher are primarily for penalty.

W	N	E	S
			4♦
?			

- The higher the level, the more likely partner will consider converting the intended takeout double into penalty because fewer tricks are required to defeat the contract.
- Although there is no guarantee that the partnership will be safe at the four level, West should probably take the risk of making a takeout double:
 - As a general guideline, the hand with the shape should take action whenever possible. Partner may have considerable strength but not the right type of hand to overcall or make a takeout double.
 - It may be riskier to pass than to bid. If South is weak, East-West could easily have a game or a slam.
 - Opposite partner's assumed 6 or 7 points, East-West should be close to game.

Q. If South opens the bidding 4♥, what call would West make?

A. Pass – The hand is unsuitable for a takeout double.

- If the partnership agreement is that a double of 4♥ would be for takeout, it would be dangerous for West to double. East might bid diamonds . . . especially since West is short in that suit.
- Passing does not end the auction; East may still act.

W	N	E	S
			4♥
?			

Q. If South opens the bidding 4♠, what call would West make?

A. Double/Pass – A penalty double is a possibility.

- If the partnership has agreed that a double of 4♠ or higher is for penalty, West could double.
- West would expect to take at least three spade tricks and the ♥A . . . likely more.

W	N	E	S
			4♠
?			

Many partnerships prefer a double of 4♠ to show 'convertible values' . . . enough high-card strength to defeat 4♠ but some support for the unbid suits should partner choose to take the double out with an unbalanced hand. If that is the partnership understanding, West might choose to pass with this hand.

Hand 2

Teacher's Key Point: A double of a notrump opening bid is for penalty.



	WEST
Spades:	Take away a low spade. ♠ A K 10
Hearts:	Take away a low heart. ♥ A Q 3
Diamonds:	Add the ♦K and a low diamond. ♦ K 3 2
Clubs:	♣ Q 4 3 2

W	N	E	S
			1NT
?			

Q. If South opens the bidding 1NT, what call would West make?

A. Double/Pass – A double of 1NT is for penalty.

- It isn't practical to use a double of 1NT as takeout. At best, West can have three-card support for three of the unbid suits and the partnership is likely to land in a 4-3 fit with South holding a strong hand.
- The standard agreement is that double of an opponent's 1NT (or 2NT) opening bid is for penalty, not for takeout. It shows at least as much strength as the opening notrump bid, likely more.
- The advantage is that West is sitting *over* (after) the 1NT opener. The ♥A-Q, for example, are likely well placed to get two tricks.
- The disadvantage is that West has to make the opening lead and will be leading *into* declarer's strength.
- Without a good choice of opening lead, many players would prefer to pass with this hand. It may be difficult to defeat 1NT and, if 1NT does go down, a small penalty should be enough.

Hand 3

Teacher's Key Point: To double 1NT for penalty you should know what to lead.



	WEST
Spades: Take away the ♠A.	♠ K 10
Hearts:	♥ A Q 3
Diamonds: Add the ♦Q, ♦J, and ♦10.	♦ K Q J 10 3 2
Clubs: Take away two low clubs.	♣ Q 4

W	N	E	S
?			1NT

Q. If South opens the bidding 1NT, what call would West make?

A. Double – An easy choice of opening lead.

- 17 high-card points and an excellent suit to lead.
- West expects to develop five diamond winners and has entries in the other suits.
- A penalty double is likely to be more rewarding than overcalling in diamonds and playing in a partscore.

Hand 4

Teacher's Key Point: Position at the table is important.



	WEST
Spades: Add the ♠J.	♠ K J 10
Hearts:	♥ A Q 3
Diamonds: Take away the ♦J, and ♦10.	♦ K Q 3 2
Clubs: Add a low club.	♣ Q 4 2

W	N	E	S
			4♠
?			

Q. If South opens the bidding 4♠, what call would West make?

- A. Double – West expects to defeat 4♠.
- A penalty double of 4♠ would be reasonable with this hand.
 - West expects to take two spade tricks if South holds the ♠A-Q, as seems likely.
 - West expects to take at least two tricks in the other suits.

Q. If North opens 4♠ and this is followed by two passes, what call would West make?

- A. Pass/Double – A penalty double is less appealing.
- West's ♠K-J-10 may take only one trick because North is likely to hold the ♠A-Q.
 - West might still double, but the defensive prospects are not as good sitting *under* (before) rather than *over* (after) the hand with the long spades.

W	N	E	S
	4♠	P	P
?			

Q. If North opens the bidding 1♠ and, East passes, and South raises to 4♠, what call would West make?

- A. Pass – A penalty double is even less appealing.
- West's spades are not necessarily favorably placed. North may hold the ♠A-Q.
 - Although South may have a weak hand, North may have a strong hand so West's other high cards may not take a lot of tricks.
 - A double will warn declarer about the lie of the cards and may help declarer make the hand. It is probably best for West to pass and hope to beat the contract.

W	N	E	S
	1♠	P	4♠
?			

Conclusion

- The partnership must agree on the level through which takeout doubles apply.
- A common agreement is that doubles are takeout through 4♥; doubles of 4♠ or higher are for penalty.
- Doubles of opening notrump bids are for penalty using standard methods.
- When deciding whether or not to double for penalty, take position into consideration. High cards can be favorably placed *over* (after) an opponent and unfavorably placed *under* (before) an opponent.

Hand 4 - The Takeout Double to Show a Strong Overcall

HAND: 4	NORTH	WEST	NORTH	EAST	SOUTH
DEALER: WEST	♠ K 7 6 2	♠ 8 5	♥ J 8 4 3	♥ A K 7	Pass
VUL: BOTH	♦ J 4	♥ 10 9 6	♦ J 4	♦ 8	Pass
	♣ K 8 3	♦ Q 10 9 6	♣ K 8 3	♣ QJ 6 4	Pass
		♣ 10 7 5 2			
	SOUTH			EAST	
	♠ A 4			♠ QJ 10 9 3	
	♥ Q 5 2			♥ A K 7	
	♦ A K 7 5 3 2			♦ 8	
	♣ A 9			♣ QJ 6 4	

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♠	Double
Pass	2♥	Pass	3♦
Pass	3NT	Pass	Pass
Pass			

DECLARER: North
OPENING LEAD: ♠Q by East

Introduction

The double is a versatile call. It takes up no room in the auction and, unless it is passed out for penalty, gives the doubler another chance to bid.

This feature allows the takeout double to be used for a dual purpose. In addition to its standard meaning, it can be used to show hands too strong for a simple overcall.

This is useful in the modern style because jump overcalls are no longer used to show intermediate or very strong hands. The jump overcall in today's game is commonly used to show a weak, preemptive hand.

Let's play another hand with both partnerships in the auction.

Play of the Hand



Play Hand 4. When you have finished playing the hand, turn the cards face up, dummy-style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the West hand.

Q. West is the dealer. What is the opening call?

A. Pass.

Focus on the North hand.

Q. What is North's opening call?

A. Pass – Only 8 high-card points.

Focus on the East hand.

Q. East is the dealer. What is East's opening call?

A. 1♠ – 13 high-card points and a five-card major suit.

Focus on the South hand.

Q. What is the value of the South hand?

A. 19 points – 17 high-card points plus 2 length points for the six-card suit.

Q. Is South's hand suitable for a classic takeout double?

A. No – Wrong shape.

- South has only a doubleton club and three-card support for the unbid major, hearts.

Q. Is South's hand suitable for an overcall?

A. Yes/No - Good suit but too much strength.

- An overcall of 2♦ would show the long suit but not the strength. It could be passed.

Q. What might North do if South were to overcall 2♦?

A. Pass - Only 8 high-card points and two-card support.

- North doesn't have a five-card suit to bid and also isn't strong enough to introduce a new suit at the two level.
- With only two-card support, North's hand isn't really suitable to raise to 3♦.
- North isn't strong enough to bid 2NT, which would be invitational, showing about 10-12 points.

Q. Can South make a jump overcall to 3♦ to show the extra strength?

A. No/Yes - Only if the partnership uses intermediate/strong jump overcalls.

- The modern style is to use the jump overcall to show as a weak, preemptive bid, much like a weak two-bid or a three-level preempt.
- To compensate, most partnerships adopt the following style:

To Show a Hand Too Strong for a Simple Overcall

Start with a takeout double, planning to describe the hand with the next bid.

- Let's see how this approach would work on this hand.

Focus on the West hand.

Q. If East opens 1♠ and South doubles, what call does West make?

A. Pass – Only 2 high-card points and no fit for spades.

Focus on the North hand.

Q. East opens 1♠ and South doubles. What type of hand does North assume that South holds?

A. A standard takeout double – An opening bid or better and support for the unbid suits.

- At this point, there's no reason for North to assume South doesn't have a normal takeout double of spades

Q. What call does North make?

A. 2♥ – Expecting an eight-card fit.

- Of the three unbid suits, hearts, diamonds, and clubs, North prefers hearts.

Focus on the East hand.

Q. What call does East make over North's 2♥ bid?

A. Pass – Nothing more to say.

- With a minimum and no support from partner, East has no reason to bid again.

Focus on the South hand.

Q. After hearing North's 2♥ response to the takeout double, what call does South make?

A. 3♦ – Showing the true nature of the hand.

- By doubling and then bidding a new suit, South is showing a hand too strong for a simple overcall.
- In effect, the 3♦ call is similar to an old-fashioned strong jump overcall.

Focus on the West hand.

Q. What call does West make?

A. Pass.

Focus on the North hand.

Q. After hearing South double and then bid 3♦, what call does North make?

A. 3NT – Showing some values and some strength in spades.

- North has already shown the heart suit in response to the takeout double.
- North may be a little surprised to hear South bid diamonds after asking North to choose the suit. South is showing a strong hand with diamonds . . . too strong to simply overcall 2♦.
- With 8 high-card points and some strength in spades, North can expect that it will likely be as easy to take nine tricks in notrump as nine or more in diamonds.

Focus on the East hand.

Q. What call does East make?

A. Pass.

Focus on the South hand.

Q. What call does South make?

A. Pass – Having described the hand, South respects North's decision.

Focus on the West hand.

Q. What call does West make?

A. Pass.

Review of the Play and Defense

Q. Suppose North does become declarer in 3NT, who would be on lead?

A. East.

Focus on the East hand.

Q. What would East lead?

A. ♠Q – Top of the solid sequence.

- East wants to promote winners in spades while retaining the ♥A and ♥K as entries.



Leave East's ♠Q face up and turn the remaining East and West cards face down.

Focus on the North-South hands. Discuss with the others at the table how declarer, North, could plan to play the hand.

Give the students a couple of minutes to discuss the play.

Q. As declarer in 3NT, how many tricks does North have?

A. Six – Two spades, two diamonds, and three clubs.

- Three more tricks are required.

Q. Which suit provides the best opportunity to develop the three extra tricks required?

A. Diamonds – This suit alone could provide three extra tricks.

Q. Will declarer have any difficulty if the East-West diamonds are divided 3-2?

A. No – Three tricks can be established through length.

- Declarer can simply play the \spadesuit A, \spadesuit K and give up a diamond trick.
- Declarer will still have a spade winner to prevent the defenders from taking tricks in that suit.
- Dummy will have the \clubsuit A as an entry to the diamonds.

Q. What is the only challenge declarer might have?

A. A 4-1 or 5-0 split of the missing diamonds.

Q. Can declarer make the contract if all five of the missing diamonds are in one hand?

A. No – At least two diamond tricks will have to be lost.

- Declarer can only establish two extra tricks in diamonds.
- In addition, if declarer has to give up the lead twice, the defenders will be able to establish enough winners in spades to defeat the contract.

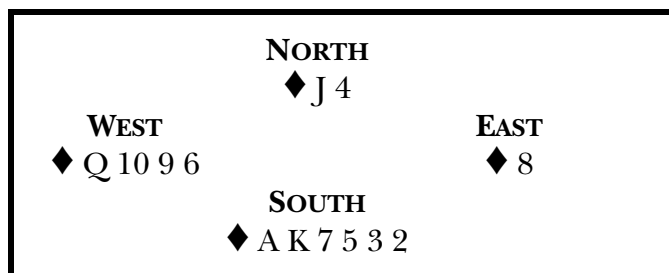
Q. Can declarer do anything if the missing diamonds are divided 4-1?

A. Perhaps – Depending on the layout of the missing diamonds.

- Let's take a look at the diamond suit.

Turn all the cards face down except for the diamond suit. Turn the diamond suit face up in all four hands.

Teacher's Note: You may not want to go through all of the following considerations.

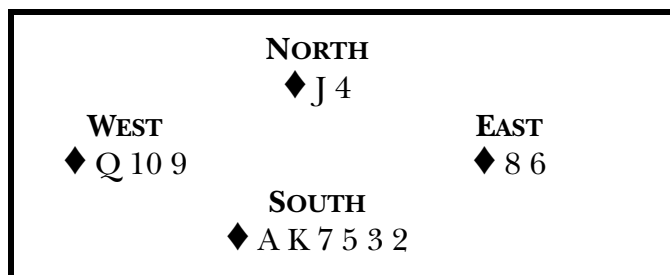


Q. This is the actual layout of the diamond suit. Can declarer get five tricks from the diamond suit?

A. Yes – By leading toward the ♦J.

- If declarer plays the ♦A, ♦K, and a third round of diamonds, West gets two tricks.
- Instead, declarer must lead a *low diamond from the South hand toward the ♦J*.
- If West plays low, declarer wins the ♦J and can then play the ♦4 back to dummy's ♦A and ♦K and give up a trick to West's ♦Q. Dummy's remaining diamonds are winners.
- If West plays the ♦Q on the first trick, North plays the ♦4. After regaining the lead, North can take the ♦J, cross to dummy in another suit, and take the ♦A and ♦K. Dummy's remaining diamonds are winners.

Give West's ♦6 to East.

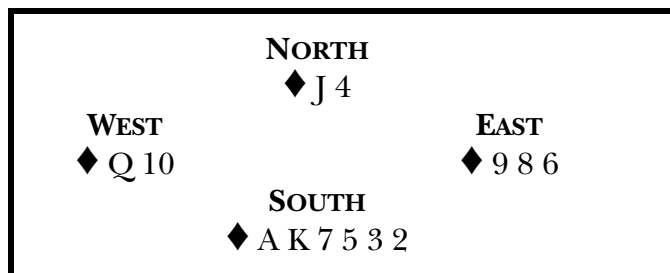


Q. Would declarer still get five tricks if West held only three diamonds?

A. Yes – The diamonds divide 3-2.

- Declarer can start by leading a low diamond toward the ♦J.
- If West plays low, declarer will take all six tricks.
- If West wins the ♦Q, declarer's remaining diamonds are all winners.

Give West's ♦9 to East.



Q. Does leading a low diamond toward the ♦J work if West holds the doubleton ♦Q?

A. Yes – The defenders get only one diamond trick.

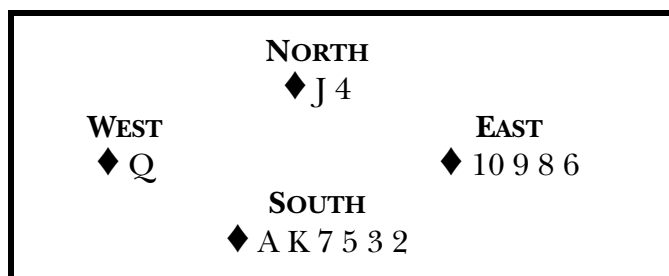
- West has to play the ♦Q when a low diamond is led; otherwise the defenders don't get any tricks in the suit.

Q. Would declarer do any better by playing the ♦A and ♦K?

A. No – Declarer still has to lose a diamond trick.

- If declarer plays the ♦A, ♦K and a third round, East wins with the ♦9.

Give West's ♦10 to East.

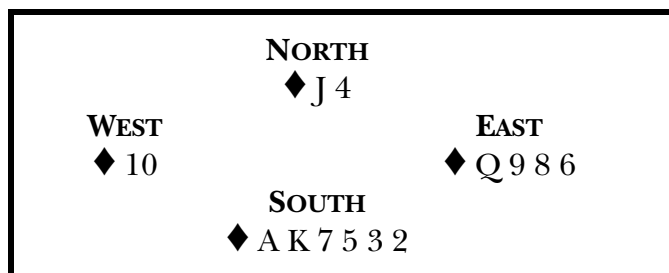


Q. Does leading a low diamond from South work if West holds the singleton ♦Q?

A. Yes – The defenders get only one diamond trick.

- West wins the first trick with the ♦Q but declarer later takes the ♦J, ♦A, and ♦K to get rid of East's remaining diamonds.
- Playing the ♦A (or ♦K) first would also work in this layout. After the ♦Q appears, declarer can take a trick with the ♦J, cross to dummy, take the ♦K, and give up a diamond trick to East.

Give West's ♦Q to East. Give East's ♦10 to West.



Q. Can declarer get five tricks if East holds four diamonds including the $\spadesuit Q$?

A. No – The defenders get two diamond tricks.

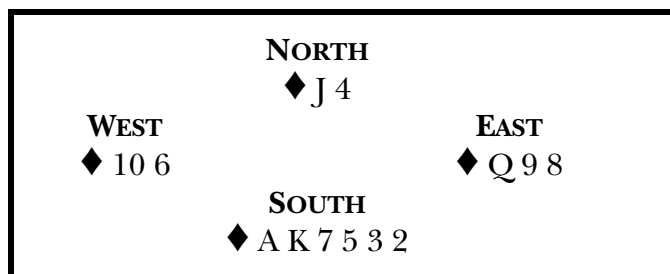
- When a low diamond is led to North's $\spadesuit J$, East wins the $\spadesuit Q$.
- When declarer later plays the $\spadesuit A$ and $\spadesuit K$, East still has the $\spadesuit 9$ as a winner.

Q. Would it help for declarer to lead the $\spadesuit J$ in this layout?

A. No – The defenders still get two diamond tricks.

- If North leads the $\spadesuit J$, East should *cover* with the $\spadesuit Q$, forcing declarer to play dummy's $\spadesuit K$ to win the trick.
- When dummy's $\spadesuit A$ is played, East still has two high diamonds.

Give East's $\spadesuit 6$ to West.

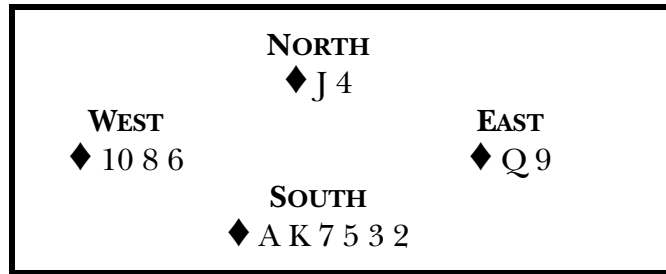


Q. Can declarer get five tricks if East holds three diamonds including the $\spadesuit Q$?

A. Yes – The defenders get only one diamond trick.

- Declarer leads a low diamond toward the $\spadesuit J$ and East wins the $\spadesuit Q$.
- On regaining the lead, declarer plays dummy's $\spadesuit A$ and $\spadesuit K$ and the remaining diamonds are winners.
- Again, it wouldn't help to lead the $\spadesuit J$, East would cover with the $\spadesuit Q$ and declarer would still have to lose one trick.

Give East's $\spadesuit 8$ to West.

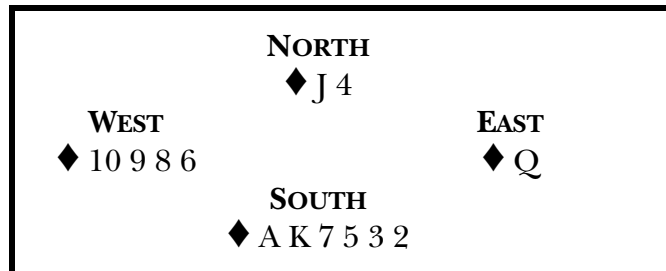


Q. Does leading a low diamond toward the $\spadesuit J$ work if East holds the doubleton $\spadesuit Q$?

A. Yes – The defenders get only one diamond trick.

- East wins the first trick with the $\spadesuit Q$. Declarer later plays the $\spadesuit A$ and $\spadesuit K$ and dummy's remaining diamonds are winners.
- It would not help to lead the $\spadesuit J$ if East covers with the $\spadesuit Q$.
- Now let's see the only time it would be better to lead the $\spadesuit A$ or $\spadesuit K$.

Give East's $\spadesuit 9$ to West.



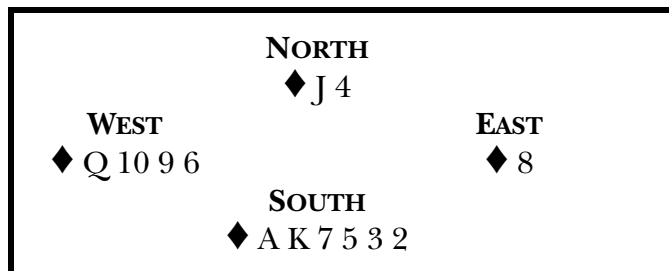
Q. Does leading a low diamond toward the $\spadesuit J$ work if East holds the singleton $\spadesuit Q$?

A. No – The defenders get two diamond tricks.

- When declarer leads a low diamond to the $\spadesuit J$, East wins with the singleton $\spadesuit Q$.
- When declarer later plays dummy's $\spadesuit A$ and $\spadesuit K$, West still has the $\spadesuit 10$ left as a second winner for the defense.
- In this layout, declarer would succeed by playing the $\spadesuit A$ (or $\spadesuit K$) first. When East's $\spadesuit Q$ falls, declarer can win a second trick with the $\spadesuit J$. Later, declarer takes dummy's $\spadesuit K$ and gives up one diamond trick to East.

- Let's go back to the original holding.

Give East's $\spadesuit Q$ to West. Give West's $\spadesuit 8$ to East.



- In summary, leading a low diamond toward the $\spadesuit J$ works whenever the missing diamonds are divided 3-2 and when West holds the singleton $\spadesuit Q$ or four diamonds including the $\spadesuit Q$.
- It only fails if East holds the singleton $\spadesuit Q$ or those cases where declarer can't avoid losing at least two diamond tricks. When East holds four diamonds including the $\spadesuit Q$ or when the diamonds divide 5-0 it won't matter how the suit is played.
- Let's see how playing diamonds this way will help declarer make the contract.

Turn all four hands face up and put the $\spadesuit Q$ in front of East as the opening lead.

Q. In which hand should declarer win the first trick?

A. Dummy (North) – To lead a diamond toward the $\spadesuit J$.

- Declarer must win the first trick with dummy's $\spadesuit A$ to be in the right hand to lead toward the $\spadesuit J$.
- Let's see what happens if declarer wins the first trick with the $\spadesuit K$.

Trick 1: East: $\spadesuit Q$ South: $\spadesuit 4$ West: $\spadesuit 5$ North: $\spadesuit K$

Q. How would declarer now get to dummy to lead a low diamond?

A. With the $\clubsuit A$.

Trick 2: North: $\clubsuit 3$ East: $\clubsuit 4$ South: $\clubsuit A$ West: $\clubsuit 2$

- Now declarer can lead a low diamond and let's suppose West wins the $\diamond Q$.

Trick 3:	South: $\diamond 2$	<u>West: $\diamond Q$</u>	North: $\diamond 4$	East: $\diamond 8$
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Q. What will West lead after winning the $\diamond Q$?

- A. A spade – West wants to help develop East's winners in the suit.

Trick 4:	West: $\spadesuit 8$	North: $\spadesuit 2$	East: $\spadesuit 3$	<u>South: $\spadesuit A$</u>
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Q. What is declarer's problem?

- A. The diamond suit is blocked – There's no entry back to the South hand.
- If declarer plays a low diamond to the $\diamond J$, there is no entry back to the South hand to take the diamond winners.
 - If declarer plays dummy's $\diamond A$ and $\diamond K$, West will get a second diamond trick.
 - Let's return to the first trick.

Turn all four hands face up and put the $\spadesuit Q$ in front of East as the opening lead.
--

- Let's have declarer win the first trick in the South hand.

Trick 1:	East: $\spadesuit Q$	<u>South: $\spadesuit A$</u>	West: $\spadesuit 5$	North: $\spadesuit 2$
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- Now declarer leads a low diamond. Let's suppose West chooses to win the $\diamond Q$.

Trick 2:	South: $\diamond 2$	<u>West: $\diamond Q$</u>	North: $\diamond 4$	East: $\diamond 8$
----------	---------------------	--------------------------------------	---------------------	--------------------

- It would not have helped West to play low. Declarer would win the $\diamond J$, take dummy's $\diamond A$ and $\diamond K$, and give up the fourth round. Dummy's remaining diamonds would be established with the $\clubsuit A$ as an entry.

- After winning the $\spadesuit Q$, West will return a spade which declarer can win with the $\spadesuit K$.

Trick 3:	West: $\spadesuit 8$	North: $\spadesuit K$	East: $\spadesuit 3$	South: $\spadesuit 4$
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- Declarer now takes the $\diamond J$.

Trick 4:	North: $\diamond J$	East: $\heartsuit 7$	South: $\diamond 3$	West: $\diamond 6$
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- . . . and crosses to dummy's $\clubsuit A$ as an entry.

Trick 5:	North: $\clubsuit 3$	East: $\clubsuit 4$	South: $\clubsuit A$	West: $\clubsuit 2$
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- Now declarer is in the right place at the right time to play the $\diamond A$ and $\diamond K$ and take the established diamond winners.
- Eventually, declarer can take the $\clubsuit K$ as the ninth trick . . . two spades, five diamonds, and two clubs.

Observation

- North-South do well to get to 3NT on the combined hands. $5\diamond$ can't be made since there are at least two heart losers and a diamond loser.
- In 3NT, declarer should guard against a 4-1 diamond division by leading low toward the $\diamond J$. It won't make any difference if the missing diamonds are divided 3-2 but will be the winning play if the diamonds are divided 4-1 and West holds the $\diamond Q$.
- Declarer must plan the play of the hand to make the best use of entries.

A Closer Look at Using the Takeout Double to Show a Strong Overcall

Pick up all the cards and sort them into suits. Each player take one suit. Construct the following hand in front of South.

Hand 1

Teacher's Key Point: A simple overcall shows about 6-17 points.



	SOUTH
Spades: ♠A and a low spade.	♠ A 2
Hearts: ♥A, ♥K, ♥J, ♥10 and two low hearts.	♥ A K J 10 3 2
Diamonds: Three low diamonds.	♦ 4 3 2
Clubs: Two low clubs.	♣ 3 2

W	N	E	S
		1♦	?

Q. East opens the bidding 1♦. What call does South make?

A. 1♥ – A simple overcall at the one level.

- A one-level overcall shows a good five-card or longer suit (occasionally a very good four-card suit) and anywhere from about 6-16 points.
- If the partnership plays intermediate jump overcalls, you could bid 2♥ with this hand . . . but that isn't the modern style.

Q. Is the 1♥ overcall forcing?

A. No – Partner can pass.

Q. East opens the bidding 1♠. What call does South make?

A. 2♥ – A simple overcall at the two level.

- A simple (non-jump) two-level overcall shows at least a good five-card suit, typically a six-card or longer suit.
- A two-level overcall shows about 12-17 points . . . a higher minimum than a one-level overcall.

W	N	E	S
		1♠	?

Q. Is the 2♥ overcall forcing?

A. No – Partner can pass.

- A simple overcall is not forcing, although partner will expect about 12-17 points for a two-level overcall.
- Partner can pass with no fit and as many as 8 or 9 points since the partnership is unlikely to miss a game.

Hand 2

Teacher's Key Point: A jump overcall shows a weak hand with a long suit.



	SOUTH
Spades: Take away the ♠A; add a low spade.	♠ 3 2
Hearts:	♥ A K J 10 3 2
Diamonds:	♦ 4 3 2
Clubs:	♣ 3 2

W	N	E	S
		1♦	?

Q. East opens the bidding 1♦. What call does South make?

A. 2♥ – A preemptive jump overcall.

- The modern style is to play the jump overcall as a weak, preemptive bid.
- A jump overcall to the two level shows a hand similar to an opening weak two-bid.
- Most players would bid 2♥ with this hand even when vulnerable.

Q. East opens the bidding 1♠. What call does South make?

A. Pass/3♥ – Avoid a 2♥ overcall.

- The choice is really between making a weak jump overcall which will get the partnership to 3♥ or passing.
- Partner will expect a better hand for a 2♥ overcall . . . about 12-17 points.
- Some players would stretch to 3♥ with this hand if non vulnerable . . . although partner would expect a seventh heart.
- Most players would not jump to 3♥, especially when vulnerable.

W	N	E	S
		1♠	?

Hand 3

Teacher's Key Point: The partnership needs a way to handle hands too strong for a simple overcall.



	SOUTH
Spades: Take away two spades; add ♠A, ♠K.	♠ A K
Hearts:	♥ A K J 10 3 2
Diamonds: Take away low diamond; add ♦K.	♦ K 4 3
Clubs:	♣ 3 2

W	N	E	S
		1♦	?

Q. East opens the bidding 1♦. What call does South make?

A. Double – A forcing bid.

- This hand has 18 high-card points plus 2 length points for the six-card suit.
- It is too strong for a simple overcall of 1♥ since partner might pass with 6 or 7 points and a game could be missed.
- A jump to 2♥ would be preemptive.
- At one time, you could start with a cuebid of 2♦ to show a very strong hand. In the modern style, a cuebid of the opponent's suit is usually assigned a conventional meaning . . . Michaels, for example, to show a two-suited hand.
- To compensate, the takeout double can be used to show a hand too strong for a simple overcall.

Q. What is the advantage of using a takeout double instead of an overcall with this hand?

A. Partner will bid – The takeout double is (essentially) forcing.

- Partner might pass an overcall. There would be no chance to show the extra strength.
- Partner is expected to bid after a takeout double. South then gets an opportunity to describe the hand.
- If partner were to pass, converting the takeout double into a penalty double, the extra strength should result in a large penalty.

Q. Will North know South has this type of hand for the takeout double?

A. No – North will expect a standard takeout double.

- South plans to describe the true nature of the hand with the rebid.

Q. East opens 1♦, South double, West passes, North responds 1♠, and East passes. What call does South make?

A. 2♥ – Showing a hand too strong for a simple overcall.

- By doubling and then bidding a new suit, South is showing a hand too strong for a 1♥ overcall.
- Since a simple overcall has an upper limit of about 16 or 17 points, South is showing at least 17 points.

W	N	E	S
		1♦	X
P	1♠	P	?

Q. Is South's 2♥ bid forcing?

A. No – But North should stretch to bid again.

- South is showing a hand too strong for a simple overcall but isn't committing the partnership to game.

Q. What call would South make if North bid 2♣ over the takeout double?

A. 2♥ – Same idea.

W	N	E	S
		1♦	X
P	2♣	P	?

Q. Suppose East opens 1♦, South doubles, and West raises to 2♦. North and East pass. What call does South make?

A. 2♥ – Again, showing a hand too strong for a simple overcall.

W	N	E	S
		1♦	X
2♦	P	P	?

Hand 4

Teacher's Key Point: The takeout double can be used to show a strong balanced hand.



	SOUTH
Spades:	♠ A K
Hearts: Take away two low hearts.	♥ A K J 10
Diamonds: Add the ♦J.	♦ K J 4 3
Clubs: Add the ♣J.	♣ J 3 2

W	N	E	S
		1♦	?

Q. East opens the bidding 1♦. What call does South make?

A. Double – Too strong for a 1NT overcall.

- South has a balanced hand with 20 high-card points.
- A 1NT overcall would show about 15-18 points . . . similar to a 1NT opening bid.
- Most partnerships play a jump to 2NT as unusual . . . showing a weak distributional hand with the lower two unbid suits.
- Instead, start with a takeout double. The extra strength compensates for the lack of support for spades if North were to insist on that suit.

Q. East opens the bidding 1♦, South doubles, West passes, North bids 1♠, and East passes. What call does South make?

A. 1NT – Showing a hand too strong for a 1NT overcall.

- By doubling and rebidding 1NT, South is showing a balanced hand of about 19-21 points . . . too strong to overcall 1NT.

W	N	E	S
		1♦	X
P	1♠	P	?

Q. East opens the bidding 1♦, South doubles, West passes, North bids 2♣, and East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♣	P	?

- A. 2NT – Showing a hand too strong for a 1NT overcall.
- The 2♣ response prevents South from describing the hand at the one level. Nonetheless, South can afford to bid 2NT to show a strong balanced hand.

Q. East opens the bidding 1♦, South doubles, West passes, North bids 1♥, and East passes. What call does South make?

W	N	E	S
		1♦	X
P	1♥	P	?

- A. 3♥ – Showing a strong hand in support of hearts.
- The takeout doubler doesn't need to follow through with the original plan of rebidding in notrump if a fit is found in another suit.
 - Jumping to game is too aggressive. North was forced to bid and could have very little.

Conclusion

- With a hand too strong for a simple overcall, start with a takeout double.
- Bid again at the next opportunity to describe the true nature of the hand.

Lesson 2 - Advancing (Responding to) a Takeout Double

Hand 5 - Advancing the Takeout Double

<p>HAND: 5 DEALER: NORTH VUL: NONE</p>	<p>NORTH ♠ Q 8 ♥ J 10 3 ♦ J 9 5 4 ♣ J 8 3 2</p>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th style="padding: 2px;">WEST</th> <th style="padding: 2px;">NORTH</th> <th style="padding: 2px;">EAST</th> <th style="padding: 2px;">SOUTH</th> </tr> <tr> <td style="padding: 2px;">Double</td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">1♠</td> </tr> <tr> <td style="padding: 2px;">4♥</td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">3♥</td> <td style="padding: 2px;">Pass</td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Double	Pass	Pass	1♠	4♥	Pass	3♥	Pass		Pass	Pass	Pass
WEST	NORTH	EAST	SOUTH															
Double	Pass	Pass	1♠															
4♥	Pass	3♥	Pass															
	Pass	Pass	Pass															
<p>WEST ♠ 9 7 ♥ A K 7 2 ♦ A 10 7 3 ♣ K 9 4</p>	<p>SOUTH ♠ A K J 6 5 2 ♥ 6 ♦ Q 6 2 ♣ Q 7 6</p>	<p>EAST ♠ 10 4 3 ♥ Q 9 8 5 4 ♦ K 8 ♣ A 10 5</p>																
		<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td style="padding: 2px;">DECLARER:</td> <td style="padding: 2px;">East</td> </tr> <tr> <td style="padding: 2px;">OPENING LEAD:</td> <td style="padding: 2px;">♠A by South</td> </tr> </table>	DECLARER:	East	OPENING LEAD:	♠A by South												
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OPENING LEAD:	♠A by South																	

Introduction

The partner of the opening bidder is referred to as *responder*. It can be confusing if the partner of the takeout doubler is also referred to as responder.

A modern term for the player who responds to a takeout double or an overcall is the *advancer*. This lesson focuses on advancing a takeout double.

In general, be aggressive when advancing partner's takeout double. When an opponent has opened the bidding, your side can sometimes look for game with as few as 24 points instead of the usual 25 or 26. Most of the missing high cards will be in opener's hand and this will help during the play.

Play of the Hand



Play Hand 5. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the North hand.

Q. North is the dealer. What is North's opening call?

A. Pass – Only 5 high-card points.

Focus on the East hand.

Q. What is East's opening call?

A. Pass – 9 high-card points plus 1 length point isn't quite enough to open.

Focus on the South hand.

Q. What is South's opening call?

A. 1♠ – 12 high-card points plus 2 length points for the six-card suit.

- The hand is too strong for a weak two-bid. It's a sound one-level opening bid.

Focus on the West hand.

Q. After South opens 1♠, what call does West make?

A. Double – 14 high-card points plus 1 dummy point for the doubleton spade.

- West has support for all the unbid suits . . . and four-card support for the unbid major.

Focus on the North hand.

Q. As the partner of the opening bidder, what is another name for North?

A. Responder.

Q. After West doubles South's 1♠ opening, what call does responder make?

A. Pass – Only 5 high-card points and only a doubleton spade.

Focus on the East hand.

Q. As partner of the takeout doubler, what is another name for East?

A. Advancer.

Q. After responder passes, does advancer have to bid?

A. Yes (No) – The takeout double is essentially forcing if responder passes.

- The only time advancer can pass the takeout double is when advancer wants to convert it to a penalty double. Advancer rarely passes the takeout double.

Q. After West doubles South's 1♠ opening, what call does East make?

A. 3♥ – Showing an invitational hand.

- Since advancer is forced to bid, a 2♥ call could be made on no points at all. West might be afraid to bid again, even with a good hand, for fear of getting the partnership too high. After all, West has already forced advancer to bid something.
- East has 10 points . . . 9 high-card points plus 1 for the five-card suit. Since West has promised at least an opening bid, East wants to show interest in reaching game.
- Advancer shows an invitational hand by jumping a level, instead of bidding at the cheapest available level.

Q. Can advancer be sure that the partnership has a fit in hearts?

A. Yes/No – West has promised support for the unbid suits.

- West should have at least three-card support for hearts and likely four-card support since it is the unbid major suit.
- It is possible that West does not have support for hearts if West has a hand too strong for a simple overcall.
- If that is the case, West will describe the hand with the rebid. West's extra strength will make sure that the partnership won't get overboard when advancer has enough to make a jump response.

Focus on the South hand.

Q. What call does South make after East's jump to 3♥?

A. Pass – South has already described the hand with the 1♠ opening bid.

Focus on the West hand.

Q. What call does West make after advancer jumps to 3♥?

A. 4♥/Pass – West has more than a minimum takeout double.

- West has 15 points and advancer's jump shows an invitational hand of about 9-11 points.
- West could take the conservative view and pass but, with four-card support for hearts and the remaining high cards likely to be well placed over South's opening bid, most players would accept the invitation.
- As a general guideline, be aggressive in bidding game when your side knows where most of the opponents' strength lies:
 - Declarer can place most of the missing high cards in opener's hand and plan the play accordingly.
 - With strength on both sides of the table, declarer should have adequate entries back and forth to help take finesses, establish suits, and get to winners.

Bidding Game in Competitive Auctions

With a good fit, game can often be made on as few as 24 points.

Q. If West does bid 4♥, how will the auction continue?

A. Pass, Pass, Pass – No one has anything else to say.

Review of the Play and Defense

Q. If East becomes declarer in 4♥, who is on lead?

A. South.

Focus on the South hand.

Q. What would South lead?

A. ♠A – Top of the touching high cards.

It is assumed that the students are leading the ace from ace-king. If not, leading the ♠K will work equally well.

Focus on the North hand.

Q. If South leads the ♠A (or ♠K), what does North play on the first trick?

A. ♠8 (♠Q) – The ♠Q would promise the ♠J or a singleton.

- Technically, the ♠Q is only played if North also holds the ♠J or if the ♠Q is a singleton.
- This is a standard defensive signal that would allow South to lead a *low* spade at trick two if South wanted to have North win the trick . . . perhaps to lead through declarer.
- Without the ♠J, North plays the ♠8.
- On the actual hand, it won't make much difference if North plays the ♠Q. Since South holds the ♠J, South will know North doesn't have that card.

There is no reason to go into further detail on this point. If most of the class wants to play the ♠Q to show a doubleton, that's fine.

- Let's assume North plays the ♠8 on the first trick.

Trick 1: South: ♠A West: ♠7 North: ♠8 East: ♠3

Turn the first trick face down.

Q. After winning the first trick with the ♠A, what will South likely do at trick two?

A. ♠K – Continuing spades seems to be the best defense.

- Continuing with spades is probably best. North might have the singleton ♠8 or doubleton ♠8-4 as well as the actual holding.

Trick 2: South: ♠K West: ♠9 North: ♠Q East: ♠4

- When South sees North's ♠Q on the second trick, South will likely assume North has a doubleton and didn't play the ♠Q the first time because North didn't hold the ♠J.

Turn the second trick face down.

Q. If South assumes North has a doubleton spade, what will South lead at trick three?

- A. ♠J – Hoping to win the trick or give North a chance to ruff.
- Neither a diamond nor a club switch seems particularly attractive so South will probably continue with a third round of spades.
 - South should continue with the ♠J since it will win the trick if declarer doesn't ruff.
 - At the same time, it gives North a chance to overruff if declarer ruffs.



Focus on the East hand. Discuss with the others at the table how declarer plans to make the hand if South leads a third round of spades.

Give the students a couple of minutes to discuss the play.

Q. What will happen if declarer trumps the third round of spades with a low heart?

A. North will overruff.

Q. Can declarer make the contract if North overruffs the third round of spades?

- A. No - There is still a club loser.
- Declarer will have already lost three tricks . . . the ♠A, ♠K, and the overruff.
 - Declarer still has to lose a club trick . . . assuming North holds on to enough diamonds so that declarer cannot establish an extra winner in that suit⁷.

Q. What will happen if declarer trumps the third round of spades with a high heart?

A. North will discard and eventually get a trump trick with the ♥J.

Q. Can declarer make the contract by ruffing high on the third round of spades?

- A. No - There is now a heart loser and a club loser.
- Declarer will have already lost two tricks . . . the ♠A and ♠K.

⁷North should discard clubs, not diamonds when declarer plays trumps. North can see the four-card diamond suit in the West hand and should hold on to equal length in that suit to prevent declarer from establishing an extra trick with the help of a ruff. North will have to hope that South can guard the club suit.

- Declarer will now have a trump loser when the missing trumps don't divide 2-2.
- Declarer still has to lose a club trick . . . assuming North holds on to enough diamonds so that declarer can't establish an extra winner in that suit.

Q. If declarer can't make the contract by ruffing the third round of spades high or low, is there any way to make the hand?

A. Yes – discard a club from dummy.

- Since it won't help to ruff high or low on the third round of spades, East should look for an alternative.
- Instead of ruffing, East should *discard a club from dummy on the third round of spades!*
- Since declarer has to lose a club trick anyway, this play is referred to as *discarding a loser on a loser.*
- Let's see how discarding a club on the third round of spades helps declarer make the contract.

Trick 3: <u>South:</u> ♠J West: ♣4 North: ♣2 East: ♠10

- There is no need for North to ruff this trick since South's ♠J is a winner.

Q. After South wins the third trick with the ♠J will it do any good to lead a fourth round of spades?

A. No – East will be able to ruff.

- If North ruffs, declarer can overruff and draw trumps without losing a trick in that suit.
- If North doesn't ruff, declarer can ruff with a low trump and again draw trumps without losing a trump trick.
- So, let's suppose South leads a club . . . a diamond or a heart would lead to the same result. We'll assume West's ♣K wins the trick.

Trick 3: South: ♣6 <u>West:</u> ♣K North: ♣3 East: ♣5
--

- Declarer can now draw trumps.

Trick 4: <u>West:</u> ♥A North: ♥3 East: ♥4 South: ♥6
--

Trick 5: West: ♥K North: ♥10 East: ♥5 South: ♠2

Trick 6: West: ♥2 North: ♥J East: ♥Q South: ♠5

- Once trumps are drawn, declarer can safely ruff the club loser.

Trick 7: East: ♣A South: ♣7 West: ♣9 North: ♣8

Trick 8: East: ♣10 South: ♣Q West: ♥7 North: ♣J

- Declarer has the rest of the tricks.

Observation

- If East-West bid to the aggressive 4♥ game, declarer will have to play carefully to make the contract.
- The loser on a loser play is a very useful ploy on many hands.
- On this hand, declarer effectively exchanges the club loser for a third spade loser.
- Instead of having to ruff the third spade high or low . . . which would create a trump loser . . . declarer eventually gets to ruff a club after trumps are drawn.

A Closer Look at Advancing a Takeout Double

Pick up the cards and sort them into suits. Each player take one suit. Construct the following hand in front of East.

Hand 1

Teacher's Key Point: Advancer is (essentially) forced to bid when responder passes.



	EAST
Spades:	Three low spades.
Hearts:	Four low hearts.
Diamonds:	Three low diamonds.
Clubs:	Three low clubs.

W	N	E	S
X	P	?	1♦

Q. South opens 1♦, West doubles, and North passes. Does East have to bid?

A. Yes – West’s double is for takeout.

- If East passes, South will play in 1♦ doubled. East has no tricks on defense and West is likely short in diamonds. South will make the contract with several overtricks.
- Essentially, the takeout double is *forcing* on advancer when responder passes.

Q. What call does East make?

A. 1♥ – East prefers hearts.

- Nothing bad is likely to happen when East bids 1♥:
 - If North and South have the balance of strength, they are likely to bid and East won’t have to play the contract.
 - If West has a very strong hand, East-West may make a partscore despite East’s weakness.

Q. Suppose South opens 1♠, West doubles, and North passes. What call does East make?

A. 2♥ – East still prefers hearts.

- East has to bid, even though it gets the partnership to the two level.
- Although it is more risky to be at the two level than the one level, it is West’s responsibility to take that into account when making the takeout double.
- A response of 1NT is not a “negative” bid. It would show strength in the opponent’s suit and some values.

W	N	E	S
X	P	?	1♠

Q. Suppose South opens 1♥, West doubles, and North passes. What call does East make?

W	N	E	S
			1♥
X	P	?	

A. 1♠ – East has to say something.

- Sometimes there is no good choice . . . only the lesser of evils.
- Again:
 - 1NT is not an option with no strength in the opponent's suit.
 - Pass is not an option since it is likely to lead to a worse result than bidding.
- Hopefully, North-South will bid and get East off the hook.

Q. Suppose South opens 1♠, West doubles, and North bids 2♠. What call does East make?

W	N	E	S
			1♠
X	2♠	?	

A. Pass – East is no longer forced to bid.

- If responder makes a call other than pass, advancer doesn't have to bid with a weak hand.
- With a very strong hand, West will get another opportunity to bid.

Hand 2

Teacher's Key Point: Advancer bids at the cheapest level with 0-8 points.



	EAST
Spades:	♠ 4 3 2
Hearts: Take away a low heart; add the ♥K.	♥ K 4 3 2
Diamonds: Take away a low diamond.	♦ 4 3
Clubs: Add the ♣A.	♣ A 4 3 2

W	N	E	S
			1♦
X	P	?	

Q. South opens 1♦, West doubles, and North passes. What call does East make?

A. 1♥ – Advancer bids at the cheapest available level with 0-8 points.

- West has a choice between hearts and clubs. Although the clubs are stronger than the hearts, bidding hearts is preferable because:
 - It keeps the auction lower . . . the partnership is at the one level rather than the two level.
 - The takeout doubler is more likely to have four-card support for a major suit than a minor suit.
 - If the partnership does have enough strength for game, it is more likely to be in a major suit than a minor.

Q. Suppose South opens 1♠, West doubles, and North passes. What call does East make?

W	N	E	S
X	P	?	1♠

A. 2♥ – Advancer prefers the major suit.

- Although both suits can be bid at the two level, the major is still preferable.
- As a general guideline:

Advancer's Choice of Suits

- Advancer generally bids the longer suit.
- With equal length, advancer bids the *higher-ranking* suit.

With a more advanced group you can discuss that this includes the situation where advancer has four hearts and four spades. Rather than bidding up the line, advancer should usually bid spades first. If the auction continues, advancer will then be in a position to conveniently mention hearts without "reversing" (see pages 86/87).

Q. Would East expect to make a contract of 2♥?

A. Yes – The partnership has a fit and at least half the overall strength.

- West is likely to have four-card support for hearts so East should be in an eight-card fit.
- West has promised 13 or more points. Combined with East's 7 high-card points, the partnership should have 20 or more combined points.
- West should expect to have a reasonable chance of making eight tricks in a heart partscore if left to play there.

Hand 3

Teacher's Key Point: Advancer jumps a level with 9-11 points.



		EAST
Spades:		♠ 4 3 2
Hearts:	Take away a low heart; add the ♥J.	♥ K J 4 3
Diamonds:		♦ 4 3
Clubs:	Take away a low club; add the ♣Q.	♣ A Q 3 2

W	N	E	S
X	P	?	1♦

Q. South opens 1♦, West doubles, and North passes. What call does East make?

A. 2♥ – Advancer wants to make an invitational bid.

- West has 10 high-card points.
- Since a bid at the cheapest available level could be made with no points at all, advancer needs a way to show some values and interest in reaching a game contract.
- Advancer makes an invitational bid by *jumping a level*, bidding 2♥ instead of 1♥ with this hand.
- Advancer’s jump is not forcing. It is invitational, showing about 9-11 points.

Q. Suppose South opens 1♠, West doubles, and North passes. What call does East make?

W	N	E	S
X	P	?	1♠

A. 3♥ – Advancer must jump to show an invitational hand.

- West’s jump will get the partnership to the three level but that should be okay:
 - The partnership should have an eight-card fit in hearts.
 - The partnership should have at least 23 combined points.
- If advancer doesn’t jump to show some values, West would be afraid to bid again even with 15 or 16 points since advancer could have no points at all.
- The jump is similar to a limit raise of 1♥ to 3♥, showing an invitational hand and four-card support.
- Advancer is slightly more aggressive than responder . . . making an invitational jump with about 9-11 points rather than 10-12. The partnership can afford to be more aggressive when it knows where most of the missing points are located.
- The level to which the partnership is taken by advancer’s jump depends on opener’s bid and advancer’s suit. For example:
 - If South opens 1♦, East’s jump is to 2♥.
 - If South opens 1♠, East’s jump is to 3♥.
 - If South opens 1♦ and East’s suit is clubs, East would have to jump to 3♣ to show an invitational hand.

Q. Suppose South opens 2♠, West doubles, and North passes. What call does East make?

W	N	E	S
X	P	?	2♠

A. 4♥ – Advancer’s jump puts the partnership in game.

- East would have to bid 3♥ with no points at all.
- With more than partner might expect, East should jump to show about 9-11 points.
- This lands the partnership in game but that should be okay. West should have better than a minimum takeout double to invite East into the auction over 2♠. West is already willing to commit the partnership to the three level if East has a weak hand.

This may be a difficult concept to grasp and you may need to tell the class that the partnership cannot be as accurate in competitive auctions as in uncontested auctions. For example, If North opened 1♦, South raised to 2♦, and West doubled, East could make an invitational jump by bidding only 3♥.

Hand 4

Teacher's Key Point: Advancer gets the partnership to game with 12 or more points.



	EAST
Spades:	♠ 4 3 2
Hearts: Add two low hearts.	♥ K J 5 4 3 2
Diamonds:	♦ 4 3
Clubs: Take away two low clubs.	♣ A Q

W	N	E	S
X	P	?	1♦

Q. South opens 1♦, West doubles, and North passes. What call does East make?

- A. 4♥ – Advancer gets the partnership to game with 12 or more points.
- West has 10 high-card points plus 2 length points for the six-card suit.
 - The partnership should have a nine or ten-card fit in hearts.
 - The partnership should have at least 25 combined points.
 - Advancer tends to be aggressive in competitive auctions, getting the partnership to game with 12 or more points.

Unless someone raises the issue, skip the meaning of 3♥ in this auction. It is semi-preemptive . . . showing a six-card or longer suit and about 6-8 points.

Q. Suppose South opens 1♠, West doubles, and North passes. What call does East make?

- A. 4♥ – Advancer again takes the partnership to game.

W	N	E	S
X	P	?	1♠

Conclusion

- A takeout double asks advancer to pick one of the unbid suits. With a choice of suits, advancer bids the higher-ranking, preferring a major to a minor.
- Advancer values the hand aggressively and bids at the appropriate level using the following guideline:

Advancing a Takeout Double

0 - 8 points: Bid at the cheapest level.

9-11 points: Make an invitational bid by jumping one level.

12+ points: Get the partnership to game.

Hand 6 - When Responder Bids Over the Takeout Double

HAND: 6 DEALER: EAST VUL: N-S		NORTH ♠ 6 5 4 3 ♥ J 9 4 3 ♦ K 8 2 ♣ K 8	WEST ♠ K 9 7 ♥ A 8 5 ♦ J 6 4 ♣ 9 7 6 2	EAST ♠ A Q ♥ K Q 10 7 2 ♦ 10 9 7 ♣ Q 10 3	SOUTH ♠ J 10 8 2 ♥ 6 ♦ A Q 5 3 ♣ A J 5 4	<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>2♥</td> <td>2♠</td> <td>1♥</td> <td>Double</td> </tr> <tr> <td>Pass</td> <td></td> <td>Pass</td> <td>Pass</td> </tr> </tbody> </table>	WEST	NORTH	EAST	SOUTH	2♥	2♠	1♥	Double	Pass		Pass	Pass
WEST	NORTH	EAST	SOUTH															
2♥	2♠	1♥	Double															
Pass		Pass	Pass															
				<table border="1"> <tr> <td>DECLARER:</td> <td>North</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♥K by East</td> </tr> </table>		DECLARER:	North	OPENING LEAD:	♥K by East									
DECLARER:	North																	
OPENING LEAD:	♥K by East																	

Introduction

In today's game, responder will often bid after an opponent's takeout double, even with a weak hand. Responder doesn't want to make it easy for the opponents to enter the auction and find their best spot.

When responder does something other than pass, advancer is no longer forced to bid. However, the takeout doubler has invited partner into the auction and advancer should be willing to accept the invitation with enough to compete.

If the partnership has 20 or more points . . . about half the deck . . . it should be competing for the right to name the trump suit.

Let's play the next hand and gain more experience with competitive bidding.

Play of the Hand



Play Hand 6. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the East hand.

Q. What call would East make as dealer?

A. 1♥ – 13 high-card points and a five-card major suit.

Focus on the South hand.

Q. What call would South make over East's 1♥ opening?

A. Double – An ideal takeout double.

- South has 12 high-card points plus 3 dummy points for the singleton.
- South has four-card support for each of the unbid suits.

Focus on the West hand.

Q. East opens 1♥ and South doubles. What call does West make?

A. 2♥ – A single raise.

- West has 8 high-card points plus three-card support for the major.
- West shouldn't pass over the double. The double is for takeout, not for penalty.
- West doesn't want to make it too easy for North-South to enter the auction.

Focus on the North hand.

Q. East opens 1♥, South doubles, and West raises to 2♥. Does North have to bid?

A. No – Responder’s bid removes advancer’s obligation to bid.

- When responder bids, advancer can pass and partner will have an opportunity to bid again with a strong hand.

Q. Should North pass?

A. No – North has enough strength to compete for the contract.

- North has 7 high-card points.
- South has promised 13 or more points so the partnership has at least 20 combined points . . . about half the total strength in the deal.
- If North passes, East-West will likely buy the contract in 2♥ . . . their choice of trump suit and level.
- North and South should have enough strength to compete for partscore in their choice of trump suit.

Q. What call should North make?

A. 2♠ – Competing in the partnership’s likely eight-card fit.

- South is likely to have four-card support for the unbid major suit.
- North shouldn’t be concerned about the quality of the spades. South may have high cards in the suit; if not, the partnership will have values elsewhere.

Q. Will South expect North to have a strong hand?

A. No – North is only competing.

- With an invitational hand of about 9-11 points, North would jump to 3♠.
- With a very weak hand of about 0-5 points, North would pass.
- So, South can assume North is merely competing with about 6-8 points.

Focus on the East hand.

Q. What call would East make over North’s 2♠ bid?

A. Pass – East has already described the hand with the opening bid.

Focus on the South hand.

Q. What call would South make?

A. Pass – South doesn't have much extra strength for the takeout double.

- North is only showing about 6-8 points, so the partnership is competing for partscore.

Focus on the West hand.

Q. What call would West make?

A. Pass – West has already described the hand with the raise to 2♥.

Review of the Play and Defense

Q. Suppose North is declarer in a contract of 2♠. Who makes the opening lead?

A. East.

Focus on the East hand.

Q. What would East lead?

A. ♥K – Top of the broken sequence in the suit the partnership has bid and raised.



Leave the ♥K in front of East and turn the remaining East-West cards face down.
Focus on the North hand as declarer in a contract of 2♠. Discuss with the others at the table how you would plan to play the hand.

Give the students a couple of minutes to discuss the play.

Q. As declarer in 2♠, how many losers does North have?

A. 7 – Three spades and four hearts.

- Assuming the missing spades are divided 3-2, declarer has three losers in that suit . . . more if the spades are divided 4-1 or worse.
- There are four losers in the heart suit but none in diamonds or clubs.

Q. What are declarer's options for eliminating some of the losers?

A. Ruffing in dummy; discarding on extra winners.

- Declarer can plan to ruff one or more of the heart losers in the dummy.
- Declarer might be able to discard one or two heart losers on extra winners in the dummy:
 - If the missing diamonds are divided 3-3, dummy's fourth diamond will be a winner.
 - Dummy's ♣J might be turned into a winner, either through a finesse or if the ♣Q falls when a club is ruffed by declarer.
- The play could follow many lines. Let's look at one way the play might go.

Turn all the cards face up.

- Suppose East leads the ♥K and it wins the first trick.

Trick1: East: ♥K South: ♥6 West: ♥5 North: ♥3

- East might choose to switch to the ♦10, hoping West holds the ♦K and, perhaps the ♦J. Declarer could win in the North hand, planning to ruff a heart.

Trick2: East: ♦10 South: ♦3 West: ♦4 North: ♦K

- Declarer can now ruff a heart in dummy.

Trick3: North: ♥4 East: ♥2 South: ♠2 West: ♥8

- Declarer can return to the North hand with a club.

Trick4: South: ♣4 East: ♣2 North: ♣K West: ♣3

- And ruff another heart loser.

Trick5:	North: ♥9	East: ♥7	<u>South: ♠8</u>	West: ♥A
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- With four tricks already, declarer might start to take some of the remaining winners.

Trick6:	<u>South: ♦A</u>	West: ♦6	North: ♦2	East: ♦7
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Trick7:	<u>South: ♦Q</u>	West: ♦J	North: ♦8	East: ♦9
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Trick 8:	<u>South: ♣A</u>	West: ♣6	North: ♣8	East: ♣10
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- Declarer can ruff a club for the eighth trick.

Trick 9:	South: ♣4	West: ♣7	<u>North: ♠3</u>	East: ♣Q
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- Declarer may try ruffing the last heart loser. West can overruff but declarer already has eight tricks . . . and may come to a ninth in the trump suit.

Observation

- North does well to compete to 2♠, since at least eight tricks can be made in that contract.
- Let's see what might happen if North had passed and East-West were left to play in a contract of 2♥.

Turn all the cards face up.

Q. If East is declarer in a 2♥ contract, who would be on lead?

A. South.

Q. What might South lead?

A. ♠J – Top of the broken sequence.

- Looking at the North hand, South's best lead would be a diamond or perhaps a club.
- Unfortunately, South can't see partner's hand and, with nothing else to go on, would probably lead a spade.



Leave the ♠J in front of South and turn the remaining North-South cards face down. Focus on the East hand as declarer in a 2♥ contract. Discuss with the others at the table how to make the contract after this opening lead.

Give the students a couple of minutes to discuss the play.

Q. How many losers does East have?

A. 6 – Three diamonds and three clubs.

- Assuming the missing hearts are divided 3-2 or the ♥J falls on the first round, declarer won't have any losers in the heart suit.

Q. How can declarer plan to eliminate one of the losers?

A. Discard on the extra spade winner in dummy.

- Either a diamond or a club loser can be discarded on dummy's extra spade winner.

Q. Is there anything that might go wrong with declarer's plan?

A. The missing hearts might divide 4-1.

- This is quite likely since South made a takeout double.
- If South holds four hearts, declarer can't do anything about it.

Q. What can declarer do if North holds four hearts including the ♥J?

A. Lead a heart from dummy and take a finesse against the ♥J.

Q. At what point will declarer know whether the missing hearts are divided 4-1 or 3-2?

A. After two rounds of hearts.

- If both defenders follow to the first two rounds, the missing hearts will have divided 3-2.
- If a defender shows out on the second round of hearts, the hearts are divided 4-1.

Q. Where would declarer like to be after discovering the missing hearts are divided 4-1?

A. In the dummy.

- Declarer can't do anything if South holds four hearts including the ♥J.
- If North holds four hearts, declarer wants to lead the third round from dummy.
- Let's see how declarer can arrange all this.

Turn all the cards face up.

- South leads a spade and East wins the first trick.

Trick 1: South: ♠J West: ♠7 North: ♠3 East: ♠Q

- Declarer takes the other spade winner to unblock the suit.

Trick 2: East: ♠A South: ♠2 West: ♠9 North: ♠4

- To guard against a possible bad split in hearts, declarer wants to play two rounds of trumps ending in the West hand.

Trick 3: East: ♥K South: ♥6 West: ♥5 North: ♥3

Trick 4: East: ♥2 South: ♦5 West: ♥A North: ♥4

- Declarer uncovers the bad heart break and is in the appropriate hand to do something about it.
- First, however, declarer uses the entry to take the ♠K and discard a diamond loser.

Trick 5:	West: ♠K	North: ♠5	East: ♦7	South: ♠8
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- Now declarer can take the heart finesse.

Trick 6:	West: ♥8	North: ♥9	East: ♥10	South: ♣5
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- Declarer gets three spade tricks and five heart tricks to make the contract.

If declarer had won the first two spade tricks and immediately crossed to the ♥A to discard a loser on the ♠K, declarer wouldn't find out about the bad heart break until playing the second round of hearts. Now there would be no entry to dummy to take the heart finesse.

A Closer Look at Advancing After Responder Bids

<p>Pick up all the cards and sort them into suits. Each player takes one suit. Construct the following hand in front of North.</p>

Hand 1

Teacher's Key Point: Advancer should try to compete with 6-8 points.



	NORTH
Spades: The ♠Q and three low spades.	♠ Q 4 3 2
Hearts: The ♥Q and two low hearts.	♥ Q 3 2
Diamonds: Two low diamonds.	♦ 3 2
Clubs: The ♣K and three low clubs.	♣ K 4 3 2

W	N	E	S
2♦	?	1♦	X

Q. East opens 1♦, South doubles, and West raises to 2♦. What call does North make?

A. 2♠ – Advancer wants to compete with 6-8 points.

- North has 7 high-card points and there is a likely eight-card fit in spades.
- South has 13 or more points, so the partnership has at least half the overall strength.

Q. What are the advantages of bidding?

A. Make a partscore; push the opponents higher.

- North-South are likely to be able to make a two-level partscore contract if they have an eight-card fit and approximately half the strength.
- Even if 2♠ goes down, East-West might make 2♥ and the penalty would be less than the value of the opponents' partscore.
- East and West can no longer rest comfortably in a partscore of 2♥. To buy the contract, they will have to compete to at least 3♥. That may be too high.
- If the opponents do buy the contract, bidding might help the partnership on defense.

Q. Suppose East opens 1♦, South doubles, and West bids 1NT. What call does North make?

W	N	E	S
		1♦	X
1NT	?		

A. 2♠ – North should compete.

- Again, with 7 points, North has enough to compete.
- With a choice between spades and clubs, most players would pick the major suit. South is more likely to have four-card support for spades than clubs.

Q. Suppose East opens 1♦, South doubles, and West passes. What call does North make?

W	N	E	S
		1♦	X
P	?		

A. 1♠ – Showing 0-8 points.

- When West passes, North is (essentially) forced to bid.
- North doesn't have enough to jump to 2♠. That would be invitational, showing about 9-11 points.

Q. East opens 1♦, South doubles, and North bids 1♠. East now bids 2♦ and South and West both pass. What call does North make?

W	N	E	S
		1♦	X
P	1♠	2♦	P
P	?		

A. 2♠ – North should be willing to compete to the two level.

- With 7 points, North shouldn't sell out to 2♦.

Q. Will South expect North to hold a strong hand for making two bids?

A. No – North is already limited to about 8 points.

- With 9 or more points, North would have jumped to 2♠ originally.
- North's 1♠ call showed 0-8 points; the 2♠ call puts the hand in the 6-8 point range.

Q. Suppose East opens 1♣, South doubles, and West raises to 2♣. What call does North make?

W	N	E	S
		1♣	X
2♣	?		

A. 2♠/Pass – The decision is much closer.

- Although West has 7 high-card points, 3 of the points are in the opponents' suit.
- The ♣K is likely to be a *wasted* value for offense opposite South's likely shortness in the suit, leaving North with only 4 "working" points . . . the ♠Q and ♥Q.
- The length and strength in clubs argue for defending rather than bidding.
- Still, some players might bid 2♠ anyway, hoping to push the opponents higher before defending.
- In a close decision like this, North might take the vulnerability into account . . . passing if vulnerable; bidding if non vulnerable.
- North doesn't risk missing a game by passing. With a strong hand, South will have another opportunity to bid.

Q. Suppose East opens 1♦, South doubles, and West raises to 3♦. What call does North make?

W	N	E	S
		1♦	X
3♦	?		

A. Pass – North doesn't have enough to compete to the three level.

- With 7 high-card points, advancer doesn't have quite enough to compete to the three level.
- It's possible South only has three-card support for spades and the partnership could be much too high in a 3♠ contract . . . and get doubled for penalty.
- South will expect more strength if North competes to the three level . . . about 9-11 points . . . and may continue to game.
- The auction isn't over if North passes. South might bid again with a strong hand.

With an experienced group you can point out how West's jump to 3♦ . . . a preemptive raise in most partnerships . . . makes the auction much more challenging for North-South. A good tactic to think about.

You might want to skip part or all of the next example with an inexperienced group.

Hand 2

Teacher's Key Point: Advancer wants to put the partnership in the best fit.



		NORTH		
Spades:		♠ Q 4 3 2		
Hearts:	Add a low heart.	♥ Q 4 3 2		
Diamonds:		♦ 3 2		
Clubs:	Take away a low club.	♣ K 4 3		

W	N	E	S
		1♦	X
P	?		

Q. East opens 1♦, South doubles, and West passes. What call does North make?

A. 1♠/1♥ – Advancer has to pick a major suit.

- North doesn't have enough to make an invitational jump.
- With four-card support for both hearts and spades, it's basically a guess which suit to bid.
- Although South may have four-card support for both major suits, it's possible that South has only three-card support for one of the majors . . . the takeout doubler can't always have the perfect hand.
- The general guideline in this situation, however, is for advancer to bid the higher-ranking suit, spades . . . rather than bidding "up the line" like responder.
- Let's see why.

Q. Suppose advancer were to bid 1♥ after partner's takeout double. East now rebids 2♦ and both South and West pass. What call does North make?

A. 2♥/2♠/Pass – An awkward choice.

- With 7 high-card points, advancer doesn't want to sell out to 2♦ opposite partner's takeout double.
- North could compete by bidding 2♥ but the partnership might be in a seven-card fit if South has three hearts and four spades.
- North could bid the second suit, 2♠, but that might put the partnership in a seven-card fit if South has three spades and four hearts. South would now have to bid 3♥ to put the partnership back in its eight-card fit and the partnership would be at the three level.

W	N	E	S
		1♦	X
P	1♥	2♦	P
P	?		

Q. Suppose advancer were to bid 1♠ after partner's takeout double. East now rebids 2♦ and both South and West pass. What call does North make?

A. 2♥ – An easy choice.

W	N	E	S
		1♦	X
P	1♠	2♦	P
P	?		

- Advancer wants to compete.
- Bidding 2♥ will work well if partner has four-card support for either major.
- With three spades and four hearts, South can pass 2♥.
- With four spades and three hearts, South can give preference back to 2♠ and the partnership remains at the two level.
- By bidding 1♠, advancer is better placed to compete if the auction continues.

This next point (the responsive double) should be skipped with an inexperienced group.

Q. Suppose East opens 1♦, South doubles, and West raises to 2♦. What call does North make?

W	N	E	S
		1♦	X
2♦	?		

A. 2♠/2♥/Double – It depends on the partnership methods.

- Advancer wants to compete with 7 points.
- Either 2♥ or 2♠ could work well, if South has four-card support. However, North-South could land in a 4-3 fit.
- Following the general principle of bidding the higher-ranking suit first, 2♠ leaves North better placed if the auction continues. However, much of the time the auction will end with North's call.
- Some partnerships resolve this dilemma by adopting the following convention⁸:

The Responsive Double

If responder raises opener's suit to the two or three level over a takeout double, advancer's double is for takeout rather than penalty.

- Without this agreement, advancer's double would be for penalty, not for takeout.

Q. If the partnership uses responsive doubles, what call could North make if East opens 1♦, South doubles, and North raises to 2♦?

A. Double – A responsive double.

- Advancer's double would be for takeout, asking South to pick the suit.
- Advancer would presumably have four-card support for both majors in this situation. With only one four-card major, advancer would bid it instead of using the responsive double.

⁸Some partnerships use responsive doubles through the four level or higher.

Q. Suppose East opens 1♦, South doubles, West raises to 2♦, and North makes a responsive double. East passes, South bids 2♥, and West passes. What call does North make?

W	N	E	S
		1♦	X
2♦	X	P	2♥
P	?		

A. Pass – A responsive double doesn't promise another bid.

- The partnership has found an eight-card fit.
- Advancer's intention was merely to compete to the best partscore, not to look for game.

Q. What if South bids 2♠ after North's responsive double?

W	N	E	S
		1♦	X
2♦	X	P	2♠
P	?		

A. Pass – The partnership has found an eight-card fit.

Hand 3

Teacher's Key Point: Advancer bids one level higher than necessary or competes to the three level with 9-11 points.



	NORTH
Spades:	Take away the ♠Q. ♠ 4 3 2
Hearts:	Add the ♥A. ♥ A Q 4 3 2
Diamonds:	♦ 3 2
Clubs:	♣ K 4 3

W	N	E	S
		1♠	X
P	?		

Q. East opens 1♠, South doubles, and West passes. What call does North make?

A. 3♥ – Advancer invites game.

- North has 9 high-card points plus 1 length point for the five-card suit.
- A bid at the cheapest level, 2♥, would show only 0-8 points.
- Advancer shows an invitational hand of about 9-11 points by jumping a level.

Q. East opens 1♠, South doubles, and West raises to 2♠. What call does North make?

W	N	E	S
		1♠	X
2♠	?		

A. 3♥ – Showing an invitational hand.

- Advancer doesn't need to jump to show an invitational hand.
- By competing to the three level, advancer implies a hand of invitational strength.
- With 0-8 points, advancer would pass over the raise to 2♠ . . . not having enough to compete at the three level.

Q. East opens 1♦, South doubles, and West passes. What call does North make?

W	N	E	S
		1♦	X
P	?		

A. 2♥ – A jump shows an invitational hand.

- Advancer only needs to jump to the two level when the opening bid is a minor suit.

Q. Now suppose East opens 1♦, South doubles, and West raises to 2♦. What call does North make?

W	N	E	S
		1♦	X
2♦	?		

A. 3♥ – Advancer has to jump to show an invitational hand.

- A bid of 2♥ would only be competitive, showing about 6-8 points . . . too much to sell out to 2♦.
- To show an invitational hand, advancer has to jump to the three level.

This last point can be skipped with an inexperienced group.

Hand 4

Teacher's Key Point: The responsive double can be used at the three level.



	NORTH
Spades:	♠ K 4 3 2
Hearts:	♥ A 4 3 2
Diamonds:	♦ 3 2
Clubs:	♣ K 4 3

W	N	E	S
		1♦	X
3♦	?		

Q. East opens 1♦, South doubles, and West raises to 3♦. What call does North make?

A. Double – If the partnership uses responsive doubles.

- With 10 high-card points, advancer has enough to compete to the three level.
- Advancer could guess whether to bid 3♥ or 3♠ but that might land the partnership in a seven-card fit.
- If the partnership uses responsive doubles, advancer can make a takeout double, asking South to bid a suit . . . presumably a four-card major suit.
- Whether South bids hearts or spades, the partnership will have found an eight-card fit.

Conclusion

- When responder bids, advancer is no longer forced to bid.
- However, advancer should be willing to compete:
 - To the two level with about 6-8 points.
 - To the three level with 9-11 points.
- If responder raises opener's suit, the partnership can agree to play advancer's double for takeout rather than penalty . . . the responsive double convention.

Hand 7 - Advancing in Notrump

<p>HAND: 7 DEALER: SOUTH VUL: E-W</p>	<p>NORTH ♠ 4 3 ♥ J 10 7 5 ♦ A Q J ♣ A J 10 3</p>	<p>EAST ♠ 10 6 ♥ Q 9 8 3 ♦ 8 4 3 ♣ Q 8 6 2</p>	<p>WEST ♠ A K 9 5 2 ♥ A K ♦ 10 9 6 2 ♣ 9 7</p>	<p>SOUTH ♠ Q J 8 7 ♥ 6 4 2 ♦ K 7 5 ♣ K 5 4</p>	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <th style="padding: 2px;">WEST</th> <th style="padding: 2px;">NORTH</th> <th style="padding: 2px;">EAST</th> <th style="padding: 2px;">SOUTH</th> </tr> <tr> <td style="padding: 2px;">1♠</td> <td style="padding: 2px;">Double</td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">Pass</td> </tr> <tr> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">Pass</td> <td style="padding: 2px;">1NT</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1♠	Double	Pass	Pass	Pass	Pass	Pass	1NT
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OPENING LEAD:	♠5 by West																

Introduction

The takeout doubler typically describes a hand that is short in the opponent's suit. An ideal takeout double of 1♥, for example, would be made with four spades, four diamonds, four clubs, and a singleton heart.

Playing in one of the unbid suits is the first priority, even if advancer has some strength in the opponent's suit. A high card in the opponent's suit, such as a king, that is held by advancer is usually poorly placed to take a trick. The opening bidder, on advancer's left, is likely to hold the ace and queen.

When advancer does have a reasonable amount of strength, it may be an advantage to play in a notrump contract. Advancer's holding in opener's suit is somewhat protected if responder, on advancer's right, can't gain the lead. The more strength advancer has the less there is available for responder.

Play of the Hand



Play Hand 7. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the South hand.

Q. What call does South make as dealer?

A. Pass – Only 9 high-card points.

Focus on the West hand.

Q. What call does West make after South passes?

A. 1♠ – 14 high-card points and a five-card major suit.

Focus on the North hand.

Q. What call does North make over West's 1♠ opening?

A. Double – A standard takeout double.

- 13 high-card points plus 1 dummy point for the doubleton spade.
- Support for the unbid suits . . . four-card support for the unbid major.

Focus on the East hand.

Q. What call does East make after West's 1♠ opening is doubled for takeout?

A. Pass – Only 4 high-card points and no fit.

Focus on the South hand.

Q. What call does South make after partner's takeout double?

A. 1NT – 9 high-card points with strength in the opponent's suit.

- A 1NT advance shows about 6-10 high-card points. It is not a weak bid.
- Advancer needs a “good” holding in opener's suit, especially when it is a major suit . . . since that is likely to be the suit led.

Focus on the West hand.

Q. What is West's rebid over South's 1NT call?

A. Pass – West has nothing extra for the opening bid.

- Also, East passed over the double, indicating a weak hand with no fit for spades.
- 2♦, showing the second suit, would be risky, especially since North is likely to have length and strength in diamonds for the takeout double.

Focus on the North hand.

Q. What is North's rebid after advancer's 1NT call?

A. Pass – North has already described the hand with the takeout double.

- North has no reason to overrule advancer's choice of contract.

Focus on the East hand.

Q. What is East's call?

A. Pass.

Review of the Play and Defense

Q. Suppose South is declarer in a contract of 1NT. Who makes the opening lead?

A. West.

Focus on the West hand.

Q. What would West lead?

A. ♠5 – Fourth from longest and strongest.

- Despite South's 1NT call, West doesn't have much reason to deviate from the standard lead, especially with entries in hearts to help regain the lead.
- A diamond lead would be a reasonable alternative.

Focus on the East hand.

Q. What would East play on the first trick?

A. ♠10 – Third hand high.



Leave the ♠5 in front of West as the opening lead and the ♠10 in front of East as the card played to the first trick. Turn the remaining East-West cards face down, and focus on the South hand as declarer. Discuss with the others at the table the best chance for making 1NT.

Give the students a couple of minutes to discuss the play.

Q. How many tricks does declarer have?

A. Six – One spade (after winning the first trick), three diamonds, and two clubs.

Q. Which suits offer a chance for the extra trick required?

A. Clubs/Hearts/Spades – Clubs are the most promising.

- The club suit can provide at least one trick through promotion.
- Declarer can also try the straightforward club finesse, hoping West holds the ♣Q. It could work since West opened the bidding. Even if it loses, declarer will get an extra club winner.
- The defenders might establish South's remaining spade honor as a trick by taking the ♠A and ♠K.

Q. Is there any danger?

A. Yes – East is a dangerous opponent.

- If East gains the lead, East may return a spade, trapping South’s remaining honor and allowing the defense to take four tricks in that suit . . . along with their heart winners.
- Let’s see what might happen if declarer chooses to stake everything on the club finesse.

Turn all the cards face up. Place the ♠5 in front of West as the opening lead.

Skip the first point with an inexperienced group.

Q. West leads the ♠5, a low spade is played from dummy, and East plays the ♠10, third hand high. Does it matter whether South wins this trick with the ♠J or ♠Q?

A. Yes – The ♠Q is more deceptive.

- If declarer wins the first trick with the ♠J, West will ‘know’ that declarer also holds the ♠Q. East would have played the ♠Q on the first trick if holding that card.
- If declarer wins the first trick with the ♠Q, West will be unsure who holds the ♠J. East would have played the ♠10 holding both the ♠J and ♠10. Third hand plays high, but only as high as necessary . . . the lower of touching honors.
- It’s always a good idea for declarer to create doubt in the defenders’ minds whenever possible.
- If declarer wins the first tricks with the deceptive ♠Q and West regains the lead, West might continue leading spades, thinking East holds the ♠J⁹.

Trick 1: West: ♠5 North: ♠3 East: ♠10 South: ♠Q

- Suppose declarer now tries to get an extra trick by taking the club finesse.

Trick 2: South: ♣K West: ♣7 North: ♣3 East: ♣2

⁹While the defenders must usually play their cards in a standard manner to help partner . . . leading fourth highest and top of touching honors, for example . . . declarer is under no such compulsion. Declarer is free to play the cards in the most deceptive way to try to confuse the defenders.

Trick 3:	South: ♣4	West: ♣9	North: ♣10	East: ♣Q
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- The finesse (surprisingly?) Loses to East's ♣Q and East returns partner's suit.

Trick 4:	East: ♠6	South: ?	West:	North:
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- It doesn't matter whether South plays a low spade or the ♠J, West can take four spades and the ♥A-K to defeat 1NT.

Q. Is there anything declarer might have done to prevent East from gaining the lead?

A. Yes – Take the club finesse in the other direction.

- Since East is the dangerous opponent, it would be better to take the club finesse in the opposite direction.
- Let's see how that would work.

Turn all the cards face up.

Trick 1:	West: ♠5	North: ♠3	East: ♠10	South: ♠Q
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- Declarer now crosses to dummy.

Trick 2:	South: ♦5	East: ♦2	North: ♦A	West: ♦3
----------	-----------	----------	-----------	----------

- . . . and takes the club finesse into the safe opponent by leading the ♣J (or ♣10).

Trick 3:	North: ♣J	West: ♣2	South: ♣4	East: ♣7
----------	-----------	----------	-----------	----------

- On the actual layout, the club finesse wins and declarer has seven tricks without giving East the lead . . . one spade, three diamonds, and three clubs.

- Let's see what would happen if West held the ♣Q instead of East.

Turn all the cards face up. Give East's ♣Q to West and West's ♦2 to East.

Trick 1: West: ♠5 North: ♠3 East: ♠10 South: ♠Q

- Declarer again crosses to dummy.

Trick 2: South: ♦5 East: ♦6 North: ♦A West: ♦2

- . . . to takes the 'backward' club finesse.

Trick 3: North: ♣J West: ♣2 South: ♣4 East: ♣Q

- This time the finesse loses to East's ♣Q.

Q. What can West do at this point to defeat the contract?

A. Nothing – West is not a dangerous opponent.

- If West leads spades, declarer will get a trick with the ♠J.
- If West leads something else . . . a diamond perhaps . . . declarer has seven tricks because dummy's ♣10 s now a winner.

West might be able to put East on lead with a heart . . . although not on the actual hand . . . but this would be a difficult defense to find. Declarer might even be more deceptive by crossing to dummy with the ♣A, leaving West in doubt about the location of the ♦K . . . making a heart shift even less likely.

Observation

- When planning the play of the hand, determine whether one opponent is more dangerous than the other.
- Whenever possible, avoid giving up the lead to the dangerous opponent.

A Closer Look at Advancing in Notrump

Pick up all the cards and sort them into suits. Give one suit to each player. Construct the following hand in front of South.

Hand 1

Teacher's Key Point: A 1NT bid by advancer can't be made with a weak hand.



Spades: Three low spades.
 Hearts: Three low hearts.
 Diamonds: Four low diamonds.
 Clubs: Three low clubs.

SOUTH

♠ 4 3 2
 ♥ 4 3 2
 ♦ 5 4 3 2
 ♣ 4 3 2

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What call does South make?

A. 1♥ – The cheapest available bid.

- Advancer should not bid notrump without length *and strength* in the opponent's suit since the takeout doubler is presumably short in that suit.
- Instead, advancer may need to manufacture a bid in the cheapest available suit.
- Hopefully, North won't raise hearts too vigorously with a strong hand . . . taking into account that advancer was forced to bid something.

Hand 2

Teacher's Key Point: Advancer's 1NT bid shows about 6-10 points with strength in the opponent's suit.



Spades:
 Hearts:
 Diamonds: Take away two low diamonds. Add the ♦A and ♦Q.
 Clubs:

SOUTH

♠ 4 3 2
 ♥ 4 3 2
 ♦ A Q 5 4
 ♣ 4 3 2

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What call does South make?

- A. 1NT – Showing a balanced hand with 6-10 points and strength in the opponent’s suit.
- A 1NT bid by advancer is similar to a 1NT bid by responder. It shows about 6-10 points.
 - It also shows strength in the suit bid by the opponents. This is more important if the opening bid is in a major suit rather than a minor suit. Opener is known to have at least a five-card suit.
-

Hand 3

Teacher’s Key Point: Advancer has to use some judgment.



	SOUTH
Spades:	♠ 4 3 2
Hearts:	♥ 4 3 2
Diamonds: Take away a low diamond.	♦ A Q 5
Clubs: Add the ♣Q.	♣ Q 4 3 2

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What call does South make?

- A. 1NT/2♣ – Advancer has a choice.
- North’s takeout double asks advancer to pick one of the unbid suits.
 - Advancer has to use some judgment in selecting notrump instead of bidding a suit.
 - With this hand, 1NT is probably a better choice than 2♣ because:
 - It requires one less trick than 2♣.
 - North may have only three-card support for clubs, a minor suit. Advancer doesn’t want to play in a 4-3 fit.
 - West may not have a lot of length or strength in diamonds. A minor suit opening could be made on a three-card suit.
 - South’s diamond holding will provide two tricks in a notrump contract if West leads the suit. Alternatively, it will prevent West from leading the suit without giving up a trick.
-

Hand 4

Teacher's Key Point: A jump to 2NT shows about 11-12 points.



	SOUTH
Spades:	♠ 4 3 2
Hearts:	♥ 4 3 2
Diamonds:	♦ A Q 5
Clubs: Take away a low club; add the ♣K.	♣ K Q 4 3

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What are South's options?

A. 2NT/3♣ – Advancer has to show an invitational hand.

- With 11 high-card points, South is too strong to bid at the cheapest available level.
 - South wants to invite opener to game by jumping a level.
 - South could jump to 3♣, but this might land the partnership in a 4-3 fit or get the partnership to 5♣, an eleven trick contract.
 - An invitational jump to 2NT, showing about 11-12 points, is more likely to be the winning call.
 - If North-South have enough for game, a nine trick contract should be easier than an eleven trick contract.
-

Hand 5

Teacher's Key Point: A jump to 3NT shows 13 or more points.



	SOUTH
Spades: Take away a low spade; add the ♠K.	♠ K 4 3
Hearts:	♥ 4 3 2
Diamonds:	♦ A Q 5
Clubs:	♣ K Q 4 3

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What call would South make?

A. 3NT – The partnership should have enough for game.

- With 14 high-card points, advancer wants to get the partnership to game opposite partner's takeout double.
- With no likely eight-card fit in a major suit, nine tricks in notrump should be easier than eleven tricks in clubs.

- South has two diamond tricks if West leads the suit.
- North-South should have enough combined strength to develop nine tricks even if South doesn't lead the suit . . . especially since declarer will know the location of most of the missing high cards.

Q. West opens 1♣, North doubles, and East passes. What call would South make?

W	N	E	S
1♣	X	P	?

A. 3NT – Same idea.

- The strong club holding should be enough to make a 3NT contract viable, even if North holds a singleton.
- South shouldn't consider passing. North-South are more likely to make game than to extract a large penalty defending 1♣ doubled.

Don't get into what South would do if the opening bid is 1♥ or 1♠. That's a topic for the next lesson.

Conclusion

- With good cards in the opponent's suit and no better option, advancer can bid notrump:

Advancing in Notrump	
6 - 10 points:	Bid notrump at the cheapest level.
11-12 points:	Bid notrump, jumping one level.
13+ points:	Bid game in notrump.

- Advancer needs to be more careful about having strength in the opponent's suit if it is a major than if it is a minor . . . which could be short.

Hand 8 - Advancer's Forcing Bids

HAND: 8 DEALER: WEST VUL: BOTH		NORTH ♠ K 8 5 ♥ A Q 9 7 ♦ 7 4 ♣ K J 9 3	<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>1♦</td> <td>Double</td> <td>Pass</td> <td>2♦</td> </tr> <tr> <td>Pass</td> <td>2♥</td> <td>Pass</td> <td>4♥</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </tbody> </table>	WEST	NORTH	EAST	SOUTH	1♦	Double	Pass	2♦	Pass	2♥	Pass	4♥	Pass	Pass	Pass	
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Introduction

Advancer's bid at the cheapest level shows about 0-8 points and is non forcing. Advancer's jump shows an invitational hand of about 9-11 points and is also non forcing. With 12 or more points, advancer generally takes the partnership to game.

With an invitational or game-going hand, advancer sometimes needs more information from partner before deciding on the best contract. So, advancer needs a forcing call.

The bid that is readily available for that purpose is the *cuebid* . . . a bid of the opponent's suit. Advancer obviously doesn't want to play in the opponent's suit . . . with length and strength in the opponent's suit, advancer could pass the takeout double for penalty.

Let's play the next hand to see a competitive auction in action.

Play of the Hand



Play Hand 8. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the West hand.

Q. What is West's call in first chair?

A. 1♦ – 12 high-card points plus 1 for the five-card suit.

Focus on the North hand.

Q. Does North have enough to enter the auction?

A. Yes – North can make a takeout double.

- North 13 high-card points and can add 1 dummy point for the doubleton diamond.
- North has support for the unbid suits.
- North has only three-card support for spades. That's not perfect but it is adequate. North can't always wait for the perfect hand to enter the auction.

Focus on the East hand.

Q. What call does East make over North's takeout double?

A. Pass – Only 2 high-card points plus 1 length point for the five-card club suit.

Focus on the South hand.

Q. Opposite North's takeout double, does South know how high the partnership belongs?

A. Yes, game – Advancer has 13 high-card points.

- North is promising the values for an opening bid so the partnership has at least 26 combined points and belongs at the game level.

Q. Does South know where the partnership belongs?

A. No – Advancer can't be sure which major suit is better.

- North has promised support for the unbid suits but not necessarily *four-card* support.
- South can't be certain that the partnership has an eight-card fit in hearts or an eight-card fit in spades.
- It's even possible the partnership belongs in notrump if North has some strength in diamonds.

Q. What forcing call is available to advancer to get more information from North?

A. 2♦ – A cuebid of the opponent's suit.

- A jump in either major suit would be invitational, not forcing.
- If advancer wanted to play with diamonds as trump, advancer would simply pass and defend for penalties.
- So, there is no need for 2♦ as a natural call.

Advancer's Cuebid

A bid of the opponent's suit by advancer is forcing:

- It shows interest in reaching game . . . a hand of invitational strength or more.
- It asks for further description of the doubler's hand.

- The term *cuebid* is the same as that used in slam bidding auctions to show aces and kings. A cuebid of the opponent's suit in a competitive auction, however, is simply an artificial forcing bid.

Focus on the West hand.

Q. West opens 1♦, North doubles, East passes, and South cuebids 2♦. What call does West make?

A. Pass/Double – West has already described the hand.

- South's cuebid is totally artificial, so there is no point in doubling for penalty . . . North-South won't be playing in diamonds.

- The only reason to double is to emphasize the quality of the diamonds . . . to ensure that East will lead the suit if North becomes declarer.
- The disadvantage of doubling is that it gives North two additional options: passing and redoubling. The availability of these bids may give North-South more room to find the best contract on some hands.
- West doesn't have enough strength to bid 3♦ . . . or bid 2♠, a suit North-South are likely to hold.

Focus on the North hand.

Q. What call does North make after South cuebids 2♦?

A. 2♥ – Showing the four-card heart suit.

- Advancer's cuebid is forcing, so the takeout doubler makes a descriptive bid.
- With no five-card or longer suit, the takeout doubler usually bids four-card suits *up the line* . . . bidding at the cheapest available level. The partnership is initially searching for a trump fit.

Focus on the East hand.

Q. What call does East make over North's 2♥ call?

A. Pass.

Focus on the South hand.

Q. What call does South after North bids 2♥ and East passes?

A. 4♥ – The partnership has found its fit.

- Advancer now knows the partnership has an eight-card major suit fit.
- With 13 high-card points, advancer knows the partnership belongs in game.

Q. How does the auction continue after South's 4♥ bid?

A. Pass, Pass, Pass – No one has anything else to say.

Review of the Play and Defense

Q. Suppose North is declarer in a contract of 4♥. Who makes the opening lead?

A. East.

Focus on the East hand.

Q. What would East lead?

A. ♦10 – Top of the touching high cards in partner's suit.

Put the ♦10 in front of East. Turn the remaining East-West cards face down. Focus on the North hand as declarer in a contract of 4♥. Discuss with the others at the table how declarer should play the contract.

Give the students a couple of minutes to discuss the play.

Q. How many losers does declarer have?

A. Five – One spade, two diamonds, and two clubs.

Q. What are declarer's options for eliminating losers?

A. Finesse, ruff losers.

- Declarer could try the spade finesse, hoping East has the ♠Q. However, West opened the bidding so the finesse may not work.
- Declarer could try the club finesse, hoping West has the ♣Q. That is more likely to work than the spade finesse but is not a sure thing.
- Declarer could plan to ruff two club losers in dummy. Provided the defenders can't ruff the first two rounds of clubs, this is a sure thing.
- Declarer's best option is to plan to ruff two club losers.

Turn all the cards face up. Put the ♦10 in front of East as the opening lead.

Q. Which card would West play on the first trick?

A. ♦J – Overtaking.

- West could let partner's ♦10 win the first trick but will probably overtake in case it is a singleton.

Trick 1: East: \spadesuit 10 South: \spadesuit 3 West: \spadesuit J North: \spadesuit 4

- West will likely continue with a second round of diamonds.

Trick 2: West: \spadesuit A North: \spadesuit 7 East: \spadesuit 2 South: \spadesuit 6

- West will probably continue with a third round of diamonds.
- Declarer has all the high hearts, so there is no danger of being overruffed.

Trick 3: West: \spadesuit K North: \heartsuit 7 East: \spadesuit 9 South: \spadesuit 8

Q. Can declarer afford to draw trumps at this point?

A. No – Declarer needs to ruff club losers¹⁰.

- Even if the missing hearts are divided 3-2, drawing trumps would take three rounds, leaving only one heart in dummy.
- Since two clubs need to be ruffed, declarer can't afford to draw all the trumps.
- Declarer can go about ruffing a club loser.

Trick 4: North: \clubsuit 3 East: \clubsuit 5 South: \clubsuit A West: \clubsuit 4

Trick 5: South: \clubsuit 2 West: \clubsuit 7 North: \clubsuit K East: \clubsuit 6

Trick 6: North: \clubsuit 9 East: \clubsuit 8 South: \heartsuit 8 West: \spadesuit 5

¹⁰Declarer could actually play the hand as a dummy reversal . . . playing three rounds of spades and then ruffing the fourth round in the North hand. However, there's no need to go through that line of play.

- With all the high hearts, declarer doesn't have to worry about being overruffed¹¹.
- Since the ♣Q hasn't appeared, declarer will have to ruff the last club.
- Declarer can get back to the North hand in the trump suit.

Trick 7:	South: ♥10	West: ♥2	<u>North: ♥Q</u>	East: ♥3
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Trick 8:	North: ♣J	East: ♣Q	<u>South: ♥J</u>	West: ♠4
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- Declarer can draw the remaining trumps, overtaking to get back to the North hand.

Trick 9:	South: ♥K	West: ♥6	<u>North: ♥A</u>	East: ♥4
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Trick 10:	<u>North: ♥9</u>	East: ♥5	South: ♠3	West: ♦Q
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- Now declarer can take the two spade tricks and make the contract.

Observation

Turn all the cards face up.

- If South did not have the cuebid available on this hand, the partnership might get to the wrong contract.
 - South would have to guess which suit to bid and might jump to 4♠, choosing the higher-ranking suit.
 - In 4♠, South would likely lose two diamond tricks and two spade tricks, going down one.

¹¹Technically, declarer should take the ♠A and ♠K early to prevent a defender from discarding spades while clubs are being ruffed . . . and later being able to ruff one of declarer's spade winners. On the actual hand, it won't matter.

A Closer Look at Advancer's Cuebid

Pick up all the cards and sort them into suits. Each student take one suit. Construct the following hand in front of South.

Hand 1

Teacher's Key Point: Advancer's only forcing call is a cuebid of the opponent's suit.



	SOUTH	
Spades: The ♠A, ♠J, and two low spades.	♠ A J 3 2	
Hearts: The ♥K, ♥J, and two low hearts.	♥ K J 3 2	
Diamonds: Three low diamonds.	♦ 4 3 2	
Clubs: The ♣A and a low club.	♣ A 2	

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What call does South make?

A. 2♦ – Cuebidding the opponent's suit.

- Advancer knows the partnership belongs in game but needs more information to determine the best trump suit.
- Advancer's cuebid of diamonds doesn't promise any particular holding in the suit. It is merely forcing. Here, for example, South holds three low cards in diamonds.

Q. Suppose West opens 1♣, North doubles, and East passes. What call does South make?

W	N	E	S
1♣	X	P	?

A. 2♣ – Cuebidding the opponent's suit.

- Advancer again wants to be in game opposite North's takeout double.
- To search for the best spot, South starts with a cuebid.
- On this hand, South holds the ace of the opponent's suit, but that is coincidence, not a requirement.
- The cuebid is totally artificial and simply asks partner for a further description of the hand.

Q. Suppose West opens 1♣, North doubles, and East passes. South cuebids 2♣. West passes, North bids 2♥, and East passes. What call does South make?

W	N	E	S
1♣	X	P	2♣
	P	2♥	P
			?

A. 4♥ – Advancer knows how high and where.

- Advancer knows both how high (game) and where (hearts) the partnership belongs and takes the partnership to the best contract.

Q. Suppose North bids 2♠ in response to South's cuebid. What call does South make?

W	N	E	S
1♣	X	P	2♣
P	2♠	P	?

A. 4♠ – South can be confident the partnership has an eight-card fit in spades.

Q. Suppose West opens 1♦, North doubles, and East raises to 2♦. What call does South make?

W	N	E	S
1♦	X	2♦	?

A. 3♦ – A cuebid.

- Advancer can use the cuebid at any level to get more information from partner.
- If North bids 3♥ over the cuebid, South will raise to 4♥; if North bids 3♠, South will raise to 4♠. Cuebidding helps the partnership reach the right major-suit game.

Q. Suppose West opens 3♣, North doubles, and East passes. What call does South make?

W	N	E	S
3♣	X	P	?

A. 4♣ – A cuebid.

- A cuebid offers the best chance of guaranteeing that the partnership lands in an eight-card fit.
- North is likely to have four-card support for both unbid majors, but there is no guarantee.
- Having the cuebid available takes some pressure off the takeout doubler to always have the perfect hand. North can make a takeout double of 3♣ with four spades and only three hearts, for example, with some assurance that the partnership has a tool available to avoid landing in a 4-3 fit . . . at least some of the time.

Hand 2

Teacher's Key Point: Advancer can make a cuebid with a hand of invitational strength or more.



		SOUTH
Spades:	Take away the ♠A and add the ♠Q.	♠ QJ 3 2
Hearts:		♥ KJ 3 2
Diamonds:		♦ 4 3 2
Clubs:		♣ A 2

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What call does South make?

A. 2♦ – A cuebid.

- With 11 high-card points South wants to make an invitational bid. With four cards in both majors, however, it isn't clear whether South should jump to 2♥ or to 2♠.
- The cuebid helps resolve this challenge. A cuebid only promises game-invitational values . . . although advancer can have more. It is only *forcing until a suit has been agreed* . . . bid and raised.

Q. West opens 1♦, North doubles, East passes, and South cuebids 2♦. West passes, North bids 2♥, and East passes. What call does South make?

W	N	E	S
1♦	X	P	2♦
P	2♥	P	?

A. 3♥ – Inviting partner to bid game with more than a minimum takeout double.

- A raise to 3♥ is invitational, not forcing. The cuebid is only forcing until a suit has been agreed. With game-going values, South would raise to 4♥.

Q. What if North bids 2♠ instead of 2♥?

W	N	E	S
1♦	X	P	2♦
P	2♠	P	?

A. 3♠ – An invitational raise.

- The takeout doubler can't tell if advancer has an invitational or a game-going hand until advancer's rebid . . . unless advancer is a passed hand.
- If advancer passed initially, then a cuebid shows only invitational values. Advancer would presumably have opened the bidding with enough to insist on game opposite a takeout double.

Q. Suppose South is dealer and elects to pass. West opens with a weak 2♦ bid, North doubles, and East passes. What call does South make?

W	N	E	S
2♦	X	P	P
2♦	X	P	?

A. 3♦ – A cuebid.

- Being a passed hand, South can afford to cuebid to show invitational values with doubt about the best denomination.

Q. If North bids 3♥ after the cuebid, what call can South make?

W	N	E	S
2♦	X	P	P
P	3♥	P	?

A. Pass (4♥) – A matter of judgment.

- Since South passed initially, the 3♦ cuebid specifically showed invitational values only. South does not have to bid again when North bids 3♥ . . . or 3♠.
- North should be aware that South is a passed hand. With more than a minimum for the takeout double, North should jump to 4♥ or 4♠.
- South has a *good* hand opposite North's takeout double and may well decide to continue to game anyway. The point, however, is that South isn't forced to bid again having cuebid as a passed hand.

Advancer's Cuebid

If responder passes after opener's suit has been doubled for takeout, advancer's only forcing bid is a *cuebid* of opener's suit.

- The cuebid shows at least invitational values and doubt about the best denomination and/or level. Otherwise, advancer makes a natural invitational or game bid.
- By an unpassed hand, advancer's cuebid is forcing until a suit has been agreed . . . bid and raised by the partnership.
- By a passed hand, advancer's cuebid shows only invitational values and does not promise another bid.

Hand 3

Teacher's Key Point: When advancer doesn't have the strength to cuebid, advancer should be prepared to bid again if necessary . . . for example, by starting with the higher-ranking suit.



	SOUTH
Spades:	♠ QJ 3 2
Hearts:	♥ KJ 3 2
Diamonds:	♦ 4 3 2
Clubs:	♣ 3 2
Take away the ♣A; add a low club.	

W	N	E	S
1♦	X	P	?

Q. West opens 1♦, North doubles, and East passes. What call does South make?

A. 1♠ (1♥) – Advancer has to choose the suit.

- With only 7 high-card points, South doesn't have enough to make an invitational bid by jumping to the two level . . . or by cuebidding. Instead, South has to *guess* which major to bid.
- The best choice is to bid 1♠ . . . the higher-ranking suit. This makes it economical to later bid hearts if given the opportunity.
- For example, over 1♠, West might rebid 2♦. If this is passed back around, South can now compete with 2♥. North can then correct back to 2♠ with a preference for spades over hearts.
- If South were to bid 1♥, it would be more awkward to compete later. Suppose West now bids 2♦ and the bidding comes back to South. If South bids 2♠ to show the second suit, North will have to go to the three level, 3♥, with a preference for hearts over spades.

This next point may be a little beyond the students at this level.

- With a choice of four-card suits to bid at the cheapest level, advancer bids them in the reverse order to responder. Responder bids four-card suits *up the line* . . . lowest-ranking first. Advancer bids four-card suits *down the line* . . . highest-ranking first.

This next point can be skipped with an inexperienced group.

Teacher's Key Point: The partnership can agree to use responsive doubles when responder raises.

Q. Suppose West opens 1♦, North doubles, and East raises to 2♦. What call does South make?

W	N	E	S
1♦	X	2♦	?

A. 2♠/2♥/Double – It depends on the partnership methods.

- East's raise to 2♦ removes advancer's obligation to bid. With 7 high-card points and both majors, however, advancer should be willing to compete to the two level.
- Using standard methods, South will have to guess which suit to bid in this situation.
- There is slight preference for 2♠ over 2♥ because bidding 2♠ leaves some flexibility to later bid hearts if there is further competition.
- A conventional way to resolve the dilemma of whether to bid hearts or spades is to use the *responsive double* . . . as introduced in the previous lesson hand.

Responsive Double

If responder raises opener's suit after a takeout double, advancer's double is for takeout and shows:

- Enough strength to compete at the appropriate level.
- Both major suits if the opponents are bidding and raising a minor suit. With just one major, advancer bids it.
- Both minor suits if the opponents are bidding and raising a major suit. With the unbid major suit or only one minor, advancer bids that suit.

Q. Suppose the partnership has agreed to use responsive doubles. West opens 1♦, North doubles, and East raises to 2♦. What call does South make?

W	N	E	S
1♦	X	2♦	?

A. Double – Showing enough to compete at the two level and both major suits.

Q. Over South's responsive double, West passes and North bids 2♥. East passes. What call does South make?

W	N	E	S
1♦	X	2♦	X
P	2♥	P	?

A. Pass – Advancer's responsive double doesn't promise another bid.

- The responsive double only promises enough to compete. Advancer will usually pass whichever suit partner chooses.
- With extra strength, the takeout doubler will have to jump or cuebid.

Conclusion

- When responder passes after a takeout double, advancer's only forcing bid is a *cuebid* of opener's suit.
- A cuebid by an unpassed hand shows at least invitational values and is forcing until the partnership has bid and raised a suit.
- A cuebid by a passed hand shows invitational values and advancer does not promise another bid.
- If responder raises opener's suit, some partnerships agree to play that advancer's double is for takeout rather than penalty. This is a *responsive double* and only shows enough to compete at the appropriate level.

Lesson 3 - Doubler's Rebid and the Subsequent Auction

Hand 9 - Doubler's Rebid

<p>HAND: 9 DEALER: NORTH VUL: NONE</p>	<p>NORTH ♠ 10 5 3 ♥ J 10 9 7 ♦ Q 8 6 5 ♣ 10 7</p>	<p>WEST ♠ 8 7 4 ♥ Q 3 ♦ J 7 2 ♣ J 8 4 3 2</p>	<p>EAST ♠ A 6 2 ♥ K 6 4 ♦ A K 10 9 ♣ 9 6 5</p>
	<p>SOUTH ♠ K Q J 9 ♥ A 8 5 2 ♦ 4 3 ♣ A K Q</p>		

WEST	NORTH	EAST	SOUTH
Pass	Pass	1♦	Double
Pass	1♥	Pass	3♥ (2♦)
Pass	Pass	Pass	

DECLARER: North
OPENING LEAD: ♦A by East

Introduction

After the takeout double, advancer usually chooses the trump suit and decides whether to stop in partscore, invite game, or bid game.

Unless advancer has asked for further information by making an invitational bid or a cuebid, the takeout doubler shouldn't consider bidding again except with considerable extra strength.

The takeout doubler must be very careful when advancer has bid at the cheapest available level. Advancer was forced to bid and may have no points at all!

Let's play the next hand to see how the players try to get to their best contract.

Play of the Hand



Play Hand 9. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the North hand.

Q. As dealer, does North have an opening bid?

A. No.

Focus on the East hand.

Q. After North passes, what call does East make?

A. 1♦ – A balanced hand with 14 high-card points, not strong enough to open 1NT.

Focus on the South hand.

Q. What call does South make over East's 1♦ opening bid?

A. Double – The strength of the takeout double is unlimited.

- South has 19 high-card points plus 1 dummy point for the doubleton diamond.
- South has support for the unbid suits . . . including four-card support for both majors.

Focus on the West hand.

Q. After South doubles the 1♦ opening bid, what call does West make?

A. Pass – Only 4 high-card points plus 1 length point for the five-card suit.

- West might consider raising to 2♦ but with only three-card support the partnership could land in a 4-3 fit . . . or even a 3-3 fit!

Focus on the North hand.

Q. After partner doubles the 1♦ opening and West passes, what call does North make?

A. 1♥ – Choosing an unbid suit and bidding at the cheapest available level.

Focus on the East hand.

Q. What is East's rebid after North takes the double out to 1♥?

A. Pass – East has said everything with the opening bid.

Focus on the South hand.

Q. What is the value of the South hand?

A. 20 points – 19 high-card points plus 1 for the doubleton.

Q. If South had opened 1♣ and North had responded 1♥, what call would South make?

A. 4♥ – Putting the partnership in game.

- A response of 1♥ would show 6 or more points and four or more hearts.
- South would know the partnership has an eight-card or longer major suit fit and enough combined strength for game.

Q. How many points has advancer shown with the 1♥ bid?

A. 0-8 points – Advancer bid at the cheapest level.

Q. Does South know where the partnership belongs?

A. Yes – Hearts.

- North should have four or more hearts, so the partnership has an eight-card fit.

With an experienced group you could mention that it is possible North holds only three hearts. North might have a very weak hand without four cards in one of the unbid suits.

Q. Does South know how high the partnership belongs?

A. No – The combined strength is somewhere between 20 and 28 points.

- North might have fewer than 6 points and the partnership could belong in partscore.
- North might have about 6-8 points and the partnership could belong in game.

Q. What call does South make after advancer's 1♥ bid?

A. 3♥ – Inviting advancer to bid game.

- South doesn't have enough strength to insist on game.
- South can make a strong invitation to game by making a jump raise.
- As a general guideline, South would:
 - Pass the 1♥ advance with a minimum takeout double of about 13-16 points.
 - Raise to 2♥ with a medium-strength takeout double of about 17-18 points.
 - Make a jump raise with a very strong takeout double of about 19-21 points.

Focus on the West hand.

Q. What call does West make after South jumps to 3♥?

A. Pass.

Focus on the North hand.

Q. What call does North make after partner's jump to 3♥?

A. Pass – Declining the invitation.

- North has only 3 high-card points . . . 2 of which are in the opponent's suit.
- Even though South is issuing a strong invitation, the partnership is unlikely to have enough combined strength for game.

Focus on the East hand.

Q. What call does East make?

A. Pass.

Review of the Play and Defense

Q. Who's on lead against 3♥?

A. East.

Focus on the East hand.

Q. What would East lead?

A. ♦A – Top of the touching honors.

- East doesn't have any other attractive lead.
- The ♦A is likely to win the first trick and East will be in a better position to decide what to do next after seeing the dummy.

Focus on the West hand.

Q. What card would West play on the first trick?

A. ♦2 – A discouraging signal.

- East's opening lead probably shows the ♦A and ♦K but West doesn't hold the ♦Q.
- If East also holds the ♦Q, East can continue leading the suit without West's help.

Focus on the East hand.

Q. After winning the first trick with the ♦A, what would West lead at trick two?

A. Club, diamond, heart, or spade – Nothing is really attractive.

- West has made a discouraging signal in diamonds, so leading the ♦K will win a second trick but may help declarer by establishing the ♦Q as a winner.
- A trump lead could be right, but leading away from the ♥K is risky.
- A spade lead is unlikely to do much good and may help declarer establish winners in the suit.
- A club lead is unlikely to do much good, but won't do any harm. Declarer is always going to get the three club winners in dummy.
- Let's suppose East settles on the passive lead of a club at trick two . . . which doesn't help declarer in any way.



Turn the East-West hands face down. Focus on the North hand as declarer in a 3♥ contract. Discuss with the others at the table how declarer might plan to play the hand if East leads the ♦A and then switches to a club.

Give the students a couple of minutes to discuss the play.

Q. How many losers does declarer have?

A. Seven – One spade, two hearts, and four diamonds.

Q. How can declarer eliminate some of the diamond losers?

A. Discarding and ruffing.

- Declarer can discard one diamond loser on the extra club winner in dummy.
- A second diamond loser might be discarded on an extra spade winner in dummy after the ♠A has been driven out.
- Alternatively, a diamond loser can be ruffed in dummy.
- If East ever takes the ♦K, declarer's ♦Q will become established.
- Essentially declarer should not have any difficulty holding the diamond losers to two.

Q. How can declarer eliminate one of the heart losers?

A. With a repeated finesse – Assuming East holds one or both missing honors.

- Missing both the ♥K and ♥Q, declarer's best chance is to take two heart finesses.
- This will hold the heart losers to one if East holds the ♥K or the ♥Q or both the ♥K and ♥Q.
- It will only lose if West holds both the ♥K and the ♥Q . . . a 25% chance.
- Actually, the odds are better than 75% since East opened the bidding and West didn't have enough to respond, making it highly unlikely West holds both the ♥K and ♥Q.

This type of repeated finesse was discussed in Hands 1 and 2. If the students are still unclear about how it works, you can turn up only the heart suit and walk through the various possibilities.

Q. Assuming declarer can hold the diamond losers to two, the main focus will be to hold the heart losers to one. Does have any challenge in playing the hearts?

A. Yes – Lack of entries.

- To try the repeated heart finesse, declarer needs to get to the North hand twice.
- There are no sure entries to the North hand, so declarer will have to create some.
- Let's see how this might be done.

Turn all the cards face up. Place the $\spadesuit A$ in front of East as the opening lead.

- East wins the first trick with the $\spadesuit A$ as West makes a discouraging signal.

Trick 1: East: $\spadesuit A$ South: $\spadesuit 3$ West: $\spadesuit 2$ North: $\spadesuit 5$

- East now finds the most challenging defense by leading a club . . . probably a high club to show no real interest in the suit.

Trick 2: East: $\clubsuit 9$ South: $\clubsuit Q$ West: $\clubsuit 2$ North: $\clubsuit 7$

- Declarer is in the wrong hand to start leading trumps. So, declarer can try to create an entry with the $\spadesuit 10$ by leading a high spade from dummy to drive out East's $\spadesuit A$.
- East might refuse to win the first spade trick but that won't do much good because declarer could continue with another high spade¹².
- Let's assume East chooses to win the first spade trick.

Trick 3: South: $\spadesuit K$ West: $\spadesuit 4$ North: $\spadesuit 3$ East: $\spadesuit A$

- Suppose East continues the passive defense by leading another club.

Trick 4: East: $\clubsuit 6$ South: $\clubsuit K$ West: $\clubsuit 3$ North: $\clubsuit 10$

- Declarer can now use the $\spadesuit 10$ as an entry.

Trick 5: South: $\spadesuit 9$ West: $\spadesuit 7$ North: $\spadesuit 10$ East: $\spadesuit 2$

¹²If East ducks *two* rounds of spades, declarer can take the club winners and discard the remaining spade from the North hand. Declarer then loses at most two hearts and two diamonds.

- North now takes the first heart finesse . . . which loses to West's ♥Q.

Trick 6:	North: ♥J	West: ♥4	South: ♥2	East: ♥Q
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- West's best defense is to lead back a diamond, trapping North's ♦Q. Declarer is then forced to ruff the third round of diamonds in the dummy.

Trick 7:	West: ♦J	North: ♦6	East: ♦9	South: ♦4
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Trick 8:	West: ♦7	North: ♦8	East: ♦10	South: ♥5
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Q. How can declarer get back to the North hand to repeat the heart finesse?

A. Ruff the ♣A!

Trick 9:	South: ♣A	West: ♣4	North: ♥7	East: ♣5
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- Now declarer can take the second heart finesse . . . which is successful.

Trick 10:	North: ♥10	West: ♥6	South: ♥8	East: ♥3
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- Declarer now draws the last trump and dummy's remaining spades are winners.
- Declarer loses only the ♠A, one heart trick, and two diamonds.

Observation

- South must be careful not to get the partnership overboard, despite holding 20 points.
- 3♥ is a precarious contract but can be made if declarer is creative in manufacturing entries to the North hand.
- Sometimes the best defense is to be passive, giving nothing away and letting declarer do all the work.

More On Doubler's Rebid

Pick up all the cards and sort them into suits. Each student take one suit. Construct the following hand in front of South.

Hand 1

Teacher's Key Point: With a minimum takeout double, pass advancer's minimum response.



	SOUTH	
Spades: The ♠Q, ♠J and two low spades.	♠ QJ 3 2	
Hearts: The ♥A and three low hearts.	♥ A 4 3 2	
Diamonds: Two low diamonds.	♦ 3 2	
Clubs: The ♣K, ♣Q and a low club.	♣ K Q 2	

W	N	E	S
		1♦	?

Q. East opens 1♦. What call does South make?

- A. Double – A standard takeout double.
- South has 12 high-card points plus 1 dummy point for the doubleton diamond.
 - South has support for the unbid suits.

Q. West passes the takeout double and North bids 1♥. East passes. What call does South make?

- A. Pass – With a minimum takeout double, South passes advancer's minimum response.

W	N	E	S
		1♥	X
P	1♥	P	?

- The double has forced advancer to choose a suit. Advancer may have no points at all. Advancer's bid at the cheapest level shows about 0-8 points. Even if advancer has 8 points, the partnership doesn't belong any higher than partscore.
- The partnership may already be too high. Bidding risks getting the partnership into more trouble.
- The takeout doubler doesn't promise a second bid. It is up to advancer to invite or bid game with more than a minimum.

Teacher's Key Point: Even if the opponents bid again, the takeout doubler should pass advancer's minimum response. Any further action is up to advancer.

Q. East opens 1♦, South doubles, West passes and North bids 1♥. East now bids 2♦. What call does South make?

- A. Pass – East's bid doesn't affect South's call.

- South's hand hasn't become any stronger because East bids

W	N	E	S
		1♦	X
P	1♥	2♦	?

again. South should pass to show a minimum takeout double . . . about 13-16 points.

Q. Which partner is responsible for competing further for North-South?

A. North – It is up to advancer.

- Advance should take further action if the partnership has enough to compete.
- By passing, South gives the partnership an opportunity to get out of the auction if advancer holds a very weak hand.
- With about 6-8 points, North should bid again over East's 2♦. North's second bid won't promise much. North's hand is already limited since North didn't make an invitational or forcing bid on the previous round.

Q. After East rebids 2♦, South passes and East passes. North now bids 2♥ and East passes. What call does South make?

W	N	E	S
		1♦	X
P	1♥	2♦	P
P	2♥	P	?

A. Pass – North's second bid doesn't promise much.

- North's hand is already limited to at most 8 points since North didn't make an invitational or forcing bid on the previous round.

Teacher's Key Point: The takeout doubler passes with a minimum hand even if advancer shows some values.

Q. East opens 1♦, South doubles, and West raises to 2♦. North bids 2♠ and East passes. What call does South make?

W	N	E	S
		1♦	X
2♦	2♠	P	?

A. Pass – North is limited to about 8 points.

- North wasn't forced to bid after West raised opener's suit, so North is showing some values.
- North, however, is only promising about 6-8 points. With a hand of invitational strength or more, North would have jumped or cuebid.
- With same minimum takeout double, South should pass.

Teacher's Key Point: With a bare minimum for the takeout double, 13-14 points, doubler generally passes advancer's invitational response.

Q. East opens 1♦, South doubles, West passes, and North jumps to 2♠. East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♠	P	?

A. Pass – North's jump to 2♠ is invitational, showing about 9-11 points.

- With a hand worth only 13 points, South should decline advancer's invitation.

Q. East opens 1♦, South doubles, West raises to 2♦, and North jumps to 3♥. East passes. What call does South make?

W	N	E	S
		1♦	X
2♦	3♥	P	?

A. Pass – South’s hand is still a bare minimum.

- Over West’s raise, North has to jump to show invitational values, about 9-11 points.
- South should decline the invitation.

Q. East opens 1♦, South doubles, West raises to 3♦, and North bids 3♠. East passes. What call does South make?

W	N	E	S
		1♦	X
3♦	3♠	P	?

A. Pass – Advancer’s 3♠ is merely competitive, not forcing.

- Ideally, North has about 9-11 points to compete at the three level, but North might have stretched to compete with a little less.
- South should be content to have brought the partnership into the auction. There’s no reason to get too high.

Q. East opens 1♦, South doubles, West raises to 3♦, and North bids 3♠. East now bids 4♦. What call does South make?

W	N	E	S
		1♦	X
3♦	3♠	4♦	?

A. Pass – Any further action should be taken by North, not South.

- Again, South’s hand hasn’t improved beyond the original takeout double. South should be pleased that the partnership’s competitive bidding has pushed the opponents to the four level where there is a chance to defeat them.

Teacher’s Key Point: If advancer cuebids, the takeout doubler is forced to bid again, even with a minimum double, if the next player passes.

Q. East opens 1♦, South doubles, West passes, and North bids 2♦. East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♦	P	?

A. 2♥ – Searching for a fit.

- The cuebid is advancer’s only forcing call. It shows a hand of at least invitational strength and doubt about the best contract. Advancer is asking for a further description of the takeout doubler’s hand.
- With both majors and a minimum takeout double, South simply bids the cheapest available four-card suit, 2♥ on this hand. The partnership is initially searching for a suitable fit.

Teacher's Key Point: *Advancer's cuebid is only forcing for one round. The doubler does not have to keep bidding if advancer makes an invitational bid.*

Q. East opens 1♦, South doubles, West passes, and North bids 2♦. East passes, South bids 2♥, and West passes. North raises to 3♥ and East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♦	P	2♥
P	3♥	P	?

A. Pass – Rejecting the invitation with a minimum takeout double.

- Advancer's cuebid is forcing until a suit has been agreed. North's raise to 3♥ agrees on hearts as trumps but is only invitational. With enough for game, North would jump to 4♥.

You can skip the next point with an inexperienced class.

Teacher's Key Point: *If responder bids and advancer doubles, the takeout doubler needs to know whether advancer's double is for penalty or takeout. Many partnerships use responsive doubles when responder raises opener's suit to the two or three level.*

Q. East opens 1♦, South doubles, East raises to 2♦, and North doubles. East passes. What call does South make?

W	N	E	S
		1♦	X
2♦	X	P	?

A. Pass/2♥ – Depending on the partnership agreement.

- The standard agreement is that North's double is for penalty. In that case, South should pass, accepting North's judgment.
- If the partnership has agreed to use *responsive doubles*, then North's double is for takeout, showing enough to compete but uncertainty about the best denomination. North likely has four cards in both major suits and doesn't want to land in a 4-3 fit. In that case, South should bid the cheapest available four-card suit, 2♥ on this hand. With three hearts and four spades, South would bid 2♠.

Hand 2

Teacher's Key Point: *If advancer makes an invitational bid, the takeout doubler accepts the invitation with more than a bare minimum, about 15-16 points.*



	SOUTH
Spades:	♠ QJ 3 2
Hearts: Take away a low heart; add the ♥Q.	♥ A Q 4 3
Diamonds:	♦ 3 2
Clubs:	♣ K Q 2

W	N	E	S
		1♦	?

Q. East opens 1♦. What call does South make?

A. Double – 14 high-card points plus 1 dummy point and support for the unbid suits.

Q. After South's takeout double, West passes, and North bids 1♥. East passes. What call does South make?

W	N	E	S
		1♦	X
P	1♥	P	?

A. Pass – The hand is still in the minimum category.

- Advancer has at most 8 points for the minimum response, so there is no danger of missing a game by passing.
- Advancer could also have no points and bidding again would get the partnership into trouble.

Q. East opens 1♦, South doubles, West passes, and North jumps to 2♠. East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♠	P	?

A. 4♠ (3♠) – Accepting the invitation.

- Advancer's jump is invitational, showing about 9-11 points. With 15 points, South has more than a bare minimum and should probably accept the invitation by bidding game.
- South could hedge a little by raising to 3♠, but that is 'passing the buck.' With close decisions, it is best to be aggressive in this situation. Game will often be made with as few as 24 or 25 combined points when the strength is reasonably evenly divided between the two hands.
- Also, North may have an easier time playing the hand when East is marked with most of the outstanding strength for the defenders. East will have to make the opening lead; North will 'know' where most of the missing high cards are located; West may have difficulty gaining the lead to help out the defense.
- In close decisions, you can improve your judgment by considering whether your values are *working* or *wasted*. Here, the high cards look well placed. For example, the ♥Q should be useful . . . if partner holds the ♥K, the ♥Q will represent a trick; if partner doesn't hold the ♥K, it is likely to be favorably placed in the opening bidder's (East's) hand where it can be finessed. Similarly, the ♣K-Q are likely to be useful . . . if partner doesn't hold the ♣A, it is likely to be with the opening bidder and partner can lead toward the ♣K-Q to establish two tricks in the suit.

Hand 3

Teacher's Key Point: *You need to use your judgment when advancer makes an invitational bid. Some of your values may be wasted and you need to devalue the hand.*



	SOUTH
Spades:	♠ QJ 3 2
Hearts:	♥ A Q 4 3
Diamonds: Take away a diamond; add the ♦Q.	♦ Q 3
Clubs: Take away the ♣Q; add a low club.	♣ K 3 2

W	N	E	S
		1♦	X
P	2♥	P	?

Q. East opens 1♦, South doubles, West passes, and North jumps to 2♥. East passes. What call does South make?

A. Pass (3♥) – Devaluing the hand to a minimum.

- This hand has the same strength as the previous hand . . . 14 high-card points plus 1 point for the doubleton diamond.
- However, the points aren't all *working*. The ♦Q is likely to be a *wasted* value. If the opening bidder holds the ♦A-K, North-South will have two losers in the suit . . . exactly the same as when South holds two low diamonds.
- This hand is closer to 13 points than 15 points, and South should probably reject advancer's invitation.

Q. East opens 1♦, South doubles, West raises to 2♦, and North bids 2♥. East raises to 3♦. What call does South make?

W	N	E	S
		1♦	X
2♦	2♥	3♦	?

A. Pass (3♥) – Not enough to raise.

- Advancer didn't have to bid after West raised, so the 2♥ bid shows some values, about 6-8 points.
- This is a minimum double since the ♦Q is almost surely wasted. Raising to 3♥ would promise some extra strength and/or distribution.
- South's pass doesn't end the auction. Advancer will still get another chance to compete and may bid 3♥ with a suitable hand for play rather than defense.

Rebid by the Takeout Doubler with a Minimum Hand (13-16)

- With a minimum takeout double, don't bid again unless advancer shows at least invitational values.
- If advancer makes an invitational bid, accept with the top of the minimum range but pass otherwise. With a borderline decision, consider whether your high cards are likely to be *working* (useful) or *wasted*.
- If advancer makes a responsive double, bid *up the line* at the cheapest level with a choice of four-card suits.

Hand 4

Teacher's Key Point: With a medium-strength takeout double, about 17-18 points, the doubler can show the additional strength by bidding again after advancer makes a minimum bid.



	SOUTH	
Spades:	♠ QJ 3 2	W N E S
Hearts:	♥ A Q 4 3	1♦ ?
Diamonds: Take away the ♦Q.	♦ 3	
Clubs: Add the ♣Q.	♣ K Q 3 2	

Q. East opens 1♦. What call does South make?

A. Double – 14 high-card points plus 3 dummy points for the singleton diamond.

Q. East opens 1♦, South doubles, West passes, North bids 1♥, and East passes. What call does South make?

A. 2♥ – Showing more than a minimum-strength takeout double.

- With a medium-strength hand, about 17-18 points, South should make a further move to show the additional strength.
- Remember, the partnership may be able to make game with as few as 24 or 25 combined points in a competitive auction where most of the defender's strength lies in only one hand. North could have as many as 8 points, so the partnership could have 25 combined points.
- On the other hand, North may have no points, so South shows the extra strength by making a simple raise. With a minimum takeout double, South would pass.

W	N	E	S
		1♦	X
P	1♥	P	?

Q. East opens 1♦, South doubles, West passes, North bids 1♥, and East rebids 2♦. What call does South make?

A. 2♥ – Showing extra strength.

- The situation is essentially the same. With a minimum takeout double, South would pass over East's 2♦ bid.

W	N	E	S
		1♦	X
P	1♥	2♦	?

Teacher's Key Point: With a medium-strength takeout double, accept advancer's invitational bid.

Q. East opens 1♦, South doubles, West passes, and North jumps to 2♠. East passes. What call does South make?

A. 4♠ – Accepting the invitation.

- North's jump is invitational, showing about 9-11 points.

W	N	E	S
		1♦	X
P	2♠	P	?

- Since the partnership has at most about 28 combined points, South doesn't need to give any consideration to a slam contract.

Teacher's Key Point: Advancer's cuebid promises another bid if advancer is an unpassed hand. The takeout doubler doesn't need to jump even with more than a minimum. The partnership is still looking for a fit.

Q. East opens 1♦, South doubles, West passes, and North bids 2♦. East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♦	P	?

A. 2♥ – Looking for a fit.

- Advancer's cuebid shows a hand of at least invitational strength . . . 9 or more points. Since South has extra strength, the partnership is headed for game.
- The first priority, however, is to find a fit. With a choice of suits to show, South starts with the cheapest available bid, 2♥, showing four (or more) hearts.
- Since advancer is an unpassed hand, South doesn't have to jump to show the extra strength. North has promised at least one more bid since the auction is forcing until a suit has been agreed. If North raises to 3♥, for example, South would show the extra strength by accepting the invitation.

This next point should only be covered with a more advanced group.

Teacher's Key Point: If advancer is a passed hand, advancer's cuebid does not guarantee another bid. The takeout doubler will have to jump with extra strength.

Q. Suppose North passed originally. East opens 1♦, South doubles, West passes, and North bids 2♦. East passes. What call does South make?

W	N	E	S
	P	1♦	X
P	2♦	P	?

A. 3♥ – Jumping to show the extra strength.

- Advancer is limited to a hand of at most invitational strength since advancer passed originally. Advancer's cuebid shows interest in reaching game but doesn't promise a second bid.
- The partnership is still searching for a fit, but South wants to make sure that a game isn't missed. South knows the partnership should have the combined strength for a game. In effect, South is showing at least four hearts and accepting the invitation at the same time.

Teacher's Key Point: *With a minimum or medium hand for the takeout double, there is generally no reason to bid again if advancer takes the partnership to game.*

Q. East opens 1♦, South doubles, West passes, and North jumps to 4♥. East passes. What call does South make?

W	N	E	S
		1♦	X
P	4♥	P	?

A. Pass – Not enough to consider a slam.

- Advancer's jump to game shows at least 12 points. South has a little extra but not enough to consider a slam since the partnership may have only 29 (12+17) combined points.
- Advancer could have started with a cuebid, 2♦, if interested in exploring slam possibilities. North wants to settle for game and South should simply be happy to have a little extra . . . for a change!

You might want to skip the next point with an inexperienced group.

Teacher's Key Point: *If the partnership uses responsive doubles, the takeout doubler has to jump to show extra strength. A responsive double does not promise another bid.*

Q. East opens 1♦, South doubles, and West raises to 2♦. North doubles and East passes. What call does South make?

W	N	E	S
		1♦	X
2♦	X	P	?

A. Pass/3♥ – Depending on the partnership agreement.

- With no special agreement, North's double is for penalty and South should pass.
- If the partnership has agreed to play responsive doubles, North's double is for takeout and South should bid.
- Playing responsive doubles, North is showing only enough to compete at the two level. If South bids only 2♥, North will likely pass. To show extra strength, South should jump to 3♥. This isn't forcing but shows a medium-strength hand and invites North to continue to game with 8 or 9 points rather than 6 or 7.
- South's 3♥ bid shows four hearts but doesn't deny four spades. If South were to skip over hearts and bid 3♠, South would tend to deny four hearts and show four spades.

Hand 5

Teacher's Key Point: *If the takeout doubler bids a new suit or notrump over advancer's minimum bid, it promises at least a medium strength hand. The takeout doubler is typically showing a hand too strong for a simple overcall.*



	SOUTH
Spades: Add the ♠A and a low spade.	♠ A Q J 4 3 2
Hearts: Take away the ♥Q and a low heart.	♥ A 4
Diamonds:	♦ 3
Clubs:	♣ K Q 3 2

W	N	E	S
		1♦	?

Q. East opens 1♦. What call does South make?

A. Double (1♠) – Too strong for a simple overcall.

- With 16 high-card points plus 2 length points for the six-card suit, this hand is a little too strong for a simple overcall of 1♠ in most partnerships.
- South can start with a takeout double, planning to show the spade suit at the next opportunity.

Q. East opens 1♦, South doubles, West passes, and North bids 1♥. East passes. What call does South make?

A. 1♠ – Following through with the original plan.

- Advancer has bid under the assumption that South has a standard takeout double. The 1♥ bid shows about 0-8 points.
- There is no need to jump. Doubling and then bidding a new suit shows a hand of at least medium strength.

W	N	E	S
		1♦	X
P	1♥	P	?

Q. East opens 1♦, South doubles, West passes, and North bids 2♣. East passes. What call does South make?

A. 2♠ – Showing a hand too strong for a simple overcall.

W	N	E	S
		1♦	X
P	2♣	P	?

Q. East opens 1♦, South doubles, and West raises to 2♦. North and East pass. What call does South make?

A. 2♠ – Following through to show a hand too strong to overcall 1♠.

W	N	E	S
		1♦	X
2♦	P	P	?

Q. East opens 1♦, South doubles, and West jumps to 3♦. North and East pass. What call does South make?

A. 3♠/Pass – The opponents have presented a challenge.

- South will probably continue with 3♠ . . . but this is a bit of an overbid and South might consider passing.
- When choosing to double rather than overcall, South has to be prepared with a suitable follow up. The subsequent auction may make it difficult to show the nature of the hand at a convenient level.

W	N	E	S
		1♦	X
3♦	P	P	?

- For this reason, some players might prefer overcalling 1♠ with this hand instead of starting with a takeout double. This understates the strength somewhat . . . and risks missing a game if the overcall is passed out . . . but does get the essential feature of the hand across before the opponents can make things too awkward.
- It's a matter of judgment. Most players would probably start with a double, hoping that the auction continues smoothly rather than spiraling out of control.

Q. East opens 1♦, South doubles, West passes, and North jumps to 2♥. East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♥	P	?

A. 2♠ – Following the initial plan to show the spade suit.

- There is no need to jump. By inference, 2♠ is forcing. North has shown invitational strength and South has shown extra values by doubling and bidding a new suit. The partnership has enough combined strength for game and is merely searching for the best denomination.

Rebid by the Takeout Doubler with a Medium Hand (17-18)

- If advancer bids at the cheapest level, raise advancer's suit or bid a new suit (or notrump) with a medium-strength hand for the takeout double.
- If advancer makes an invitational bid, accept with a medium strength hand.
- If advancer cuebids, bid a suit at the cheapest level if advancer is an unpassed hand . . . planning to show the extra strength at the next opportunity. If advancer cuebids as a passed hand, jump a level to show the extra strength and invite advancer to bid game.
- If advancer makes a responsive double, jump to show the extra strength.

Hand 6

Teacher's Key Point: The takeout doubler can show a maximum hand of about 19 or more points by jump raising advancer's minimum bid or by cuebidding.



Spades: Take away two low spades.
 Hearts: Add the ♥J and a low heart.
 Diamonds:
 Clubs:

SOUTH
 ♠ A Q J 4
 ♥ A J 3 2
 ♦ 3
 ♣ K Q 3 2

W	N	E	S
		1♦	?

Q. East opens 1♦. What call does South make?

A. Double – 17 high-card points and 3 dummy points for the singleton diamond.

Q. East opens 1♦, South doubles, West passes, and North bids 1♠. East passes. What call does South make?

W	N	E	S
		1♦	X
P	1♠	P	?

A. 3♠ (2♦) – Issuing a strong invitation.

- South cannot afford to insist on game since advancer may have no points at all. The fact that East opened the bidding and South has such a strong hand increase the likelihood that North doesn't have much.
- South's jump to 3♠ isn't forcing but is highly invitational. With a minimum takeout double of about 13-16, South would pass the 1♠ response. With a medium-strength takeout double of about 17 or 18 points, South would raise to 2♠. The jump raise, therefore, shows about 19-21 points. Advancer should continue to game with 4 or 5 points or more.
- Another way for the takeout doubler to show a very strong hand is to cuebid the opponent's suit at the next opportunity, 2♦ in this case. This is usually done when doubler has an even stronger hand than this or, perhaps, with a very strong hand but some doubt about the best denomination. If South held only three-card support for spades, for example, South might cuebid to get additional information. On this hand, however, South has a natural jump raise in hearts which gets the message across to advancer.

Hand 7

Teacher's Key Point: A takeout double followed by a rebid in notrump over advancer's minimum call shows a hand too strong to overcall directly in notrump.



Spades:		SOUTH
Hearts:	Take away the ♥A.	♠ A Q J 4
Diamonds:	Add the ♦A and ♦K.	♥ J 3 2
Clubs:	Take away a low club.	♦ A K 3
		♣ K Q 3

W	N	E	S
		1♦	?

Q. East opens 1♦. What call does South make?

A. Double – With 20 high-card points South is too strong to overcall 1NT.

- A 1NT overcall shows about 15-18 points. A jump to 2NT is commonly used as the unusual notrump convention, showing the minors or the lowest two unbid suits.
- South plans to rebid in notrump, showing a hand too strong to overcall 1NT.

Q. East opens 1♦, South doubles, West passes, and North bids 1♥. East passes. What call does South make?

W	N	E	S
		1♦	X
P	1♥	P	?

A. 1NT – Showing a balanced hand of about 19-21 points.

- It is a good idea to be reasonably conservative in this situation. East has about 13 or more points for the opening bid, leaving very little for West or North. Even though South knows where most of the missing points are located, it may be difficult to find an entry to the North hand to take any finesses.

Q. East opens 1♦, South doubles, West passes, and North bids 2♣. East passes. What call does South make?

W	N	E	S
		1♦	X
P	2♣	P	?

A. 2NT – Bidding notrump at the cheapest level.

- In this case, the cheapest level is the two level. The 2NT rebid is not a jump, so it shows about 19-21 points . . . the same as a 1NT rebid over an advance of 1♥.

Teacher's Key Point: The takeout doubler's rebid may depend on advancer's choice of call.

Q. East opens 1♦, South doubles, West passes, and North bids 1♠. East passes. What call does South make?

W	N	E	S
		1♦	X
P	1♠	P	?

A. 3♠ (2♦) – Showing a highly invitational hand of about 19-21 points.

- Although South was intending to rebid in notrump, there is no need to follow through with that plan once a major suit fit is found.
- Some players might choose to cuebid with the South hand, showing the strength and some doubt about the denomination. Despite the spade fit, it is possible that the hand might play equally well in notrump since South is balanced and has two diamond winners. Nine tricks are sometimes easier than ten.

Q. East opens 1♦, South doubles, West passes, and North bids 1NT. East passes. What call does South make?

W	N	E	S
		1♦	X
P	1NT	P	?

A. 3NT – Expecting the partnership to have enough for game.

- Advancer's 1NT call is constructive, not weak, and shows about 6-10 points.

Q. East opens 1♦, South doubles, West raises to 2♦, and North bids 2♠. East passes. What call does South make?

W	N	E	S
		1♦	X
2♦	2♠	P	?

A. 4♠ – South has enough to take the partnership to game.

- Advancer didn't have to bid over West's raise, so the 2♠ bid shows enough to compete at the two level, about 6-8 points.

Rebid by the Takeout Doubler with a Maximum Hand (19-21)

- If advancer bids at the cheapest level, make an invitational jump raise in advancer's suit or cuebid the opponent's suit.
- If advancer shows some values, take the partnership to game.

Conclusion

- When considering your rebid as the takeout doubler, put your hand into one of three categories:
 - Minimum 13-16 points
 - Medium 17-18 points
 - Maximum 19+ points
- With a minimum hand, don't bid again unless partner has shown at least invitational values.
- With a medium hand, raise partner's suit or bid a new suit.
- With a maximum hand, make an invitational jump raise or cuebid the opponent's suit as a forcing bid.

Hand 10 - Handling a Redouble

<p>HAND: 10 DEALER: EAST VUL: N-S</p>	<p>NORTH ♠ J 10 9 4 ♥ 7 6 ♦ 8 2 ♣ Q 9 8 7 2</p>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> <tr> <td>Redouble</td> <td>2♣</td> <td>1♠</td> <td>Double</td> </tr> <tr> <td>2♦</td> <td>Pass</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>3NT</td> <td>Pass</td> <td>2NT</td> <td>Pass</td> </tr> <tr> <td></td> <td></td> <td>Pass</td> <td>Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Redouble	2♣	1♠	Double	2♦	Pass	Pass	Pass	3NT	Pass	2NT	Pass			Pass	Pass
WEST	NORTH	EAST	SOUTH																			
Redouble	2♣	1♠	Double																			
2♦	Pass	Pass	Pass																			
3NT	Pass	2NT	Pass																			
		Pass	Pass																			
<p>WEST ♠ Q 7 ♥ A 10 4 2 ♦ QJ 10 9 4 ♣ K 5</p>	<p>SOUTH ♠ 6 3 ♥ K Q 9 8 ♦ A K 7 6 ♣ J 10 3</p>	<p>EAST ♠ A K 8 5 2 ♥ J 5 3 ♦ 5 3 ♣ A 6 4</p>																				
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OPENING LEAD: ♣J by South																						

Introduction

The takeout double is an invitation for partner to compete in the auction but advancer isn't forced to bid if responder bids.

Generally, advancer needs some values to compete if responder shows some strength. If responder raises opener's suit or bids a new suit, advancer can compete at the two level with about 6-8 points and at the three level with about 9-11 points.

There is one exception. If responder redoubles, advancer doesn't have to bid but may wish to do so, even with a very weak hand. The partnership may need to find a fit to keep out of trouble.

On some hands, everyone is in the auction.

Play of the Hand



Play Hand 10. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the East hand.

Q. What is East's opening call?

A. 1♠ – 12 high-card points plus 1 length point for the five-car major.

Focus on the South hand.

Q. What call does South make over the 1♠ opening bid?

A. Double – 13 high-card points and support for the unbid suits.

Focus on the West hand.

Q. What is the value of the West hand?

A. 13 points – 12 high-card points plus 1 length point for the five-card suit.

Q. How does West show a strong hand over a takeout double?

A. Redouble – The standard way to show 10 or more points.

Focus on the North hand.

Q. If West redoubles, does North have to bid?

A. No – The redouble removes advancer's obligation to pick a suit.

- If advancer passes, the double will get another opportunity to bid.

Q. If North passes, what is likely to happen?

A. South will have to bid – Likely 2♦ or 2♥.

- East will probably pass the redouble.
- South will then have to bid something. Otherwise, East will play in 1♠ redoubled and receive a game bonus for making seven or more tricks.
- In effect, North's pass will ask South to choose the suit for the partnership.
- South will choose one of the four-card suits, 2♦ or 2♥.

Q. If South were to bid 2♦ or 2♥ would that be a reasonable contract for North-South?

A. No – Likely a 4-2 fit.

- Assuming South has a standard takeout double, South is unlikely to have a five-card or longer suit.

Q. How can North warn South not to bid hearts or diamonds?

A. By bidding 2♣ – Showing a distinct preference for that suit.

- A bid by advancer after a redouble does not promise much strength.

Focus on the East hand.

Q. If North bids 2♣ over West's redouble, what call does East make?

A. Pass – Nothing to say at this point.

- West's redouble shows a good hand but doesn't describe the distribution.
- Opener generally passes, giving the redoubler an opportunity to describe the hand.
- Opener could double 2♣ for penalty, but the club holding isn't quite strong enough.

Focus on the South hand.

Q. Does advancer's 2♣ bid show any values?

A. No – Advancer is likely to have a weak hand.

- East has shown 13 or more points with the opening bid.
- South has 13 points for the takeout double.
- West has 10 or more points for the redouble.
- That doesn't leave much for advancer.

Q. What call does South make?

A. Pass – Accepting advancer's choice of trump suit.

- The partnership may already be too high.
- Bidding is likely to get the partnership into more trouble.

Focus on the West hand.

Q. When North's 2♣ call is passed back to West, what call does West make?

- A. 2♦ – Showing the five-card diamond suit.
- West doesn't have enough in clubs to make a penalty double.
 - West doesn't have three-card support for opener's suit.
 - West has not yet shown the five-card diamond suit.
 - After the redouble, 2♦ is forcing, just as if South had passed and West had responded 2♦ to East's opening 1♠ bid.
 - With a weak hand with diamonds, West would have bid 2♦ immediately over the double instead of redoubling first.

Focus on the North hand.

Q. What call does North make over West's 2♦ bid?

- A. Pass – Nothing more to say.
- North-South are now off the hook. It appears the hand belongs to East-West.

Focus on the East hand.

Q. What call does East make over West's 2♦ bid?

- A. 2NT – Showing a minimum balanced hand.
- East now rebids as though West had responded 2♦ directly over the 1♠ opening bid.
 - East has already shown the five-card major suit and doesn't have a fit for diamonds.

Focus on the South hand.

Q. What call does South make over East's 2NT bid?

- A. Pass.

Focus on the West hand.

Q. What call does West make after East's 2NT bid?

- A. 3NT – Putting the partnership in game.
- West’s hand is worth 13 points, giving the partnership 26 or more combined points.
 - The partnership doesn’t have a fit in spades or diamonds.
 - There’s no reason to mention the hearts. East could have shown a four-card heart suit over 2♦ and South is likely to have four hearts for the takeout double.

Q. How will the auction continue over 3NT?

A. Pass, pass, pass.

Review of the Play and Defense

Q. Suppose East is declarer in a contract of 3NT. Who makes the opening lead?

A. South.

Focus on the South hand.

Q. What would South lead?

- A. ♣J – Top of the touching high cards in the suit bid by North.
- North has shown a preference for clubs, so the partnership is likely to have an eight-card or longer fit in that suit.
 - North didn’t show any interest in hearts or diamonds, so South should probably steer clear of these suits.



Put the ♣J in front of South as the opening lead. Turn the remaining North-South cards face down. Focus on the East hand as declarer in 3NT. Discuss with the others at the table how declarer should plan to take nine tricks.

Give the students a couple of minutes to discuss the play.

Q. How many tricks does declarer have?

A. Six - Three spades, one heart, and two clubs.

Q. What are declarer’s options for developing the three extra tricks required?

- A. Spade, diamonds, hearts.
- The spades might provide two extra tricks if the missing spades are divided 3-3. If the missing spades are divided 4-2, an extra trick can be developed through length . . . by giving up a trick in the suit.

- Two tricks can be developed through promotion in the diamond suit. The suit will provide a third trick through length if the missing diamonds divide no worse than 4-2.
- The heart suit might provide an extra trick through length if the missing hearts divide 3-3. It might also provide an extra trick through the finesse . . . by leading toward the ♥10, for example, hoping South holds the ♥K and ♥Q¹³.
- The best option appears to be diamonds, since that suit can provide all three tricks.

Q. Is there any danger if declarer decides to establish the extra winners in diamonds?

A. Yes – North-South may establish enough winners to defeat the contract.

- The defenders will gain the lead twice in diamonds, with the ♦A and ♦K.
- They may be able to establish three winners in the club suit if the missing clubs are divided 5-3.

Q. What can declarer do to make the contract if the missing clubs are divided 5-3?

A. Use the hold up play.

- Declarer can plan to hold up one round of clubs, hoping the defender with the length in clubs won't have an entry after the clubs are established.

First, let's see what might happen if declarer doesn't hold up. **Turn all the cards face up.** Have South lead the ♣J, North make an encouraging signal with the ♣9 and declarer win the first with the ♣A.

Trick 1: South: ♣J West: ♣5 North: ♣9 East: ♣A

- Declarer now goes about establishing the diamonds.

Trick 2: East: ♦5 South: ♦K West: ♦4 North: ♦2

- South persists by leading another club.
- It's too late for declarer to hold up.

¹³There are other possibilities in this suit.

Trick 3: South: ♣10 West: ♣K North: ♣2 East: ♣4

- The defenders are going to win the race. If declarer leads another diamond, South will win and the defenders take three club winners to defeat the contract.

Let's see how the holdup play would help. **Turn all the cards face up.** Have South lead the ♣J, North make an encouraging signal with the ♣9 and declarer let the defenders win the first trick.

Trick 1: South: ♣J West: ♣5 North: ♣9 East: ♣4

- South continues with a second club which is won by dummy's ♣K.

Trick 2: South: ♣10 West: ♣K North: ♣2 East: ♣6

- Declarer now starts promoting the diamonds.
- North will probably give a count signal, but it won't help South to hold up.

Trick 3: West: ♦Q North: ♦8 East: ♦3 South: ♦K

- South knocks out declarer's last high club.

Trick 4: South: ♣3 West: ♥2 North: ♣Q East: ♣A

- Declarer finishes promoting the diamonds. It won't help South to play low.

Trick 5: East: ♦5 South: ♦A West: ♦4 North: ♦2

- The difference the hold up play makes is that South has no club left to lead.

- Declarer has the three established diamonds to go with three spades, one heart, and two club tricks.

Turn all the cards face up.

You can skip the next point if short of time.

Q. Could declarer have used the holdup play in another way?

A. Yes – Ducking the second round of clubs.

- Declarer could win the first round of clubs with dummy's ♣K.
- After knocking out one of South's diamond honors, declarer could duck the second round of clubs.
- This would have the same effect . . . South would have no club left to lead after winning the second diamond trick.

If declarer does hold up in clubs, South should probably switch to a low heart, hoping North holds the ♥J. Declarer can make the contract by playing low from dummy, but might play the ♥A . . . in which case South would get two heart tricks to go with the two diamond tricks and club trick. There's no need to discuss this unless a student raises the point.

Observation

- If advancer had not bid 2♣ over the redouble, North-South might get into trouble.
 - South would bid 2♦ or 2♥ and West would probably double for penalty.
 - If North now bids, it will have to be 3♣ and East might double that contract, especially since North-South are vulnerable.
 - North-South can be defeated two tricks in a contract of 3♣ doubled if East leads a trump. That would be a penalty of 500 . . . more than the value of East-West's non vulnerable game.
- East-West reached the normal contract of 3NT despite the interference.

Redoubles

This section can be skipped.

Pick up the cards and sort them into suits. Each student take one suit. Construct the following hand in front of West.

Hand 1

Teacher's Key Point: Responder redoubles to show a variety of hands with about 10 or more points.



<p>Spades: The ♠Q and a low spade.</p> <p>Hearts: The ace and three low hearts.</p> <p>Diamonds: ♦Q, ♦J and three low diamonds.</p> <p>Clubs: The ♣K and a low club.</p>	<p>WEST</p> <p>♠ Q 2</p> <p>♥ A 4 3 2</p> <p>♦ QJ 4 3 2</p> <p>♣ K 2</p>
--	--

W	N	E	S
?		1♠	X

Q. East opens 1♠. South doubles for takeout. What call does West make?

A. Redouble – Showing 10 or more points.

- If South had passed, West would make the natural response of 2♦, forcing.
- When South doubles, West has a new option, the redouble.
- The standard agreement is that when opener's bid of one-of-a-suit is doubled for takeout, a redouble by responder shows about 10 or more high-card points and says, "This is our hand, partner."
- The redouble covers a wide variety of hands, falling into three categories:
 1. Hands with no fit for partner and no long suit. With this type of hand, responder plans to double the opponents for penalty or, if that seems inappropriate, bid notrump.
 2. Hands with a long suit which responder was intending to bid. With this type of hand, responder plans to show the suit after redoubling . . . unless the opponents bid that suit, in which case responder can double for penalty.
 3. Hands with a fit for partner. With this type of hand, responder plans to show the support after redoubling.

Q. What does the redoubler expect opener to do after the next opponent makes a call?

A. Pass (Double/Bid) – Opener is generally expected to pass.

- Since the redoubler has not yet described the hand type, opener generally passes whether or not the opponent bids over the redouble. This gives the redoubler an opportunity to describe the type of hand . . . or make a penalty double.

- If the next opponent bids, opener does have the option of making a penalty double with length and strength in the suit. In effect, opener is saying, “If you don’t have much of a fit and are considering doubling the opponents’ contract, I’m happy to cooperate. It looks like they are in trouble. I have good defense against the trump suit they have chosen. If they run to another suit, perhaps you can double for penalty.”
- Opener does have one other option. With a weak distributional hand, opener can rebid the original suit or show a second suit. Opener is saying, “My hand is too weak or too distributional to consider defending if you were thinking of doubling their contract.”
- Opener only bids in front of the redoubler with a *weak* hand, not a strong hand. With a strong hand, opener should usually pass, waiting to hear what the redoubler has to say. Opener’s pass is forcing . . . redoubler has to do something after declaring that the side has the balance of strength. Opener can show the extra strength and distribution at the next opportunity.

Teacher’s Key Point: *The redoubler may have 10 or more points and a five-card or longer suit.*

W	N	E	S
		1♠	X
XX	P	P	2♦
?			

Q. East opens 1♠, South doubles, West redoubles, and North passes. East dutifully passes and South bids 2♦. What call does West make?

A. Double – For penalty.

- The opponents have landed at the two level in West’s best suit. East-West should be able to get a penalty larger than the value of any game they can make.
- West’s penalty double doesn’t necessarily end the auction. East might choose to *pull* the penalty double by bidding something. East would be showing a sound opening bid . . . because East passed after the redouble . . . but some reason for not wanting to defend. The partnership will then continue bidding to game or slam.
- One of the opponents may bid another suit after being doubled in 2♦. This is usually an indication that the opponents are in trouble . . . on a misfit . . . and doubling whatever contract they reach is probably going to lead to a large penalty.

Teacher’s Key Point: *The redoubler may be hoping to penalize the opponents, especially if opener can cooperate.*

W	N	E	S
		1♠	X
XX	2♣	X	P
?			

Q. East opens 1♠, South doubles, East redoubles, and North bids 2♣. East doubles and South passes. What call does West make?

A. Pass/3NT.

- Opener is cooperating with the redoubler by showing length and strength in clubs . . . likely at least four clubs. If East has spades and clubs and West has diamonds and

hearts, the opponents are unlikely to take many tricks. West should probably pass.

- In situations like this, vulnerability is a factor. East-West must judge whether they can extract a large enough penalty to compensate for their likely game contract. If West doesn't think that is the case, West could simply bid game, probably 3NT.

Teacher's Key Point: Redoubler's bid of a new suit is forcing if the redoubler is not a passed hand.

Q. East opens 1♠, South doubles, East redoubles, and North bids 2♣. East passes and South passes. What call does West make?

W	N	E	S
		1♠	X
XX	2♣	P	P
?			

A. 2♦.

- East didn't double North's 2♣ bid, so East likely has fewer than four clubs. It looks as though North-South have found a fit and it may be difficult to defeat them enough tricks to compensate for East-West's likely game contract.
- West can bid 2♦, the same call West would have made without the interference. The redouble promised 10 or more points, so 2♦ is forcing. Only if West had passed originally, limiting the hand to at most 12 points, would a new suit after a redouble be invitational (similar to a 2♦ response to a third or fourth chair opening bid of 1♠).

Teacher's Key Point: Responder does not have to redouble when holding 10 or more points. A new suit at the one level is forcing.

W	N	E	S
		1♣	X
?			

Q. East opens 1♣. South doubles. What call does West make?

A. 1♥ (Redouble) - Redouble is an option.

- Responder isn't forced to redouble with 10 or more points when there is an alternative one-level response available. The redouble is a tool that should only be used when responder will be in a position to know what to do next.
- On this hand, it may be inconvenient to start with a redouble. It will work well if the opponents bid hearts or diamonds because West can then double for penalty. If the opponents bid spades, however, the auction may become awkward. Suppose North bids 1♠ over the redouble and South raises to 2♠. West will now be making the first really descriptive bid at the three level.
- Most partnerships continue to treat *a new suit at the one level as forcing over a takeout double . . .* ignoring the takeout double. That allows West to bid 1♥, looking for the best contract for the partnership before the opponents' interference gets in the way.

Hand 2

Teacher's Key Point: Over an opponent's takeout double, many partnerships use a conventional method (Truscott/Dormer/Jordan) to show a hand with four-card support for opener's suit and about 10 or more points.



		WEST	
Spades:	Take away the ♠Q; add a low spade.	♠	3 2
Hearts:		♥	A 4 3 2
Diamonds:	Take away a low diamond.	♦	QJ 3 2
Clubs:	Add a low club.	♣	K 3 2

W	N	E	S
		1♥	X
?			

Q. East opens 1♥. South doubles for takeout. What call does West make?

A. 2NT/Redouble/3♥.

- West has 10 high-card points plus 1 dummy point for the doubleton spade. If South had passed, West would make a limit raise to 3♥, inviting opener to bid game.
- South's double changes West's options because the redouble is now available.
- With 10 high-card points, West could start with a redouble, planning to show the heart support at the next opportunity.
- Redoubling when holding four-card support, however, might leave West poorly placed if the opponents find a fit and jam the auction. Suppose, for example, North jumps to 2♠ over the redouble, East passes, and South raises to 3♠. Now West has no convenient bid. Doubling the 3♠ contract for penalty with two low spades isn't a good option. Bidding 4♥, on the other hand, is an overbid.
- Many partnerships resolve this dilemma by using a conventional jump to 2NT over the takeout double to show a limit raise . . . or better . . . in opener's suit. This is not the Jacoby 2NT convention . . . that no longer applies after a takeout double in standard methods. It's similar to Jacoby 2NT and is referred to as the Truscott, Jordan, or Dormer convention.
- West could simply jump to 3♥ as a limit raise, but that isn't the modern style. The standard agreement is that a jump raise of opener's suit after a takeout double is preemptive, not a limit raise.

A complete discussion of Truscott/Jordan/Dormer 2NT is outside the scope of the course.

Hand 3

Teacher's Key Point: Because of the use of the redouble and/or Truscott convention, responder's jump raise of opener's suit over a takeout double is preemptive rather than a limit raise.



		WEST		
Spades:		♠	3 2	
Hearts:	Take away the ♥A; add a low heart.	♥	5 4 3 2	
Diamonds:	Add a low diamond.	♦	QJ 4 3 2	
Clubs:	Take away the ♣K.	♣	3 2	

W	N	E	S
		1♥	X
?			

Q. East opens 1♥. South doubles for takeout. What call does West make?

A. 3♥/Pass/2♥.

- With only 3 high-card points plus 1 dummy point for the doubleton spade and 1 for the doubleton club, it would not be unreasonable for West to pass over the takeout double. However, that gives North-South plenty of room to find their best spot.
- West might raise to 2♥ to make it more challenging for North-South to compete.
- The modern style, however, would be to make a preemptive jump to 3♥. This puts more pressure on the opponents to find their best spot. North might have enough to compete to 2♠ but be unwilling to risk going to 3♠. If North bids 3♠, how does South know whether North is stretching to compete or making a game invitation?
- It might seem risky to jump to the three level with a weak hand, but it will rarely lead to a poor result. East-West have at least a nine-card fit in hearts, making it difficult for the opponents to double for penalty. Even if East-West are defeated in 3♥, given West's weakness it is quite likely that the opponents can make a game or even a slam.

Q. If West were to jump to 3♥ over South's takeout double, how would East know this is a weak bid and not a limit (invitational) raise?

A. No redouble or 2NT.

- With 10 or more points, West could start with a redouble. Also, West could jump to 2NT to show a limit raise or better if the partnership is playing that convention.
- Standard practice is that a jump raise of opener's suit after a takeout double shows four-card or longer support but a weak hand . . . about 4-7 points.

Hand 4

Teacher's Key Point: Because of the availability of the redouble, most partnerships treat a new suit at the two level by responder as non forcing over an opponent's takeout double.



	WEST	
Spades:	♠ 3 2	
Hearts: Take away a low heart.	♥ 5 4 3	
Diamonds: Add the ♦A.	♦ A Q J 4 3 2	
Clubs:	♣ 3 2	

W	N	E	S
		1♠	X
?			

Q. East opens 1♠. South doubles for takeout. What call does West make?

A. 2♦.

- If South had passed, West would have to respond 1NT to opener's 1♠ bid. West doesn't have enough to bid a new suit at the two level, 2♦, which would be forcing.
- After the takeout double, however, West can bid 2♦ to show the good suit. The 2♦ bid is not forcing. With 10 or more points and a good diamond suit, West would start with a redouble, planning to bid diamonds on the next round.
- Standard practice is to treat a new suit response at the two level as non-forcing after a takeout double. This is a corollary from the use of the redouble.

Responder's Actions After a Takeout Double

After opener's suit bid at the one level has been doubled for takeout:

- Responder shows 6 or more points by:
 - Bidding a new suit at the one level (forcing).
- Responder shows 10 or more points by:
 - Redoubling with the intention of doubling the opponents for penalty, bidding a new suit (forcing), or showing support for opener's suit. Opener should generally pass, waiting to see which type of hand responder holds.
 - Jumping to 2NT to show four-card or longer support for opener's suit and the strength for a limit raise or better.
- Responder shows fewer than 10 points by:
 - Bidding a new suit at the two level (non-forcing).
 - Making a jump raise of opener's suit to the three level, showing four-card or longer support and a weak (preemptive) hand.

Advancer's Action After a Redouble

Pick up all the cards and sort them into suits. Each player at the table take one suit. Construct the following hand in front of North.

Hand 5

Teacher's Key Point: Advancer doesn't have to bid if responder redoubles. However, advancer may want to bid.



<p>Spades: Three low spades. Hearts: Two low hearts. Diamonds: The \spadesuitJ and five low diamonds. Clubs: Two low clubs.</p>	<p>NORTH</p> <p>\spadesuit 4 3 2 \heartsuit 3 2 \diamondsuit J 6 5 4 3 2 \clubsuit 3 2</p>	<table border="1" style="border-collapse: collapse; width: 100%;"> <tr> <td style="padding: 5px;">W</td> <td style="padding: 5px;">N</td> <td style="padding: 5px;">E</td> <td style="padding: 5px;">S</td> </tr> <tr> <td style="padding: 5px;">XX</td> <td style="padding: 5px;">?</td> <td style="padding: 5px;">1 \spadesuit</td> <td style="padding: 5px;">X</td> </tr> </table>	W	N	E	S	XX	?	1 \spadesuit	X
W	N	E	S							
XX	?	1 \spadesuit	X							

Q. East opens 1 \spadesuit , South doubles, and West redoubles. Is North forced to bid?

- A. No – Once West redoubles, advancer *can* pass.
- If West had passed, advancer would have to say something.
 - The auction won't end in 1 \spadesuit redoubled because South gets another chance to bid.
 - Having said that advancer could pass doesn't mean that advancer should pass.

Q. East opens 1 \spadesuit , South doubles, and West redoubles. What call does North make?

- A. 2 \diamondsuit – Showing a distinct preference for diamonds over clubs or hearts.
- The danger in passing is that East will likely pass and the auction will come back to South. Not wanting to defend 1 \spadesuit redoubled, South will have to pick a suit. If South bids 2 \heartsuit , this may be doubled by West. It is now too late to stop in 2 \diamondsuit . North would have to run to 3 \diamondsuit , one level higher.

Q. If North bids 2 \diamondsuit over the redouble, will South expect some values?

- A. No – Advancer can't be expected to hold much after a redouble.
- East has shown about 13 or more points with the opening bid; South has shown about 13 or more points with the takeout double; West has shown 10 or more points with the redouble. That leaves very little for North.
 - North's 2 \diamondsuit is non forcing and doesn't promise anything except a preference for diamonds rather than clubs or hearts. North is simply trying to find a fit so that the partnership won't get doubled and suffer a large penalty.



	NORTH
Spades:	♠ 4 3 2
Hearts:	♥ 3 2
Diamonds: Take away two low diamonds.	♦ J 6 5 4
Clubs: Add two low clubs.	♣ 5 4 3 2

W	N	E	S
		1♥	X
XX	?		

Q. East opens 1♥, South doubles, and West redoubles. What call does North make?

A. Pass – Leaving the decision to partner.

- Advancer has a slight preference for diamonds but not enough to make a choice in front of partner. If South holds four clubs and three diamonds, the partnership would be better off playing in the eight-card fit.
- If South bids 2♣ or 2♦, North would be happy to pass since the partnership has landed in an eight-card fit.
- If South bids 1♠, North should probably pass, especially if West hasn't doubled. Bidding at the two level would require North-South to take eight tricks rather than seven. The opponents may bid and get North-South out of trouble.

Conclusion

- When partner's takeout double is followed by a redouble, advancer is usually trying to find a safe spot where the partnership won't suffer a large penalty.
- With a distinct preference for one of the unbid suits, advancer should bid the suit. This doesn't promise any strength, just some length in the suit.
- With no preference, advancer can pass and leave the decision to partner.

Hand 11 - Doubler's Double

HAND: 11 DEALER: SOUTH VUL: E-W		NORTH ♠ Q 10 8 2 ♥ A ♦ A J 9 5 ♣ A K J 7	<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>1♥</td> <td>Double</td> <td>3♥/2♥</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Double</td> <td>Pass</td> <td>4♦</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </tbody> </table>	WEST	NORTH	EAST	SOUTH	1♥	Double	3♥/2♥	Pass	Pass	Double	Pass	4♦	Pass	Pass	Pass	
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1♥	Double	3♥/2♥	Pass																
Pass	Double	Pass	4♦																
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DECLARER: South																			
OPENING LEAD: ♥J by West																			
	SOUTH ♠ J 5 3 ♥ 8 6 4 ♦ 10 7 6 4 3 ♣ Q 10																		

Introduction

A takeout double can be made with a variety of hands. Most of the time, the doubler will have the classic hand . . . an opening bid and support for the unbid suits. Sometimes, the doubler will have a stronger hand . . . a hand too strong for a simple overcall or a very strong takeout double.

The doubler has a number of ways to show the extra strength with the rebid. Bidding a new suit shows extra values; cuebidding the opponent's suit shows a strong hand; and sometimes the doubler can make a second double.

Advancer must keep in mind that subsequent doubles by the takeout doubler are still for takeout . . . even though they are showing a strong hand.

Let's play a hand where everyone may get in the auction.

Play of the Hand



Play Hand 11. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the South hand.

Q. Does South have enough to open the bidding?

A. No.

Focus on the West hand.

Q. What is West's opening call?

A. 1♥ – 13 high-card points plus 1 length point for the five-card major.

Focus on the North hand.

Q. What does North do after West opens 1♥?

A. Double – 19 high-card points plus 3 dummy points for the singleton heart.

- North has support for the unbid suits.
- The takeout double is unlimited in strength.

Focus on the East hand.

Q. What is the value of the East hand after West opens 1♥?

A. 8 points – 5 high-card points plus 3 dummy points for the singleton diamond.

Q. What call would East make if North had passed over West's 1♥ opening?

A. 2♥ – Showing support and about 6-10 points.

Q. What call does East make after North doubles West's 1♥ opening?

A. 3♥(2♥) – A preemptive raise.

- Standard practice is to treat responder's jump raise after a takeout double as preemptive, showing four-card support and a weak hand.
- The advantage of the preemptive raise is that it is both descriptive and makes it more difficult for the opponents to find their best contract.
- With the strength for a limit raise or more, responder has two options:
 - Redouble . . . planning to show the support at the next opportunity;
 - Bid a conventional 2NT (Truscott/Jordan/Dormer) if the partnership has that agreement.
- Responder doesn't have to make a preemptive raise. Responder could simply raise to 2♥.

Focus on the South hand.

Q. If East jumps to 3♥ over North's takeout double, what call does South make?

A. Pass – South doesn't have to bid after responder raises.

Focus on the West hand.

Q. West opened 1♥, North doubled, East jumped to 3♥ and South passed. What is West's next call?

A. Pass – West has a minimum opening bid.

- East's raise was preemptive, so West has no reason to consider bidding game.
- West's hand is unsuitable for a sacrifice bid. West has reasonable defense against any contract North-South might reach.
- East's action has already made the auction challenging for North-South. West doesn't want to undo the effectiveness of East's call.

Focus on the North hand.

Q. Should North consider further competition?

A. Yes – North's hand is worth about 22 points.

- South's pass denies enough strength to compete at the three level . . . about 9-11 points.
- However, South could still have about 6-8 points, enough for game, or enough for North-South to compete at the three or four level.

Q. What call can North make to compete further?

A. Double – A second takeout double.

- The initial takeout double showed approximately the values for an opening bid.
- By repeating the double with no encouragement from advancer, North is showing at least a hand of intermediate strength . . . about 17 or more points.
- The second double is still for takeout. North's distribution hasn't changed . . . support for the unbid suits and shortness in hearts.

Focus on the East hand.

Q. What call does East make over North's second double?

A. Pass – East has already described the hand with the original jump to 3♥.

Focus on the South hand.

Q. Can South pass North's second double?

A. No(Yes) – North's double is still for takeout.

- A pass would convert the double into a penalty double. South would need a much stronger holding in the opponents' suit to consider such an action.

Q. What call does South make?

A. 4♦ – Bidding at suit at the cheapest available level.

- South's hand is worth only 4 points . . . 3 high-card points plus 1 length point.
- Even if North has a very strong hand, game is highly unlikely unless North can bid again.

Focus on the West hand.

Q. What call does West make over 4♦?

A. Pass – Nothing more to add.

Focus on the North hand.

Q. Should North bid again over advancer's 4♦?

A. No – North has done enough.

- North has already doubled twice and shown a willingness to compete at the three or four level.
- Advancer has not made any encouraging bid and could have no points at all.

Focus on the East hand.

Q. What call does East make?

A. Pass – Nothing more to say.

- The 3♥ bid has done its work, pushing North-South into a partscore at the four level.

Review of the Play and Defense

Q. Who is on lead against a contract of 4♦ played by South?

A. West.

Focus on the West hand.

Q. What would West lead against 4♦?

A. ♥J – Top of the sequence in the partnership's suit.

- West might consider the ♠A to look at dummy, but this is more likely to help declarer than the defense. North likely has four spades for the takeout double and South is unlikely to have a fit . . . having chosen diamonds rather than spades.
- Leading diamonds, the opponent's trump suit, is likely to help declarer.
- A club lead is a consideration, hoping to get a ruff.



Put the ♥J face up in front of West and turn the remaining East-West cards face down. Focus on the South had as declarer in a contract of 4♦. Discuss with the others at the table how declarer would plan to make the contract.

Give the students a couple of minutes to discuss the play.

Q. As declarer in 4♦, how many losers does South have?

A. Six – Two spades, two hearts, and two diamonds.

Q. How would South plan to eliminate three losers?

A. Ruff or discard heart losers; take a repeated diamond finesse.

- Declarer could plan to ruff two heart losers in dummy but that is unnecessary. The heart losers can be discarded on dummy's extra club winners after trumps are drawn.
- Since two spade tricks must be lost, declarer should focus on holding the diamond losers to one.
- The best play in the diamond suit is the repeated finesse. This will succeed if West has the ♦K, the ♦Q, or both the ♦K and ♦Q . . . a 75% chance.

This theme has been covered in earlier hands. If necessary, you can walk through the various possible layouts of the diamond finesse to explain why the repeated finesse is best.

Let's see how declarer might play the hand. **Turn all the cards face up.** Put the ♥J in front of West as the opening lead.

- Declarer wins the first trick with dummy's ♥A. East would probably encourage with the ♥7, having no interest in spades or clubs.

Trick 1: West: ♥J North: ♥A East: ♥7 South: ♥4

- Declarer wants to start leading diamonds from the South hand.
- Declarer can reach the South hand with the ♣10 . . . or ♣Q.

Trick 2: North: ♣7 East: ♣2 South: ♣10 West: ♣4

- Declarer now leads a low diamond toward dummy.
- If West plays low, declarer intends to finesse dummy's ♦9, or ♦J. On the actual layout, dummy's ♦9 would win and declarer could play the ♦A and then take the club winners.
- Suppose West decides to play the ♦Q . . . *splitting the honors*. Declarer wins this trick.

Trick 3: South: ♦3 West: ♦Q North: ♦A East: ♦2

- Declarer doesn't need to repeat the diamond finesse. Instead, declarer can simply play the $\spadesuit J$ (or $\spadesuit 9$ or $\spadesuit 10$) to drive out West's $\spadesuit K$.

Trick 4:	North: $\spadesuit J$	East: $\clubsuit 3$	South: $\spadesuit 4$	West: $\spadesuit K$
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- West can't do anything other than take the $\spadesuit A$ and $\spadesuit K$.
- On regaining the lead, declarer can draw the outstanding trump and take the club winners, discarding the heart losers.
- All declarer loses are two spades and a diamond.

Observation

- In some auctions, the takeout doubler can make a second . . . or third . . . takeout double to compete for the contract.
- Advancer should treat the subsequent double as a takeout double . . . based on the original double.
- On this hand, declarer's plan is to avoid two diamond losers. If declarer had simply played the $\spadesuit A$ and a second round of diamonds . . . hoping the missing diamonds are divided 2-2, the contract would be defeated. West would get two spade tricks and two diamond tricks.
- If declarer had tries to take the club winners before drawing trumps . . . perhaps to try and discard spade losers . . . West would ruff the third round. The contract would again be defeated.
- The repeated diamond finesse is the best approach, especially since West opened the bidding and is likely to hold at least one of the missing diamond honors.

Doubler's Subsequent Actions

Pick up the cards and sort them into suits. Each player take charge of one suit. Construct the following hand in front of North.

Hand 1

Teacher's Key Point: A takeout double has no upper range.



		NORTH
Spades: The ♠A, ♠J, and two low spades.	♠	A J 3 2
Hearts: A low heart.	♥	2
Diamonds: The ♦A, ♦K and two low diamonds.	♦	A K 3 2
Clubs: The ♣A, ♣Q and two low clubs.	♣	A Q 3 2

W	N	E	S
1♥	?		

Q. West opens the bidding 1♥. What call does North make?

- A. Double – 18 high-card points plus 3 dummy points for the singleton heart.
- With support for the unbid suits, North makes a takeout double.
 - There is no upper range for the takeout double. The additional strength can be shown later in the auction.
 - Unless advancer passes the takeout double . . . which is very unlikely . . . doubler will get another opportunity to bid.

Teacher's Key Point: Doubler can show a very strong hand by following the takeout double with a cuebid.

Q. West opens 1♥, North doubles, East passes, and South bids 1♠. West passes. What call does North make?

W	N	E	S
1♥	X	P	1♠
P	?		

- A. 3♠ – Showing a strong takeout double.
- North's hand is worth 21 points. That's a very strong hand, but not enough to commit the partnership to game.
 - South may have no points at all . . . a likely prospect given West's opening bid and North's strength.
 - North wants to issue a strong invitation. One way to do this is to give a jump raise to 3♠. Since North would pass with a minimum hand of about 13-16 points and make a mild invitational raise to 2♠ with about 17-18, the jump to 3♠ shows a very powerful hand of about 19-21 points.

Q. Is there any other call South could make to show a strong hand?

A. Yes – Cuebid 2♥.

- North can show a strong hand by following up the takeout double with a cuebid of the opponent’s suit.
- The cuebid is forcing, asking advancer to make a further descriptive bid. Since advancer has promised no strength with the 1♠ call, advancer could jump with some extra strength, or bid a new suit, or bid notrump with some length and strength in the opponent’s suit.
- With nothing extra to show, advancer simply rebids 2♠. This doesn’t promise a five-card suit. It only says that advancer doesn’t have much.

Teacher’s Key Point: Advancer’s simple rebid after a cuebid shows nothing extra.

Q. West opens 1♥, North doubles, East passes, and South bids 1♠. West passes, North cuebids 2♥, East passes, and South bids 2♠. West passes. What call does North make?

W	N	E	S
1♥	X	P	1♠
P	2♥	P	2♠
P	?		

A. 3♠ – Making a strong invitation.

- South’s rebid of 2♠ doesn’t show anything extra. South had to say something after North’s 2♥ cuebid and 2♠ was the cheapest bid available.
- With 21 points in support of spades, North still doesn’t want to give up on game. North can raise to 3♠, giving North one last chance to bid game with a little something.
- This is the strongest invitation North can make . . . stronger than jumping to 3♠ directly over South’s 1♠ response.
- North will have to judge whether to make a straightforward invitation with a jump raise or whether to make a stronger invitation by cuebidding and then raising.

Teacher’s Key Point: A cuebid is sometimes more flexible than a raise of advancer’s suit. It leaves more room and leaves more options open.

Q. West opens 1♥, North doubles, East passes, and South bids 2♦. West passes. What call does North make?

W	N	E	S
1♥	X	P	2♦
P	?		

A. 2♥ – A strength-showing cuebid.

- A raise to 3♦ doesn’t show North’s strength but a jump raise to 4♦ takes the partnership beyond a possible 3NT contract.
- A cuebid of 2♥ let’s advancer know that North has a strong hand . . . likely with very good diamond support. North can hear what advancer has to say next.

Teacher's Key Point: Advancer's response to the cuebid may provide additional information to help determine the best contract.

Q. West opens 1♥, North doubles, East passes, and South bids 2♦. West passes, North cuebids 2♥, East passes, and South bids 2NT. West passes. What call does North make?

W	N	E	S
1♥	X	P	2♦
P	2♥	P	2NT
P	?		

A. 3NT – The most likely game.

- South's 2NT call shows a little something with some strength in hearts. Otherwise, advancer would simply rebid 3♦.
- Nine tricks in a contract of 3NT is likely to be easier than eleven tricks in 5♦.

Teacher's Key Point: If advancer does anything except rebid the original suit at the cheapest available level, advancer is likely to have some values and/or distribution.

Q. West opens 1♥, North doubles, East passes, and South bids 2♦. West passes, North cuebids 2♥, East passes, and South bids 3♣. West passes. What call does North make?

W	N	E	S
1♥	X	P	2♦
P	2♥	P	3♣
P	?		

A. 5♦(3♥) – Taking the partnership to game.

- South's 3♣ call shows a little something; otherwise, South would simply rebid 3♦. It looks reasonable to take a chance on game.
- North's alternative is to make a further forcing bid of 3♥ to try to extract even more information from advancer.

Teacher's Key Point: The takeout doubler can sometimes re-cuebid to get additional information from advancer.

Q. West opens 1♥, North doubles, East passes, and South bids 2♦. West passes, North cuebids 2♥, East passes, and South bids 3♦. West passes. What call does North make?

W	N	E	S
1♥	X	P	2♦
P	2♥	P	3♦
P	?		

A. 3♥/4♦ – Making one more try for game.

- Advancer's rebid of 3♦ doesn't show anything extra. It doesn't even promise more than four diamonds.
- North could raise to 4♦ making one more try.
- An alternative is for North to re-cuebid 3♥. This leaves open the possibility of reaching 3NT. If advancer simply returns to 4♦, North should probably pass. Enough is enough.

Teacher's Key Point: A second double by the takeout doubler is still for takeout.

Q. West opens 1♥, North doubles, and East raises to 2♥. South and West pass. What call does North make?

W	N	E	S
1♥	X	2♥	P
P	?		

A. Double – A second takeout double.

- Advancer's pass shows too little to compete over the 2♥ raise. Advancer could still have some values. North doesn't want to give up on competing.
- A second double by North is still for takeout. It shows more than a minimum takeout double. Otherwise, North would pass.
- North might consider cuebidding 3♥, but this isn't as flexible as a second double since it uses up an extra level of bidding and commits the partnership to at least the three level.

Teacher's Key Point: The higher the level, the stronger the doubler should be to take further action when advancer has not promised any values.

Q. West opens 1♥, North doubles, and East raises to 2♥. South passes and West raises to 3♥. What call does North make?

W	N	E	S
1♥	X	2♥	P
3♥	?		

A. Double – Showing willingness to compete at the three level.

- North needs a very strong hand to invite South into the auction at the three level or four level.
- South has already denied a suitable hand for competing at the two level opposite the initial takeout double.

Teacher's Key Point: A second double is still for takeout even if the opponents have bid two suits.

Q. West opens 1♥, North doubles, and East responds 1♠. South passes and West raises to 2♠. What call does North make?

W	N	E	S
1♥	X	1♠	P
2♠	?		

A. Double – A takeout double for diamonds and clubs.

- Although North promised spades with the original double, North's second double is not for penalty . . . it is still for takeout.
- North is showing extra values for the original takeout double and is asking advancer to pick one of the remaining unbid suits, diamonds or clubs.
- North is willing to compete to the three level even though advancer is likely to have very little. With the opponents bidding and raising spades, it is likely South has a singleton in that suit. South, therefore, should have length in at least one minor suit.

Hand 2

Teacher's Key Point: *Doubler will sometimes have the option of doubling again, cuebidding, or raising advancer's suit. Each choice sends a slightly different message.*



		NORTH		
Spades:	Take away a low spade.	♠	A Q 3	
Hearts:	Add a low heart.	♥	3 2	
Diamonds:		♦	A K 3 2	
Clubs:		♣	A Q 3 2	

W	N	E	S
1♥	X	P	1♠
2♥	?		

Q. West opens 1♥, North doubles, East passes, and South bids 1♠. West rebids 2♥. What call does North make?

A. Double – The most flexible call.

- Advancer has had the opportunity to choose a suit but hasn't promised any strength.
- North has the option of raising spades to the two level, making a jump raise to the three level, cuebidding 3♥, or making a second takeout double.
- With only three-card support, North should avoid raising when other options are available. Advancer has not promised more than a four-card suit.
- A cuebid is usually used when doubler has a strong hand with four-card support or when probing for a stopper in the opponent's suit, hoping to play notrump.
- A second takeout double denies *four-card* support for advancer's suit. Otherwise, doubler would simply raise or jump raise advancer's suit, or cuebid with a really strong hand. It tends to show three-card support for advancer's suit and says, "I still want to compete but I'm not entirely happy with the choice of suit. Do you have a second suit or do you want to stick with the first choice?"
- On this hand, a second double is the most flexible call. In addition to sending the right type of message, it leaves the additional option of defending 2♥ if advancer chooses to convert the takeout double into a penalty double by passing. Advancer knows North has extra strength and doesn't have four-card support for spades.

Conclusion

- In addition to raising advancer's suit, the takeout doubler has other options with a strong hand: cuebidding or, perhaps, making a second (or third) takeout double.
 - A cuebid typically shows a fit with advancer's suit and a very strong hand with game or, perhaps, slam interest. It is sometimes used to probe for a notrump contract if advancer has some length and strength in the opponent's suit.
 - A second double is still for takeout. If advancer has already bid a suit, the second double denies four-card support for advancer's suit.

Hand 12 - Converting to a Penalty Double

HAND: 12 DEALER: WEST VUL: BOTH		NORTH ♠ K Q 10 8 ♥ K Q 10 9 ♦ 3 ♣ K J 10 7	WEST 1♦ Pass	NORTH Double	EAST Pass	SOUTH Pass
WEST ♠ A 4 2 ♥ A 7 6 3 ♦ A Q 8 4 ♣ 9 2	EAST ♠ J 6 5 3 ♥ 8 5 ♦ 7 2 ♣ Q 6 5 4 3	DECLARER: West OPENING LEAD: ♦3 by North				
	SOUTH ♠ 9 7 ♥ J 4 2 ♦ K J 10 9 6 5 ♣ A 8					

Introduction

The general guideline is to “take out takeout doubles.” The takeout doubler may be doubling based on a distributional hand without a lot of high-card strength. Also, it is expensive if the opponents make a doubled contract, especially a doubled partscore.

Nonetheless, advancer does have the option of passing the takeout double and converting it to a penalty double.

This option becomes more attractive at a high level, when fewer tricks are required to defeat the opponent’s contract.

Since the takeout doubler will usually be short in the opponents’ suit, advancer should have length and strength in the opponent’s suit before considering passing for penalty, especially at a low level.

Let’s play the next hand and see the multi-purpose use of the takeout double.

Play of the Hand



Play Hand 12. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the West hand.

Q. What call does West make in first chair?

A. 1♦ – 14 high-card points.

- A balanced hand too weak to open 1NT is opened one of a suit.
- With no five-card major, the longer minor is opened.

Focus on the North hand.

Q. After West opens 1♦, what call does North make?

A. Double – Support for the unbid suits, 14 high-card points, and 3 dummy points.

Focus on the East hand.

Q. After West's 1♦ opening is doubled for takeout, what call does East make?

A. Pass – Not strong enough to bid with only 3 high-card points.

Focus on the South hand.

Q. What call does South make after North doubles 1♦ for takeout?

A. Pass – Turning the takeout double into a penalty double.

- South's best suit is diamonds.

- Advancer can't bid diamonds. 2♦ would be a cuebid. Besides, South doesn't want to contract for eight tricks with diamonds as trumps when West is already contracting for seven tricks with diamonds as trumps.
- Advancer expects to get at least four tricks in the trump suit, along with the ♣A. Combined with North's promised high-card strength, it should be possible to defeat 1♦ several tricks.
- With no better alternative, advancer's best choice is to defend for penalty. The penalty should more than compensate for any contract North-South can make. In addition, East-West are vulnerable.

Focus on the West hand.

Q. After South passes, what call does West make?

A. Pass - There doesn't appear to be a better spot.

- Since South is passing for penalties, West might consider bidding 1♥ or 1NT (or redoubling for rescue).
- However, any bid is likely to get East-West into further trouble. North is likely to have length and strength in the unbid suits.
- 1♦ doubled appears to be West's best contract. West expects to take at least four tricks.

Review of the Play and Defense

Q. If the contract is 1♦ doubled, who is on lead?

A. North.



Leave the North hand face up on the table and turn the remaining cards face down. Discuss with the others at the table what North should lead against 1♦ doubled.

Give the students a couple of minutes to discuss the opening lead.

Q. How many tricks must North-South take to defeat 1♦?

A. Seven.

- In effect, North-South must make a contract of 1♦ . . . or more.

Q. If North and South were declaring a diamond contract, what would be a priority?

A. Drawing trumps – To prevent the opponents from ruffing winners.

- North and South likely have the majority of strength since they have contracted to take seven or more tricks with diamonds as the trump suit.
- Presumably, the only way East-West can take extra tricks is through ruffing some of North-South's winners.

Q. What should North lead against 1♦ doubled?

A. ♦3 – Starting to draw trumps.

- When advancer has passed a low-level takeout double, the standard opening lead is a trump.
- Let's see how the defense would go if North leads a trump.

Turn all the cards face up. Put the ♦3 in front of North as the opening lead.

Trick 1: North: ♦3 East: ♦2 South: ♦K West: ♦A

Q. What is declarer likely to try to do after winning the first trick?

A. Ruff a loser.

- It won't do declarer much good to try to develop extra winners in spades or diamonds. Even if a trick could be established in dummy, declarer has no way to reach it.
- Declarer's only hope for an extra trick is to try to make use of dummy's remaining trump to ruff a heart loser.
- Declarer will probably start by leading the ♥A¹⁴.

Trick 2: West: ♥A North: ♥9 East: ♥5 South: ♥2

Q. What must South be careful to do on the second round of trumps?

A. Win the trick – To lead another round of trumps.

- South wants to gain the lead to lead another diamond. It is unlikely that North has a second diamond to lead.

Trick 3: West: ♥3 North: ♥10 East: ♥8 South: ♥J

¹⁴Declarer could start by leading a low heart, but it makes no difference to the defense.

- By overtaking North's ♥10, South is in position to lead a second round of trumps.
- North will probably make an encouraging signal in spades on this trick.

Trick 4:	South: ♦J	West: ♦Q	North: ♠10	East: ♦7
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Q. How many more tricks is declarer likely to take?

A. One - The ♠A.

- South will eventually gain the lead with the ♣A to draw West's remaining trumps with the ♦10 and ♦9.
- West's only remaining trick is the ♠A.

Q. What would be the score for North-South?

A. 800 – East-West would be defeated three tricks, doubled, and vulnerable.

<p>Now let's what would happen if North doesn't lead a trump. Turn all the cards face up.</p>
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Q. What might North lead if not leading a trump?

A. ♥K/♠K – Top of a broken sequence.

- North is slightly more likely to lead a heart than a spade because of the ♥9.
- Leading the ♣J, top of an interior sequence, is riskier.

Q. Assuming North leads the ♥K, would declarer win the first trick?

A. No (Yes) – Declarer would probably duck¹⁵.

- Declarer has to lose a heart trick anyway, so declarer would probably take the loss early, keeping the ♥A as an entry to the West hand.

Trick 1:	North: ♥K	East: ♥5	South: ♥2	West: ♥3
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Q. What is North likely to do after winning the first trick with the ♥K?

A. Lead a trump – Trying to stop a ruff in dummy.

- Seeing the doubleton heart in dummy and South's discouraging signal, North may . . . belatedly . . . shift to a trump.

¹⁵It doesn't make any difference on the actual hand. Declarer can win the ♥A and lead a second round to prepare for ruffing a heart.

Trick 2: North: $\spadesuit 3$ East: $\spadesuit 2$ South: $\spadesuit K$ West: $\spadesuit A$

- Declarer now ruffs a heart loser.

Trick 3: West: $\heartsuit A$ North: $\heartsuit 9$ East: $\heartsuit 8$ South: $\heartsuit 4$

Trick 4: West: $\heartsuit 6$ North: $\heartsuit 10$ East: $\spadesuit 7$ South: $\heartsuit J$

Q. How many tricks will declarer take?

A. Five – The $\spadesuit A$, the $\heartsuit A$, a heart ruff, and the $\spadesuit A$ and $\spadesuit Q$.

- The defenders must be careful not to let West get a sixth trick with the $\spadesuit 8$. . . by allowing West to ruff a third round of clubs, for example.

Q. What would be the score for North-South?

A. 500 – East-West would be defeated two tricks, doubled, and vulnerable.

- Since North and South are also vulnerable, the penalty might not be enough compensation if they can make a game contract.

Observation

- Advancer rarely passes partner's takeout double to convert it to a penalty double.
- If advancer does pass, the takeout doubler should lead a trump. It will usually gain one or more tricks for the defenders.
- On the actual hand, defending $1\spadesuit$ doubled is the best result for North-South. North-South will probably make $3NT$ ¹⁶ but that is less than the score for defeating $1\spadesuit$ doubled by three tricks.

¹⁶ $3NT$ by South can actually be defeated if West leads the $\clubsuit 9$ and East doesn't play the $\clubsuit Q$.

Converting a Takeout Double Into a Penalty Double

Take the cards from all four hands and sort them into suits. Each person at the table take charge of one suit. Construct the following hand in front of South.

Hand 1

Teacher's Key Point: Take out takeout doubles.



	SOUTH	
Spades:	Three low spades.	♠ 4 3 2
Hearts:	Three low hearts.	♥ 4 3 2
Diamonds:	Three low diamonds.	♦ 4 3 2
Clubs:	The ♣Q, ♣J, ♣3, and ♣2.	♣ QJ 3 2

W	N	E	S
1♣	X	P	?

Q. West opens the bidding 1♣. North doubles and East passes. What call does South make?

A. 1♦ – Taking out the takeout double.

- North's double is for takeout and South is expected to pick one of the unbid suits. South should take out the takeout double unless there is a strong reason not to.
- Although the club suit is South's best suit and South has an uncomfortable choice among the three unbid suits, South should not consider passing with this hand.
- West should have an easy time making at least seven tricks with clubs as the trump suit. North is likely short in clubs, with a singleton or a void. If South passes, West will know which defender has most of the missing clubs and will be able to play the hand accordingly. If West holds the ♣A-K, it is possible that South won't take a single trick on defense.
- Bidding has much more going for it than passing. Even if North-South can't make anything, the penalty for being defeated may be less than the penalty for letting East-West make a doubled contract. A more likely result is that East-West will continue to bid, taking North-South out of a poor contract.
- Even with length and strength in the opponent's suit, South should not bid 1NT with a weak hand. 1NT is likely to play very poorly opposite club shortness in North's hand. There will be no long suit to develop and it will be difficult to reach the South hand to lead toward the North hand to take finesses. Most of North-South's assets will be face up on the table, making it easy for East-West to defend.
- A 1NT response is constructive, showing about 6-10 points with length and strength in the opponent's suit.
- Instead, South should make the cheapest available bid, 1♦.

Teacher's Key Point: Take higher the level, the more tempting it is to pass.

Q. West opens the bidding 3♣. North doubles and East passes. What call does South make?

W	N	E	S
3♣	X	P	?

A. 3♦ – The cheapest available bid.

- The higher the level, the more tempting it is to pass and *convert* partner's takeout double to a penalty double. Partner is likely to have a better hand to double at the three level than the one level and fewer tricks are needed to defeat the opponents' contract.
- Nonetheless, it is usually advisable to take out the double when the decision is close. Partner's takeout double is likely to be based on distribution . . . a singleton or void in the opponent's suit . . . rather than a lot of high cards. Advancer doesn't want to discourage partner from making aggressive, shapely doubles, to keep the partnership competitive.
- On this hand, there is no guarantee of even one trick on defense, so advancer should take out the double by making the cheapest available bid of 3♦.

Teacher's Key Point: Consider your position at the table.

Q. East opens the bidding 3♣. South passes, West passes, and North doubles. East passes. What call does South make?

W	N	E	S
		3♣	P
P	X	P	?

A. Pass – Relying on two tricks on defense.

- It is easier to pass a takeout double and convert it to a penalty double when advancer's trumps are favorably placed *over* (behind/after/to the left of) the bidder.
 - Assuming East has the ♣A-K for the preemptive opening bid, it is likely that advancer will get two tricks on defense with the ♣Q and ♣J. If partner can produce three tricks on defense, North-South will defeat the contract.
 - Here, passing and hoping to take five or more tricks on defense looks to be a better option than bidding and contracting for at least nine tricks.
 - Passing is still risky. If the ♣A or ♣K turns up in dummy, South may only get one club trick. Also, partner might be doubling a little light in the balancing position . . . more on that in a future lesson . . . and it may be West who holds most of the high-card strength.
-

Hand 2

Teacher's Key Point: A 1NT response is constructive, showing about 6-10.



	SOUTH
Spades: Take away a low spade; add the ♠K.	♠ K 4 3
Hearts:	♥ 4 3 2
Diamonds:	♦ 4 3 2
Clubs:	♣ QJ 3 2

W	N	E	S
1♣	X	P	?

Q. West opens the bidding 1♣, North doubles, and East passes. What call does South make?

- A. 1NT – Showing about 6-10 points and length and strength in the opponent's suit.
- Although advancer's club holding isn't that strong, there is reason to believe it is sufficient. West's club holding is suspect. It could be as few as three cards.

Teacher's Key Point: Avoid notrump with a reasonable alternative.

Q. West opens the bidding 1♠, North doubles, and East passes. What call does South make?

W	N	E	S
1♠	X	P	?

- A. 2♣ (1NT) – Choosing one of the unbid suits.
- The hand falls into the range for 1NT but the spade holding is less secure. West has at least a five-card suit and the defenders may be able to take all the tricks in the suit if East has an entry and can trap South's ♠K.
 - A safer call is 2♣. Ideally, North will have four-card support for clubs and the partnership will be in an eight-card fit, even though it will be at the two level.
 - In addition, bidding 2♣ doesn't prevent the partnership from reaching a notrump contract. If North shows a strong hand, South can show the spade stopper later.
-

Hand 3

Teacher's Key Point: To convert a low level takeout double into a penalty double, a solid trump holding is preferable.



		SOUTH	
Spades:	Take away a low spade.	♠ K 4	
Hearts:	Take away a low heart.	♥ 4 3	
Diamonds:		♦ 4 3 2	
Clubs:	Add the ♣4 and ♣5.	♣ QJ 5 4 3 2	

W	N	E	S
1♣	X	P	?

Q. West opens the bidding 1♣, North doubles, and East passes. What call does South make?

A. 1NT (Pass) – Probably the safest action.

- With six clubs, passing for penalty looks like a reasonable choice.
- However, it is dangerous to defend for penalty at a low level without a *solid* trump holding. If West holds the ♣A-K-10-9, for example, declarer is likely to get four trump tricks despite South's length in the suit. With two or three tricks elsewhere, West may do quite well in a notrump contract. It would not even be surprising for West to make one or more overtricks in 1♣ doubled.
- South shouldn't be tempted to pass because West *might* have opened with a three-card suit. West could easily have a five-card or longer suit . . . especially since North may hold a singleton or void.

Hand 4

Teacher's Key Point: Consider converting a takeout double into a penalty double when you have guaranteed trump tricks.



		SOUTH	
Spades:		♠ K 4	
Hearts:		♥ 4 3	
Diamonds:		♦ 4 3 2	
Clubs:	Take away the ♣2 and ♣3; add the ♣10 and ♣9.	♣ QJ 10 9 5 4	

W	N	E	S
1♣	X	P	?

Q. West opens the bidding 1♣, North doubles, and East passes. What call does South make?

A. Pass – Expecting to take four tricks in the trump suit.

- South's club holding is a lot more solid than in the previous layout. South has a reasonable expectation of taking four trump tricks even if West has a holding such as ♣A-K-8-7.
- Combined with North's high cards, South has a reasonable expectation that 1♣ could be the best contract for North-South, not East-West.

Q. If South does pass the takeout double, what should North lead if the final contract is 1♣ doubled?

A. A trump – Helping South to draw trump.

- The main danger in defending a low level doubled contract is that declarer may be able to take a lot of tricks by ruffing your side's high cards.
- If West holds ♣A-K-3-2 and a singleton diamond, for example, West may be able to take tricks with the ♣2 and ♣3 in addition to the ♣K and ♣A if given the opportunity.
- To prevent this, the defenders want to lead trumps at every opportunity so they can eventually *draw* West's low clubs and prevent them from being used to ruff the defenders' high cards.
- In effect, North-South are contracting to take at least seven tricks with clubs as trump and, therefore, should be following declarer's normal tactic of drawing trump.
- North should lead a club . . . assuming North isn't void . . . even with a 'dangerous' looking holding such as a singleton ♣K.

Conclusion

- It is almost always correct to take out partner's low level takeout double rather than pass and defend for penalty.
- The higher the level, the more frequently advancer can consider passing partner's takeout double and converting to a penalty double, especially if advancer's trump holding is favorably placed.
- To pass a low level takeout double, advancer should usually have a *solid* trump holding that will prevent declarer from taking tricks with low trump cards.
- If partner passes a low-level takeout double, it is almost always correct to lead a trump.

Lesson 4 - Balancing and Other Doubles

Hand 13 - The Balancing Double

<p>HAND: 13 DEALER: NORTH VUL: NONE</p>	<p>NORTH ♠ A 10 2 ♥ A K J 9 6 4 ♦ Q 9 ♣ Q 10</p>	<p>WEST ♠ K 8 6 5 ♥ 7 2 ♦ A K 4 2 ♣ 8 7 5</p>	<p>EAST ♠ Q 4 ♥ Q 8 3 ♦ 10 8 7 6 5 ♣ A K 2</p>																
			<table border="1" style="margin: auto; border-collapse: collapse;"> <tr> <th style="padding: 5px;">WEST</th> <th style="padding: 5px;">NORTH</th> <th style="padding: 5px;">EAST</th> <th style="padding: 5px;">SOUTH</th> </tr> <tr> <td style="padding: 5px;">Double</td> <td style="padding: 5px;">1♥</td> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">2♥</td> <td style="padding: 5px;">3♦</td> <td style="padding: 5px;">Pass</td> </tr> <tr> <td style="padding: 5px;">Pass</td> <td style="padding: 5px;">Pass</td> <td></td> <td></td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Double	1♥	Pass	Pass	Pass	2♥	3♦	Pass	Pass	Pass		
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Introduction

When the opponents open the bidding and stop in a partscore contract, it's tempting to feel the auction is over. There might even be relief that the opponents have not bid game.

This isn't the time to sit back, however. Your partnership might have as much strength as the opponents and may have a suitable trump fit.

Judgment must be exercised in deciding whether to compete for the contract or to defend. If you decide to compete, the takeout double is one of the tools to get back into the auction.

Let's look at a classic situation in which a player must to decide whether to pass or bid.

Play of the Hand



Play Hand 13. When you have finished playing the hand, turn the cards face up, dummy-style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the North hand.

Q. What would North bid?

A. 1♥ – 16 high-card points plus 2 length points for the six-card suit.

Focus on the East hand.

Q. Does East have enough to compete over North's 1♥ opening?

A. No – The hand is unsuitable for an overcall or takeout double.

- East has 11 high-card points plus 1 length point for the five-card suit.
- The quality of the diamond suit is not good enough for an overcall, especially at the two level.
- East doesn't have support for spades, the unbid major . . . and the suit partner is most likely to choose.

Q. What call does East make?

A. Pass.

Focus on the South hand.

Q. What call does South make in response to North's 1♥ opening?

A. Pass – Only 3 high-card points and no fit.

Focus on the West hand.

Q. What will happen if West passes?

A. The auction is over.

- West is in the *passout* position.

Q. Does West have enough strength for a takeout double?

A. Yes/No – Not for a direct takeout double.

- West has 11 high-card points plus 1 dummy point for the doubleton heart.
- West also has support for the unbid suits.
- This isn't quite enough to make a takeout double directly over a 1♥ opening bid because it would promise an opening bid or more.
- In the passout position, however, West has to protect the partnership interests and:

A takeout double in the passout position can be made with less strength than in the direct position

- West keeps the auction going by making a takeout double.

Focus on the North hand.

Q. What does North do after West's double?

A. 2♥ (Pass/Redouble) – Making it more difficult for East to enter the auction.

- West could pass . . . perhaps hoping to buy the contract in 1♥ doubled. That's unlikely, however, since the double is for takeout.
- West could redouble to show the extra strength.
- A better choice is to rebid 2♥:
 - Since South passed, North-South probably doesn't have the majority of strength.
 - Bidding at the two level makes it more difficult for East to enter the auction.
 - Bidding again shows the extra strength.
 - Rebidding the hearts shows a six-card or longer suit, giving South the option of showing support if East-West bid.

Focus on the East hand.

Q. What call does East make after West doubles and North rebids 2♥?

A. 3♦¹⁷ – Showing enough strength to compete at the three level.

- East has 11 high-card points plus 1 length point for the five-card suit. That's usually enough to look for game opposite a takeout double. There are two reasons, however, for taking a less aggressive approach:
 - The ♥Q in the opponent's suit is of dubious value.
 - East must be more cautious when West doubles in the passout position. West might have less strength than in the direct position.
- If North had passes, East might jump to 3♦ to show an invitational hand of about 9-11 points.
- After North bids 2♥, competing to the three level shows about the same strength.

Focus on the South hand.

Q. What call does South make after East bids 3♦?

A. Pass.

Focus on the West hand.

Q. What is West's rebid after advancer competes to 3♦?

A. Pass – Nothing more to say.

- West has a minimum . . . or sub-minimum . . . for the takeout double.
- The partnership is unlikely to have game since East passed over 1♥ and didn't cuebid in response to the takeout double.

Focus on the North hand.

Q. What call does North make after East's 3♦ call is passed around?

A. Pass – Nothing more to say.

- North has done enough with the opening bid and rebid.
- South has shown no interest in competing any higher.

¹⁷2NT would be another possibility . . . a bit aggressive.

Review of the Play and Defense

Q. Suppose East is declarer in a contract of 3♦. Who makes the opening lead?

A. South.

Focus on the South hand.

Q. What would be the opening lead?

A. ♥10 – top of a doubleton in partner's suit.



Place the ♥10 in front of South as the opening lead. **Turn the remaining North and South cards face down.** Focus on the East hand as declarer in a contract of 3♦. Discuss with the others at the table how declarer would plan the play.

Give the students a couple of minutes to discuss the play.

Q. How many losers does declarer have?

A. Five or more – Depending on the division of the missing trumps.

- Declarer has a spade loser, three heart losers, and a club loser.
- Declarer will have a trump loser unless the missing diamonds are divided 2-2.

Q. Which loser might declarer plan to eliminate?

A. Heart – By ruffing or establishing the ♥Q.

- Once trumps are drawn, declarer can ruff a heart loser in the dummy.
- Assuming North holds the ♥A and ♥K, it may not be necessary to ruff a heart. The ♥Q will become a winner.

Q. What is declarer's main concern in the 3♦ contract?

A. Losing a trump trick.

- Declarer will have to lose a trump trick if the missing hearts don't divide 2-2.
- Declarer may also have to lose a trump trick if the defenders can arrange an *uppercut*.
- Let's see how the defense might go.

Turn all the cards face up. Place the ♥10 in front of South as the opening lead.

- North will win the first trick.

Trick 1:	South: ♥10	West: ♥2	North: ♥K	East: ♥3
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- With no clearly better alternative, North will likely continue by taking a second heart trick.

Trick 2:	North: ♥A	East: ♥6	South: ♥5	West: ♥7
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Q. What is North's best continuation at this point?

A. Another heart¹⁸ – Hoping South can ruff.

- Leading another heart can gain in two ways:
 - South can ruff East's ♥Q, which would have been a winner. This will prevent declarer from making use of it later . . . for discarding a club from dummy, for example.
 - South may be able to *uppercut* dummy . . . by ruffing high enough force declarer to overruff with the ♦K or ♦A to win the trick, thereby promoting North's ♦Q into a winner.

Q. If North does lead a third round of hearts, what card does South play?

A. ♦J – To force out one of dummy's high trumps.

- Discarding is unlikely to do any good. South's diamonds will now fall under dummy's ♦A and ♦K.
- Ruffing with the ♦3 is likely to be ineffective. Declarer can overruff with dummy's ♦4.
- South can't see the ♦Q in North's hand but can imagine it and visualize the possibility of promoting it by ruffing with the ♦J.

Q. If South does ruff the third round of hearts with the ♦J, what might happen if declarer overruffs?

A. The contract might be defeated¹⁹.

- Declarer now has a diamond loser.
- Declarer still has a spade loser and an eventual club loser.

¹⁸Likely the ♥J as a suit preference signal for spades, the higher-ranking of the remaining suits.

¹⁹Declarer can still make the contract by endplaying North, but might not find this line. It shouldn't be mentioned to the students.

Q. Does declarer have an alternative?

A. Yes – Discarding a club from dummy.

- Declarer isn't forced to overruff. Declarer has a club loser and might choose to discard a club on this trick . . . discarding a *loser on a loser*.
- Let's see how this would work.

Trick 3:	North: ♥J	East: ♥Q	<u>South: ♦J</u>	West: ♣5
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- Let's assume South now leads a club. It doesn't actually matter what South leads.

Trick 4:	South: ♣4	West: ♣7	North: ♣Q	<u>East: ♣K</u>
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- Declarer can now draw the outstanding trumps.

Trick 5:	East: ♦5	South: ♦3	<u>West: ♦K</u>	North: ♦9
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Trick 6:	<u>West: ♦A</u>	North: ♦Q	East: ♦6	South: ♣3
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- Now declarer can ruff the club loser.

Trick 6:	West: ♣8	North: ♣10	<u>East: ♣A</u>	South: ♣6
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Trick 7:	East: ♣2	South: ♣9	<u>West: ♦2</u>	North: ♥4
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- Declarer's only remaining loser is the ♠A. East-West make the 3♦ contract.

Observation

- When a bid is followed by two passes, a third pass will end the auction.
 - This is known as the passout position.
 - To protect the interests of the partnership, the player in the passout position can compete with less than the values required in the direct position.
- On defense, an uppercut can be used to try to establish a trick in the trump suit.
- As declarer, the loser on a loser play is a useful option.

The Classic Balancing Double

Take the cards from all four hands and sort them into suits. Each person at the table take charge of one suit. Construct the following hand in front of West.

Hand 1

Teacher's Key Point: This is a standard takeout double in the direct chair.



	WEST	
Spades: Two low spades.	♠ 3 2	
Hearts: ♥A and three low hearts.	♥ A 4 3 2	
Diamonds: The ♦K and three low diamonds.	♦ K 4 3 2	
Clubs: The ♣K, ♣Q, and a low club.	♣ K Q 2	

W	N	E	S
			1♠
?			

Q. South opens the bidding 1♠. What call does West make?

- A. Double – 12 high-card points plus 1 dummy point for the doubleton spade.
- With support for the unbid suits, West makes a takeout double.
 - When the opening bid is on the right it is in the *direct position* . . . acting directly over the opening bid.

Teacher's Key Point: You can also make a takeout double in the balancing position.

Q. North opens the bidding 1♠. East and South pass. What call does West make?

W	N	E	S
	1♠	P	P
?			

- A. Double – A takeout double in the balancing position.
- When a bid on West's left has been followed by two passes, West is said to be in the *balancing position*.

Q. What is the primary difference between passing in the direct position and passing in the balancing position?

- A. A pass in the balancing position ends the auction.
- A pass in the direct position means partner is guaranteed at least one more bid in the auction.
 - A pass in the balancing position immediately ends the auction.

Q. When North opens the bidding 1♠ and East and South pass, what inference can be drawn about the combined strength held by East-West?

- A. East-West likely hold at least half the high-cards . . . 20 points or more.
- North hasn't opened with a strong two bid, so North is likely limited to at most 21 points. North could have considerably less . . . as few as 12 or 13 points.
 - Responder, South, passed the opening bid. Responder likely has fewer than 6 points . . . perhaps no points at all.
 - North-South are unlikely to have 26 combined points, since they have stopped below game. They could have as few as 12 or 13 combined points. On average, North-South probably have about 20 combined points.
 - Since there are 40 high-card points in the deck . . . and distribution adds some points . . . East-West are likely to have at least 20 combined points and may have enough for game.
 - East's pass doesn't deny a strong hand. It simply says that East has a hand unsuitable for either an overcall or a takeout double.

Hand2

Teacher's Key Point: A double can be made in the balancing position with about three points less than in the direct position.



Spades:		WEST
Hearts:	Take away the ♥A and add the ♥Q.	♠ 3 2
Diamonds:		♥ Q 4 3 2
Clubs:		♦ K 4 3 2
		♣ K Q 2

W	N	E	S
	1♠	P	P
?			

Q. North opens the bidding 1♠. East and South pass. What call does West make?

- A. Double – A light takeout double in balancing position.
- With 10 high-card points plus 1 for the doubleton spade, West doesn't have quite enough to make a takeout double in the direct position.

Double in Balancing Position

- A takeout double in the balancing position can be made with about 3 points (a king) less than in the direct position.

- West's alternative is to pass and let North-South play in a 1♠ contract.

- There is a strong inference that East-West have at least half the points in the deck. This is where the term *balancing position* comes from. When one side stops in partscore, it is likely that the overall strength is relatively evenly balanced between the two sides.
- If West has only 10 high-card points, then it is likely that East also has about 10 points.
- With the strength evenly divided between the two sides, East-West want to compete for the contract if possible.
- By doubling rather than passing, West has more to gain than to lose. East-West might make a partscore . . . or even a game contract if East has a strong hand. North-South may be pushed higher if they want to buy the contract . . . perhaps to a contract they cannot make. East may have length and strength in spades and be in a position to pass West's takeout double and defend for penalty. East couldn't make a penalty double of 1♠ in the direct position.
- The disadvantage to doubling is that North-South might bid to a better contract . . . perhaps even a game. Or, East-West might get too high.
- East might expect West to have a better hand . . . similar to a double in the direct position. However, it is standard practice for advancer to make allowance for a double in the balancing position . . . recognizing that the doubler might be up to a king 'light'.
- A double in the passout or balancing position is sometimes referred to as a *reopening double* because a pass would close (end) the auction but a double keeps it going.

Teacher's Key Point: *Don't make a balancing bid with an unsuitable hand.*

Q. North opens the bidding 1♥. East and South pass. What call does West make?

W	N	E	S
	1♥	P	P
?			

A. Pass – The hand is unsuitable for a takeout double.

- West has enough strength to make a balancing double but doesn't have support for spades, the suit East is likely to bid if West doubles.
- West's best choice is to pass and defend. West has a reasonable hand for defending against a heart partscore contract.
- It is likely that North-South are not in their best contract. If West makes a balancing bid, North-South might get to a better spot.
- West's length in hearts also makes it unlikely that East has a suitable hand for competing. With heart shortage, East would make a takeout double with a good hand or overcall with a good suit. Either East has a hand too weak for one of these actions or a hand with some length in hearts . . . in which case, it is probably best for East-West to be defending against 1♥.

Hand 3

Teacher's Key Point: A balancing 1NT call shows about a king less than a direct 1NT overcall.



Spades:	Add the ♠K.	WEST
Hearts:	Take away a low heart.	♠ K 3 2
Diamonds:		♥ Q 4 3
Clubs:		♦ K 4 3 2
		♣ K Q 2

W	N	E	S
	1♦	P	P
?			

Q. North opens the bidding 1♦. East and South pass. What call does West make?

A. 1NT/Pass – A close decision.

- With length in diamonds, it would be reasonable for West to pass and choose to defend.
- With 13 high-card points, however, there is some risk in passing. If East holds a similar hand, the partnership could have 26 combined points and miss a game contract.
- West's hand isn't suitable for a takeout double. There is only three-card support for whichever suit advancer chooses.
- Instead, with some length and strength in the opponent's suit, West might make a balancing bid of 1NT. In the balancing position, an overcall of 1NT is made with about a king . . . 3 points . . . less than in the direct position. 1NT shows about 12-14 points rather than 15-17. Some partnerships agree on an even wider range . . . about 11-15.

Hand 4

Teacher's Key Point: With a hand too strong for a balancing 1NT call, start with a takeout double.



Spades:		WEST
Hearts:	Take away a low heart; add the ♥A.	♠ K 3 2
Diamonds:		♥ A Q 4
Clubs:		♦ K 4 3 2
		♣ K Q 2

W	N	E	S
	1♣	P	P
?			

Q. North opens the bidding 1♣. East and South pass. What call does West make?

A. Double – Too strong for a balancing 1NT.

- In the direct position . . . if South had opened 1♣ . . . West would overcall 1NT with this hand, showing about 15-18 points.
- In the balancing position, West is *too strong* to make a balancing bid of 1NT since that would promise only 12-14 points.
- Instead, West starts with a takeout double, planning to rebid notrump over East's call. If East bids 1♠, for example, West will rebid 1NT. This shows a balanced hand of about 15-18 points.
- The situation is similar to that in the direct position. With a hand too strong for a direct overcall of 1NT, start with a takeout double and then bid notrump. It is the same in the balancing position . . . except that a balancing bid of 1NT would be weaker than in the direct position, so the double followed by notrump shows a hand too strong for a *balancing* 1NT.

Conclusion

- In the balancing position, a takeout double can be made with up to a king less than in the direct position. Advancer must allow for this when making a call . . . more on that later.
- A balancing takeout double doesn't necessarily show less than in the direct position. It *may* show less.
- Don't make a balancing bid with a hand unsuitable for doubling or overcalling. Sometimes it is best to simply pass and defend.
- Overcalls in a suit or in notrump can also be made in the balancing position with up to a king less than in the direct position. With a hand too strong for a balancing overcall, start with a takeout double and then bid the suit or notrump.

Hand 14 - Advancing a Balancing Double

HAND: 14 DEALER: EAST VUL: N-S		NORTH ♠ A Q 10 4 ♥ 8 4 2 ♦ K 8 7 ♣ J 8 3	<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>2♥</td> <td>Pass</td> <td>1♥</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>2♠</td> <td>Pass</td> <td>Double</td> </tr> <tr> <td>Pass</td> <td></td> <td>Pass</td> <td>Pass</td> </tr> </tbody> </table>	WEST	NORTH	EAST	SOUTH	2♥	Pass	1♥	Pass	Pass	2♠	Pass	Double	Pass		Pass	Pass
WEST	NORTH	EAST	SOUTH																
2♥	Pass	1♥	Pass																
Pass	2♠	Pass	Double																
Pass		Pass	Pass																
WEST ♠ J 9 5 ♥ A K 3 ♦ 10 9 3 ♣ 7 6 4 2	EAST ♠ K 7 ♥ Q 10 9 6 5 ♦ Q J 4 ♣ A 9 5	<table border="1"> <tr> <td>DECLARER:</td> <td>West</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♥10 by East</td> </tr> </table>		DECLARER:	West	OPENING LEAD:	♥10 by East												
DECLARER:	West																		
OPENING LEAD:	♥10 by East																		
	SOUTH ♠ 8 6 3 2 ♥ J 7 ♦ A 6 5 2 ♣ K Q 10																		

Introduction

A pass can be a descriptive bid. A pass by the dealer shows fewer than 13 points. A pass after an opponent opens denies a suitable hand for an immediate overcall or takeout double.

A player can bid after an original pass. Subsequent bids, however, must be taken in the context of the earlier pass.

This concept can often allow the partnership to compete when the points are fairly evenly distributed between the two sides. The double is a useful tool.

Let's look at an example of competing at the partscore level.

Play of the Hand



Play Hand 14. When you have finished playing the hand, turn the cards face up, dummy style, and talk about the hand. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the East hand.

Q. What does East call as dealer?

A. 1♥ – 12 high-card points plus 1 length point for the five-card major.

Focus on the South hand.

Q. What call does South make after East opens 1♥?

A. Pass – Unsuitable for an overcall or a takeout double.

- South has no five-card or longer suit to overcall.
- Although South has support for the unbid suits, the hand only has 10 high-card points . . . with the ♥J being of dubious value. Partner would expect more for an immediate takeout double.

Focus on the West hand.

Q. What call does West make in response to East's 1♥ opening?

A. 2♥ – Three-card support for the major suit and 8 high-card points.

Focus on the North hand.

Q. What call does North make after West bids 2♥?

A. Pass – Unsuitable for an overcall or takeout double.

- North has no five-card or longer suit to overcall. Overcalling a good four-card suit at the two level is risky.
- With 10 high-card points, North doesn't have enough to make a direct takeout double.

Focus on the East hand.

Q. What rebid does East make after West's raise to 2♥?

A. Pass – A minimum opening bid.

Focus on the South hand.

Q. If South passes, what happens?

A. The auction is over – West is declarer in 2♥.

- South is in the passout position . . . a pass ends the auction.

Q. How much strength are East and West likely to have?

A. About 20-23 points – Approximately half the overall strength on the deal.

- East has at least 13 points but did not make a move toward game. So, East has fewer than about 17 points.
- West has at least 6 points to raise but not enough for an invitational (limit) raise.
- Some of the East-West points may come from distribution rather than high cards.

Q. How much strength are North and South likely to have?

A. About 20 points – Approximately half the overall strength on the deal.

- South has 10 high-card points.
- Presumably, North has about the same. Otherwise, the opponents would have bid more.

Q. Does it seem fair that East-West should buy the contract uncontested in 2♥?

A. No – The strength is evenly divided between the two sides.

- East-West have an easy time finding their fit because their high-card points are divided 13-7, giving East an opening bid and West enough to respond.
- North-South have a more challenging time because their high-card points are divided 10-10, leaving neither with enough for a direct takeout double.
- Nonetheless, there's no reason that East-West should get to comfortably choose the trump suit. North-South should be able to compete.

Q. What would be a suitable competitive action by South?

A. Double - A takeout double.

- South does have support for the unbid suits, spades, diamonds, and clubs.

Q. How will North know that South doesn't have 13 or more points for the takeout double?

A. South passed over 1♥.

- With 13 or more points and support for the unbid suits, South would have doubled 1♥.
- South is in the passout position . . . similar to the situation when there is an opening bid followed by two passes. This is often referred to as the *balancing position* because the points are approximately balanced between the two sides when one side stops in partscore at a low level.

Double in Balancing Position

- A takeout double in the balancing position can be made with about 3 points (a king) less than in the direct position.

- A double in the passout position is sometimes called a *reopening double* since it keeps the auction going rather than closing it.

Focus on the West hand.

Q. What call does West make after South doubles the 2♥ contract?

A. Pass – West has described the hand with the raise to 2♥.

Focus on the North hand.

Q. What call does advancer, North, make after West passes South's double?

A. 2♠ – Choosing the unbid suit in which to compete.

- With 10 high-card points, advancer usually makes an invitational jump when partner doubles to show a hand in the 9-11 point range.
- Opposite a balancing double, however, advancer must be more conservative since partner may have less than when making an immediate takeout double.
- Since South passed over the original 1♥ opening, South can't have a takeout double of hearts with 13 or more points. So, the partnership is only competing for partscore.

Focus on the East hand.

Q. What call does East make after North bids 2♠?

A. Pass – East has nothing extra for the original opening bid.

Focus on the South hand.

Q. After North bids 2♠ and East passes, what call does South make?

A. Pass – South has already done enough by getting the partnership into the auction.

Focus on the West hand.

Q. After North bids 2♠ and East and South both pass, what call does West make?

A. Pass – West has nothing extra.

- The tables have turned and West is now in the passout or balancing position.
- West will have to decide whether to let North-South buy the contract in 2♠ or whether to compete further.
- West could compete by bidding 3♥ or doubling but, with only three-card support and 8 points has no reason to bid any more.

Review of the Play and Defense

Q. Suppose North is declarer in a contract of 2♠. Who makes the opening lead?

A. East.

Focus on the East hand.

Q. What would East lead?

A. ♥10 – Top of the touching high cards from an interior sequence.

- East might choose the ♦Q but hearts have been bid and raised by the partnership.
- Let's suppose East leads the ♥10 and West wins the first trick with the ♥K.

Trick 1: East: ♥10 South: ♥7 East: ♥K North: ♥2

- With nothing better to do, West may continue by taking the ♥A.

Trick 2: West: ♥A North: ♥4 East: ♥5 South: ♥J



Turn the remaining East-West cards face down. Focus on the North hand as declarer in a contract of 2♠. Discuss with the others at the table how declarer would plan to play the hand from this point.

Give the students a couple of minutes to discuss the play.

Q. How many losers does declarer have?

- A. Seven – Two spades, three hearts, one diamond, and one club.
- Declarer has lost the first two heart tricks and still has one left.
 - Assuming the spades divide no worse than 3-2, declarer will lose at most two tricks in that suit.

Q. How would declarer plan to eliminate two of the losers?

- A. Ruff heart; take trump finesse.
- The remaining heart loser can be ruffed in dummy.
 - Declarer can hope to hold the spade losers to one . . . likely with the help of a finesse.



Turn all the remaining North-South cards face down except for the spade suit. Since declarer's main challenge is to hold the spade losers to one, discuss with the others at the table how the spade suit should be handled.

Q. How should declarer plan to play the spade suit?

- A. Finesse ♠Q/ Finesse ♠10/Play ♠A.
- One option is to lead a spade from dummy and finesse the ♠Q, hoping West holds the ♠K. If the first finesse loses, declarer can later finesse the ♠10, hoping West holds the ♠J.
 - A second option is to finesse the ♠10 first. If this loses to the ♠J, declarer can finesse the ♠Q next. This is slightly better than the first option since declarer won't lose any spade tricks if West holds both the ♠K and ♠J.
 - The best option on this hand, however, is to start by playing the ♠A!
 - Let's see why.

Turn up only the spade suit in all four hands.

	NORTH	
	♠ A Q 10 4	
WEST		EAST
♠ J 9 5		♠ K 7
	SOUTH	
	♠ 8 6 3 2	

Q. What happens on the actual hand if declarer starts by finessing the ♠Q?

A. The finesse loses – But declarer can still recover.

- After the first finesse loses, declarer can later cross to dummy and finesse the ♠10.
- The second finesse works and declarer loses one trick.

Q. What happens on the actual hand if declarer starts by finessing the ♠10?

A. It loses to the ♠K – Declarer loses only one trick.

- After the first trick drives out East's ♠K, declarer can draw the remaining trumps.
- So, either finesse works on the actual hand. However, declarer was lucky.

You may want to skip the following section on playing the spade suit or leave it until the end of the lesson.

Give East's ♠7 to West.

	NORTH	
	♠ A Q 10 4	
WEST		EAST
♠ J 9 7 5		♠ K
	SOUTH	
	♠ 8 6 3 2	

Q. What would happen if declarer started by finessing the ♠Q?

A. Declarer would lose *two* spade tricks.

- The first finesse loses to the ♠K.
- Declarer can take a second finesse of the ♠10, but will still lose a trick to West's ♠J.

Q. What would happen if declarer started by finessing the ♠10?

A. Declarer would lose *two* spade tricks.

- The first finesse loses to the ♠K.
- Declarer can then play the ♠A and ♠Q but will still have to lose a trick to West's ♠J.

Q. What would happen if declarer started by playing the ♠A?

A. Declarer would lose *one* spade trick.

- The first finesse drops East's ♠K.
- Declarer can then cross to dummy and finesse the ♠10.

Give West's ♠J to East.

NORTH		
♠ A Q 10 4		
WEST		EAST
♠ 9 7 5		♠ K J
SOUTH		
♠ 8 6 3 2		

Q. What would happen if declarer started by finessing the ♠Q?

A. Declarer would (probably) lose *two* spade tricks.

- The first finesse loses to the ♠K.
- Unable to see the East hand, declarer will likely take a second finesse of the ♠10, but it will lose to East's ♠J.

Q. What would happen if declarer started by finessing the ♠10?

A. Declarer would (probably) lose *two* spade tricks.

- The first finesse loses to the ♠J.
- Unless declarer has seen East's hand, declarer will later finesse the ♠Q and lose to East's ♠K.

Q. What would happen if declarer started by playing the ♠A?

A. Declarer would lose *one* spade trick.

- The ♠A drops East's ♠J.
- Declarer can then use the ♠Q to drive out the ♠K and draw the remaining trump with the ♠10²⁰.
- In summary, playing the ♠A first is best if East is known to hold the ♠K.

Q. Why would declarer think that East holds the ♠K?

A. East needs it for an opening bid.

- East opened the bidding.
- West won the first two tricks with the ♥A and ♥K. If West also held the ♠K:
 - East would not have enough high-card strength to open the bidding.
 - West might have done more than raise to 2♠.

Return to the original holding by giving East's ♠J to West and West's ♠7 to East.

NORTH		
♠ A Q 10 4		
WEST		EAST
♠ J 9 5		♠ K 7
SOUTH		
♠ 8 6 3 2		

Q. What happens on the actual hand if declarer starts by playing the ♠A?

A. Declarer still loses only one spade trick.

- On the first round of spades neither the ♠K or ♠J appears.
- Declarer can now cross to dummy and lead a low spade.
- When West plays the ♠9, declarer finesses the ♠10 . . . imagining from the bidding that East holds the ♠K.

²⁰Technically, after dropping the ♠J, declarer should cross to dummy and lead toward the ♠Q and ♠10 in case East's ♠J is singleton.

Turn all the cards face up.

- On the actual layout, 2♠ will be made if declarer manages to lose only one trump trick. Declarer loses one spade, two hearts, a diamond, and a club.



Before leaving this hand, let's consider what would happen if South didn't make the balancing takeout double. East would be left as declarer in a 2♥ contract. Focus on the East hand and discuss with the others at the table how East would fare in 2♥.

Q. How many losers does East have in a 2♥ contract?

A. Six – Two spades, two diamonds, and two clubs.

- There is no loser in the trump suit provided:
 - The missing trumps divide 3-2 or
 - The missing trumps divide 4-1 or 5-0 and the ♥J is singleton or
 - The missing trumps divide 4-1 and North holds the ♥J . . . which can be finessed.

Q. How can declarer avoid one of the spade losers?

A. Finesse – Leading toward the ♠K.

- If the defenders don't lead a spade, declarer can lead a spade from the West hand, hoping North holds the ♠A.
- On the actual layout, this works and declarer has only five losers.

Observation

- North-South do well to compete to 2♠ on this auction. East-West would make the 2♥ contract.
- By reaching 2♠, North-South leave East-West with no winning option. If East-West bid 3♥, that contract can be defeated and North-South will still get a plus score . . . although it would be slightly less than what they would receive for making 2♠.
- If East-West were to bid to 3♥, North-South should not compete any further. They have done their job by pushing East-West from a plus score (2♥ making) to a minus score (3♥ down one).
- The balancing takeout double is a useful tool when competing for partscore.
- When faced with an A-Q combination, don't automatically plan on finessing the queen. There may be other ways to play the suit . . . including playing the ace first.

Advancing a Balancing Double

Take the cards from all four hands and sort them into suits. Each person at the table take charge of one suit. Construct the following hand in front of North.

Hand 1

Teacher's Key Point: Opposite a direct takeout double, advancer gets the partnership to game with 12 or more points.



<p>Spades: ♠J and two low spades. Hearts: ♥Q, ♥J and three low hearts. Diamonds: ♦K and ♦Q. Clubs: ♣Q, ♣J, and a low club.</p>	<p>NORTH</p> <p>♠ J 3 2 ♥ QJ 4 3 2 ♦ K Q ♣ QJ 3</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">W</td> <td style="width: 25%;">N</td> <td style="width: 25%;">E</td> <td style="width: 25%;">S</td> </tr> <tr> <td></td> <td></td> <td style="text-align: center;">1♠</td> <td style="text-align: center;">X</td> </tr> <tr> <td style="text-align: center;">2♠</td> <td style="text-align: center;">?</td> <td></td> <td></td> </tr> </table>	W	N	E	S			1♠	X	2♠	?		
W	N	E	S											
		1♠	X											
2♠	?													

Q. East opens the bidding 1♠ and South doubles. West raises to 2♠. What call does North make?

- A. 4♥ – Advancer has enough to put the partnership in a game contract.
- North has 12 high-card points plus 1 length point for the five-card suit..
 - Advancer can expect the takeout doubler to have about 13 or more points and should get the partnership to game with about 12 or more points and a fit with one of the suits being promised by the takeout double.
 - With a five-card suit, the partnership will have an eight-card fit even if the takeout doubler has only three-card support for hearts.

Teacher's Key Point: With enough strength to open the bidding, it isn't always possible to enter the auction after the opponents open the bidding.

Q. East opens the bidding 1♠, South passes, and West raises to 2♠. What call does North make?

A. Pass – The hand is unsuitable for a takeout double or an overcall.

- Although North would have opened the bidding 1♥, it is not convenient to enter the auction at this point.
- North's five-card suit is too weak to introduce at the three level.
- North doesn't have support for all the unbid suits.
- South has not promised any strength and East could have a very strong hand.
- North should pass. North is not in the balancing position, so North's pass won't end the auction. South still has another chance to bid.

W	N	E	S
		1♠	P
2♠	?		

Teacher's Key Point: *Opposite a balancing takeout double, advancer makes allowance that partner doesn't have an opening bid.*

Q. East opens 1♠, South passes, and West raises to 2♠. North and East pass and South doubles. West passes. What sort of hand is South showing?

W	N	E	S
		1♠	P
2♠	P	P	X
P	?		

A. South is making a balancing takeout double.

- The standard agreement is that South's double is for takeout. The opponents have found a fit and the auction has stopped in partscore.
- Even without this agreement, North can't expect partner to have a penalty double with length and strength in spades. East has promised five or more spades with the opening bid; West has shown three or more spades with the raise; North is looking at three spades. That leaves at most two spades for South.
- South is making a takeout double of spades but can't logically have the full values for a takeout double. South would have made an immediate double of 1♠ with 13 or more points and a hand suitable for a takeout double.
- South is in the balancing, or *protective*, position. If South passes, the auction is over and East-West will get to play in 2♠. South is making a balancing takeout double and could have as few as 9 or 10 points.

Q. What call does North make?

A. 3♥ – Advancer must make allowance for a balancing double.

- North would jump to game over a direct takeout double but must be more cautious when partner makes a double in the passout position.
- South doesn't have a full opening bid and the partnership likely has only enough combined strength for a partscore.

Teacher's Key Point: *Know when to stop.*

Q. East opens 1♠, South passes, and West raises to 2♠. North and East pass and South doubles. West passes and North bids 3♥. East now bids 3♠ and South and West pass. What call does North make?

W	N	E	S
		1♠	P
2♠	P	P	X
P	3♥	3♠	P
P	?		

A. Pass (Double) – North-South have done enough.

- North has already decided the partnership belongs in partscore. Bidding again would be inconsistent.
- North should be satisfied that the opponents have been pushed to the three level thanks to partner's balancing action. If partner had not doubled, the opponents would have rested quietly in 2♠. South's double may have pushed them too high.

- In a competitive matchpoint game, North might make an aggressive double, hoping to collect a penalty as compensation for the potential partscore reward for 3♥. There is no guarantee of success for this action. North-South may not have been making 3♥, and it is quite possible that East-West can take nine or ten tricks in a spade contract. Doubling would be too aggressive.

Hand 2

Teacher's Key Point: Don't make a 'one-suited' takeout double.



		NORTH									
Spades:	Add the ♠Q.	♠ QJ 3 2	<table border="1"> <tr> <td>W</td> <td>N</td> <td>E</td> <td>S</td> </tr> <tr> <td>1♥</td> <td>?</td> <td></td> <td></td> </tr> </table>	W	N	E	S	1♥	?		
W	N	E		S							
1♥	?										
Hearts:	Take away the ♥Q.	♥ J 4 3 2									
Diamonds:		♦ K Q									
Clubs:		♣ QJ 3									

Q. West opens 1♥. What call does North make?

A. Pass – The hand is unsuitable for a takeout double.

- North has the values for a takeout double but not the distribution. North has only two-card support for diamonds and three-card support for clubs.
- Making an 'off-shape' takeout double is not generally a good idea. In effect, North would be saying, "Bid anything you like . . . as long as it's spades!"
- North should pass. There may be an opportunity to get back into the bidding later.

Teacher's Key Point: Opposite a balancing double, advancer may have to 'hedge' a little.

Q. West opens 1♥, North passes, and East passes. South doubles and West passes. What call does North make?

W	N	E	S
1♥	P	P	X
P	?		

A. 2♥ – A cuebid, showing interest in reaching game.

- Opposite a direct takeout double, advancer would probably commit the partnership to game with this hand.
- Opposite a takeout double in the balancing position, advancer must proceed more cautiously. Partner may have up to 3 fewer points than in the direct position. On the other hand, advancer could have a full takeout double.
- To cover both possibilities, advancer can start with a cuebid of 2♥.

Teacher's Key Point: Partnership cooperation is necessary to compete successfully after a balancing double.

Q. West opens 1♥, North and East pass, and South makes a balancing takeout double. West passes and North cuebids 2♥. East passes, South bids 2♠, and West passes. What call does North make?

W	N	E	S
1♥	P	P	X
P	2♥	P	2♠
P	?		

A. 3♠ (Pass) – Inviting game.

- Opposite a full takeout double, North would now jump to game. Opposite a balancing takeout double, North should be more cautious and only invite game by raising to 3♠.
- This will allow South to pass with a light takeout double.
- With a standard takeout double, South should accept the invitation. South doesn't need more than 13 points. South has to recognize that North is underbidding slightly to make allowance for a light takeout double.
- In aggressive partnerships . . . where South might make a balancing double on a very weak hand . . . North might not even bother inviting over South's 2♠ bid. North would assume that South would make a stronger call than 2♠ with a 'real' takeout double. It's all a matter of style and judgment.

Hand 3

Teacher's Key Point: Listen to the auction to determine what partner's bid means.



	NORTH
Spades:	♠ QJ 3 2
Hearts:	♥ J 4 3 2
Diamonds: Take away ♦Q; add a low diamond.	♦ K 2
Clubs:	♣ QJ 3

W	N	E	S
1♥	P	1NT	P
2♥	P	P	X
P	?		

Q. West opens 1♥, North passes, East responds 1NT, and South passes. West rebids 2♥ and North and East pass. South now doubles and West passes. What sort of hand is South showing?

A. A balancing takeout double.

- Although the opponents have not found a fit, West has shown a six-card suit and, combined with North's four-card holding, it is unlikely that South has enough hearts to be making a low-level penalty double. In addition, any high cards in hearts that South holds would be unfavorably placed. Most partnerships would treat South's double for takeout in this position.
- However, South didn't make an immediate takeout double of hearts by doubling the

INT response. Instead, South made a balancing double and is showing a hand too weak for a direct takeout double. South likely has about 10 points and is just trying to compete for the contract.

Q. What call should North make?

A. 2♠ – Competing for partscore.

- Although advancer would make an invitational jump with 9-11 points over a direct double, advancer should not jump in this position. In making the balancing double, partner is already assuming that North holds about 10 points. North has nothing beyond what could be expected.

Teacher's Key Point: Don't be talked into overbidding.

Q. West opens 1♥, North passes, East respond 1NT, and South passes. West rebids 2♥ and North and East pass. South makes a balancing double, West passes, and North bids 2♠. East now bids 3♥ and South and West pass. What call should North make?

W	N	E	S
1♥	P	1NT	P
2♥	P	P	X
P	2♠	3♥	P
P	?		

A. Pass – The partnership has done its job.

- With only 10 high-card points, North wouldn't make an invitational jump to 3♠ over the balancing double. Following this logic, North shouldn't be tempted to compete to 3♠ over 3♥.
- North should be content that South's balancing double has pushed the opponents one level higher than they would like to be. Now East-West stand a better chance of defeating the contract.

Conclusion

- A balancing double can be made when the opponents have stopped in a partscore after finding a fit.
- Even if the opponents have not clearly agreed on a suit, the logic of the situation will usually indicate whether a double is for penalty or for takeout. When in doubt, assume the double is for takeout. It is rarely a good idea to double the opponents' low-level contract for penalty.
- Advancer must listen closely to the auction. In a balancing situation, advancer must avoid bidding too much. Partner is likely to have a weaker hand than in the direct position and is doubling on the assumption that advancer holds some of the missing strength. Don't bid the same cards twice.

Hand 15 - Takeout Double By a Passed Hand

HAND: 15 DEALER: SOUTH VUL: E-W		NORTH ♠ K 9 5 ♥ A 8 7 4 ♦ QJ 9 6 ♣ A 3	<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>1♦</td> <td>Pass</td> <td>Pass</td> </tr> <tr> <td>Double</td> <td>2♥</td> <td>3♣</td> <td>Pass</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td></td> </tr> </tbody> </table>	WEST	NORTH	EAST	SOUTH	Pass	1♦	Pass	Pass	Double	2♥	3♣	Pass	Pass	Pass		
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Pass	1♦	Pass	Pass																
Double	2♥	3♣	Pass																
Pass	Pass																		
WEST ♠ A 8 7 2 ♥ 9 3 ♦ K 8 3 ♣ QJ 7 5	EAST ♠ Q 4 ♥ 10 6 5 ♦ A 7 2 ♣ K 9 6 4 2	<table border="1"> <tr> <td>DECLARER:</td> <td>East</td> </tr> <tr> <td>OPENING LEAD:</td> <td>♥K by South</td> </tr> </table>		DECLARER:	East	OPENING LEAD:	♥K by South												
DECLARER:	East																		
OPENING LEAD:	♥K by South																		
	SOUTH ♠ J 10 6 3 ♥ K QJ 2 ♦ 10 5 4 ♣ 10 8																		

Introduction

The value of a hand changes as the auction progresses. It may improve when a trump fit is found; it may drop as high cards become unfavorably placed.

Although an initial pass denies the values for an opening bid, the hand may later improve to 13 or more points, making it reasonable to enter the auction. Even if the hand doesn't improve, it is already limited by the pass and you can use this to your advantage. Partner won't expect as much if you do make a call later in the auction.

The auction isn't over until a bid has been followed by three passes, so there are many opportunities to compete, especially for partscore.

Let's look at an example of bidding by a passed hand.

Play of the Hand



Play Hand 15. When you have finished playing the hand, turn the cards face up, dummy style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the South hand.

Q. South is the dealer. Does South have an opening bid?

A. No – Only 7 high-card points.

Focus on the West hand.

Q. Does West have enough to open?

A. No – Only 10 high-card points and no five-card suit or longer.

Focus on the North hand.

Q. What is North's initial call?

A. 1♦ – 14 high card points.

- With a balanced hand too weak for 1NT, North opens the longer minor.

Focus on the East hand.

Q. What does East do after North opens 1♦?

A. Pass – Only 9 high-card points plus 1 length point for the five-card suit.

- The club suit isn't strong enough for a two-level overcall.

Focus on the South hand.

Q. What is South's response to partner's 1♦ opening?

A. 1♥ – Responding *up the line* with two four-card suits.

Focus on the West hand.

Q. What is West's call?

A. Double (Pass) – West can make a takeout double.

- West could pass and leave the auction to North-South, but most players prefer to compete for the contract whenever possible.
- West has four-card support for both unbid suits, clubs and spades.
- West has 10 high-card points plus 1 dummy point for the doubleton heart.

Q. How will partner know West doesn't have 13 or more points for the takeout double?

A. West is a passed hand.

- West's hand might have improved slightly with the auction . . . West is counting 1 dummy point for the doubleton, for example . . . but East can't expect too much.

Focus on the North hand.

Q. What is North's rebid after West doubles partner's 1♥ response?

A. 2♥ – Showing the support and a minimum-strength opening bid.

Focus on the East hand.

Q. What is East's call after partner doubles and North raises to 2♥?

A. 3♣ (Pass) – Competing for the contract.

- Both East and West are passed hands, so East might choose not to compete.
- However, West has invited the partnership into the auction and East has 9 high-card points and a five-card suit.
- The partnership likely has a nine-card fit in clubs. With only two unbid suits, West is likely to have four-card or longer support for both of them.
- Most players would compete to 3♣ with the East hand:
 - East-West might buy the contract.
 - North-South might be pushed to an uncomfortable level.

Focus on the South hand.

Q. What call does South make after East bids 3♣?

A. Pass – Nothing extra to show.

Focus on the West hand.

Q. What call does West make after East bids 3♣?

A. Pass – West has done enough getting the partnership into the auction.

Focus on the North hand.

Q. What is North's call after East's 3♣ bid is followed by two passes?

A. Pass – North has described the hand with the opening bid and raise of responder's suit.

Review of the Play and Defense

Q. Suppose East is declarer in a 3♣ contract, who would be on lead?

A. South.

Focus on the South hand.

Q. What would be South's opening lead?

A. ♥K – Top of the solid sequence in the suit bid and raised by the partnership.



Place the ♥K in front of South as the opening lead. **Turn the remaining North-South cards face down.** Focus on the East hand as declarer in a contract of 3♣. Discuss with the others at the table how declarer would plan to make the hand.

Give the students a couple of minutes to discuss the play.

Q. How many losers does declarer have?

A. 6 – One spade, three hearts, one diamond, and one club.

- There should only be one trump loser unless South holds all four missing clubs.

Q. How would declarer plan to eliminate two losers?

A. Ruff heart and establish an extra spade winner.

- The third heart loser can be ruffed in the dummy.
- Declarer can't do anything about the club loser or spade loser, so the only hope is to eliminate a diamond loser.
- A diamond can't be ruffed in dummy, so declarer must establish an extra winner on which to discard the loser.
- Declarer can try to establish an extra spade winner.
- Let's see how this works.

Turn all four hands face up.

- Suppose South wins the first trick as North makes an encouraging signal.

Trick 1: South: ♥K West: ♥3 North: ♥8 East: ♥5

- South continues with the ♥Q which wins the second trick.

Trick 2: South: ♥Q West: ♥9 North: ♥4 East: ♥6

Q. Suppose South now switches to a diamond. Should declarer win with the ♦K or ♦A?

A. ♦K – Declarer wants to be in dummy to lead toward the ♠Q.

- The entries to dummy are limited, so declarer doesn't want to waste them.

Trick 3: South: ♦4 West: ♦K North: ♦9 East: ♦2

Q. Can declarer start drawing trumps?

A. No – Declarer would lose the race.

- North could win the ♣A and establish a diamond winner before declarer can establish the extra spade winner.
- Declarer now leads toward the ♠Q. It won't do North any good to play low since declarer would win the ♠Q and avoid a spade loser.

Trick 4: West: ♠2 North: ♠K East: ♠4 South: ♠3

- North will probably try to establish a diamond trick for the defense.

Trick 5: North: $\spadesuit Q$ East: $\diamond A$ South: $\diamond 5$ West: $\diamond 3$

- Declarer now takes the established spade winner.

Trick 6: East: $\spadesuit Q$ South: $\spadesuit 6$ West: $\spadesuit 7$ North: $\spadesuit 5$

Q. How does declarer get to dummy?

A. With a heart ruff.

- Leading a club won't work. North can win the $\clubsuit A$ and take the established diamond winner.

Trick 7: East: $\heartsuit 10$ South: $\heartsuit 2$ West: $\clubsuit 5$ North: $\heartsuit 7$

- Now dummy's $\spadesuit A$ can be taken to get rid of the diamond loser.

Trick 8: West: $\spadesuit A$ North: $\spadesuit 9$ East: $\diamond 7$ South: $\spadesuit 10$

- Now it is safe for declarer to draw trumps.
- Declarer loses one spade, two hearts, and a club.
- Before moving on, let's look at the defense on this hand.



Turn all the hands face up. Place the $\heartsuit K$ in front of South as the opening lead. Focus on the North-South hands on defense against a contract of $3\clubsuit$. Discuss with the others at the table how North-South might defeat the hand.

Give the students a couple of minutes to discuss the defense. It is unlikely that they will spot the winning defense.

Q. What do the defenders have to do to prevent declarer from making the contract?

- A. Establish a diamond trick – Before declarer can get rid of the diamond loser.
- Let's see how this can be done.

- Suppose North makes a discouraging signal on the first trick instead of an encouraging signal²¹.

Trick 1:	<u>South: ♥K</u>	West: ♥3	North: ♥4	East: ♥5
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- Based on the discouraging signal, South might switch to a diamond instead of playing a second round of hearts.
- Again, declarer must win in dummy to lead toward the ♠Q.

Trick 2:	South: ♦4	<u>West: ♦K</u>	North: ♦9	East: ♦2
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- Declarer leads toward the ♠Q and North hops up with the ♠K.

Trick 3:	West: ♠2	<u>North: ♠K</u>	East: ♠4	South: ♠3
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- North plays a diamond to establish a winner for the defense.

Trick 4:	North: ♦Q	<u>East: ♦A</u>	South: ♦5	West: ♦3
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- South can take the established spade winner.

Trick 5:	<u>East: ♠Q</u>	South: ♠6	West: ♠7	North: ♠5
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Q. What is the difference between this situation and the earlier one?

A. Declarer has no quick entry to dummy.

- By not leading a second round of hearts early on, the defenders have deprived declarer of using a heart ruff to get to dummy.
- Declarer also can't reach dummy right away with a club because North has the ♣A.
- Whether declarer leads a heart or a club, the defenders win and take their established diamond trick to defeat the contract.
- The defenders get one spade, two hearts, a diamond, and a club.
- Nice defense . . . but difficult to find.

²¹North can bring about the same defense by overtaking the ♥K and switching to a diamond.

- Before moving on, let's consider what would happen if East-West didn't get into the auction.



Turn all the hands face up. Focus on the South hand as declarer in a contract of 2♥. Discuss with the others at the table how declarer would fare in 2♥.

Give the students a couple of minutes to discuss the play.

Q. How many losers does South have in a contract of 2♥?

A. Five – Two spades, two diamonds, and one club.

- After drawing trumps, South can establish the diamonds by driving out the ♦A and ♦K or the spades by driving out the ♠A and ♠Q.

Observation

- West does well to get into the auction. North-South can make the 2♥ partscore.
 - Even if North-South find the winning defense to defeat 3♣, East West will do better than letting North-South make 2♥ (unless North-South find an unlikely double to collect 200 points).
 - If North-South push on to 3♥, East-West should defend. South can make only eight tricks in a 2♥ contract, losing two spades, two diamonds, and a club.
- To discard a loser, declarer sometimes has to establish an extra winner in dummy.
- On defense, don't be too eager to take the tricks in front of you. It is often better to establish winners in other suits before taking all the immediate winners.

Takeout Double By a Passed Hand

Take the cards from all four hands and sort them into suits. Each person at the table take charge of one suit. Construct the following hand in front of West.

Hand 1

Teacher's Key Point: Valuing a hand for an opening bid.



Spades: ♠Q, ♠10, and two low spades. Hearts: ♥A, ♥J and three low hearts. Diamonds: A low diamond. Clubs: ♣Q, ♣J, and two low clubs.	WEST ♠ Q 10 3 2 ♥ A J 3 2 ♦ 2 ♣ Q J 3 2
---	---

W	N	E	S
?			

Q. West is the dealer. What call does West make?

- A. Pass – 10 high-card points and no five-card or longer suit.
- Applying the *Rule of 20* (adding the high-card points to the number of cards in the two longest suits) gives $12 + 4 + 4 = 18$. . . not enough for an opening bid in first or second chair.
 - Some players might open by choosing to value the singleton diamond as 3 points. That isn't the recommended approach. Short suits tend to be of value only *after* a fit has been found.

Teacher's Key Point: The value of a hand rises or falls during the auction.

Q. West passes, North passes, East passes, and South opens 1♦. What call does West make?

W	N	E	S
P	P	P	1♦
?			

- A. Double – The value of the hand has increased.
- When considering a takeout double, you *can* value the hand using dummy points. West can add 3 points for the singleton diamond to the 10 high-card points.

Hand 2

Teacher's Key Point: A takeout double by a passed hand doesn't promise a full opening bid.



Spades:	♠ Q 10 3 2
Hearts:	♥ A J 3 2
Diamonds: Add a low diamond.	♦ 3 2
Clubs: Take away the ♣J.	♣ Q 3 2

W	N	E	S
P	P	P	1♦
?			

Q. West passes, North passes, East passes, and South opens 1♦. What call does West make?

A. Double – A passed hand takeout double.

- West has 9 high-card points and can add 1 dummy point for the doubleton diamond. That's a total of 10 points.
- West would not have enough to make a classic takeout double but has enough to make a takeout double as a *passed hand*.
- A classic takeout double promises about 13 or more points. It has an unlimited upper range. However, West passed originally, so advancer won't be expecting much. West's hand might have re-valued to 13 or more points, but West didn't have enough high-card strength to open the bidding. Advancer should only expect about 9-12 points.
- Since both West and East have already passed, the partnership is only competing for partscore. The objective of West's double is to get the partnership into the auction, not to look for a possible game contract.

Teacher's Key Point: Weigh the risk against the potential gain when considering a takeout double.

Q. West passes, North opens 1♦, East passes, and South raises to 2♦. What call does West make?

A. Double/Pass – A borderline decision.

- As a passed hand, West is free to make a takeout double without promising too much other than support for the unbid suits.
- The higher the level, the more dangerous it is to enter the auction. However, it is generally best to be aggressive. There is usually more to gain than to lose by competing. Your side might have a makeable partscore or a good sacrifice, or you may push the opponents too high or keep them from bidding a game.
- In this situation, most players would be willing to enter the auction with a takeout double, even though there is a definite risk of being doubled for a large penalty since partner could have nothing. Perhaps vulnerable against non vulnerable opponents, West should exercise more caution and pass with this hand.

W	N	E	S
P	1♦	P	2♦
?			

- One additional risk in entering the auction is that it gives information to the opponents. They will have a better idea how to play the hand if they win the auction.

Teacher's Key Point: Use your judgment . . . keeping partner in mind.

Q. West passes, North opens 3♦, East passes, and South passes. What call does West make?

W	N	E	S
P	3♦	P	P
?			

A. Double/Pass – Another borderline decision.

- If West had not passed originally, most players would consider this hand too weak to make a takeout double. Advancer would expect a stronger hand and, in fact, West could have a very strong hand.
- Once West has passed, there is less danger in making a takeout double at this point. Advancer will know that West doesn't have the high-card strength for an opening bid.
- Also, advancer should recognize that West is in the *balancing* position and may be stretching to help the partnership compete.
- It is risky to *re-open* the bidding with a takeout double, but most players would be willing to take the chance. Partner may have a strong hand with length and strength in diamonds and be waiting for a re-opening double. After all, partner couldn't make a direct penalty double of 3♦ since a double by East would be for takeout.
- Of course, if the passed-hand balancing takeout double doesn't work out very well . . . hopefully you are playing with a partner with a sense of humor!

Teacher's Key Point: The takeout double can be used after the opponents have bid two suits.

Q. West passes, North opens 1♣, East passes, and South responds 1♦. What call does West make?

W	N	E	S
P	1♣	P	1♦
?			

A. Double – For the unbid suits.

- West's double here is still for takeout, showing support for the *two* unbid suits, hearts and spades.
- Since West passed originally, partner will expect a 'light' takeout double for the majors.

Teacher's Key Point: Don't be too aggressive.

Q. West passes, North opens 1♦, East passes, and South responds 1♠. What call does West make?

W	N	E	S
P	1♦	P	1♠
?			

A. Pass – The hand is unsuitable for a passed-hand takeout double.

- There is good support for hearts but only moderate support for clubs. Advancer would expect at least four-card support for each of the two unbid

suits.

- In addition, a takeout double would commit the partnership to the two level. Much too dangerous on this hand.

Hand 3

Teacher's Key Point: The takeout double is flexible.



		WEST
Spades:		♠ Q 10 3 2
Hearts:	Take away the ♥A and ♥J.	♥ 3 2
Diamonds:		♦ 3 2
Clubs:	Add the ♣A and ♣J.	♣ A Q J 3 2

W	N	E	S
P	1♦	P	1♥
			?

Q. West passes, North opens 1♦, East passes, and South responds 1♥. What call does West make?

A. Double – The most flexible call.

- West could overcall 2♣ as a passed hand. Advancer won't be expecting too much and the overcall does have some lead-directional value.
- However, the takeout double also brings spades into the picture. If advancer has a weak hand, for example, the partnership might escape being doubled if East has a four-card spade suit.

Conclusion

- After passing originally, it is still possible to enter the auction with a takeout double.
- Advancer should recognize that the doubler passed originally and act accordingly. Advancer should usually only be considering competing for partscore.
- In deciding whether to make a takeout double, weigh the possible gain against the possible loss, including such factors as vulnerability and level. It is generally best to be aggressive . . . but only with an understanding partner.

Hand 16 - The Delayed Takeout Double

HAND: 16 DEALER: WEST VUL: BOTH		NORTH ♠ 3 ♥ K Q 9 6 ♦ K 7 5 2 ♣ A J 7 4		<table border="1"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>1♦</td> <td>Pass</td> <td>1♠</td> <td>Pass</td> </tr> <tr> <td>2♠</td> <td>Double</td> <td>Pass</td> <td>4♥</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </tbody> </table>				WEST	NORTH	EAST	SOUTH	1♦	Pass	1♠	Pass	2♠	Double	Pass	4♥	Pass	Pass	Pass	
WEST	NORTH	EAST	SOUTH																				
1♦	Pass	1♠	Pass																				
2♠	Double	Pass	4♥																				
Pass	Pass	Pass																					
WEST ♠ Q J 7 5 ♥ A 10 ♦ Q 10 9 8 6 ♣ K 8		SOUTH ♠ A K 4 ♥ J 8 5 4 2 ♦ 4 3 ♣ Q 3 2		EAST ♠ 10 9 8 6 2 ♥ 7 3 ♦ A J ♣ 10 9 6 5																			
				DECLARER: South OPENING LEAD: ♠Q by West																			

Introduction

A player who passes when presented with a chance to open is describing a hand with fewer than 13 points. If the same player later doubles, advancer must take the original pass into consideration when deciding what to bid.

A player who passes after an opponent opens doesn't deny 13 or more points. The pass merely shows a hand unsuitable for an overcall or takeout double of the opponent's bid. If the same player later doubles, advancer must take the auction into consideration when deciding what to bid. If the double is made directly over an opponent's bid, it usually shows a strong hand of 13 or more points. If the double is made in the balancing position, it could be weaker.

To become familiar with this concept, let's play this next hand where an original pass by each member of the partnership doesn't stop them from getting to game.

Play of the Hand



Play Hand 16. When you have finished playing the hand, turn the cards face up, dummy-style, and discuss the hand with the others at your table. What do you think is the best contract? How should the auction go?

Give the students 7-8 minutes to bid and play the hand and then have them turn the hand face up on the table.

Turn all fifty-two cards face up, dummy-style.

Review of the Bidding

Focus on the West hand.

Q. West is the dealer. What is West's opening call?

A. 1♦ – 12 high-card points plus 1 length point for the five-card diamond suit.

Focus on the North hand.

Q. Does North have the right type of hand to make a takeout double?

A. No – North has 13 high-card points but doesn't have support for spades.

Q. Does North have the right type of hand to make an overcall?

A. No – North doesn't have a five-card suit.

- North might consider overcalling 1♥ on a four-card suit, but this isn't usually a good idea unless the four-card suit is very strong, ♥A-K-J-10 for example.

Q. What call does North make?

A. Pass – The hand is unsuitable for a takeout double or an overcall.

- The auction isn't over. South still has an opportunity to bid and North may get an opportunity to describe the hand later in the auction.
- North's pass doesn't deny an opening bid.

Focus on the East hand.

Q. What does East respond?

A. 1♠ – East has 5 high-card points plus 1 length point for the five-card spade suit.

Focus on the South hand.

Q. What is South's call?

A. Pass – Only 10 high-card points and the heart suit is too weak for a two-level overcall.

Focus on the West hand.

Q. What is West's rebid?

A. 2♠ – West has a minimum opening bid and four-card support for responder's suit.

Focus on the North hand.

Q. What call does North make?

A. Double – A takeout double of *spades*.

- Now that the opponents have found a fit in spades, North wants to compete.
- North's double shows support for the unbid suits, hearts and clubs, and also *diamonds*. With a two-suited hand containing only hearts and clubs, North would likely have overcalled on the first round.

If the students have difficulty with this point, have them try to construct a hand for North with spade shortness that is suitable for a takeout double of spades but is unsuitable for an overcall in hearts or clubs. The conclusion is that North has some length and, likely, some strength in diamonds.

- North's double in this situation is referred to as a *delayed takeout double*. North delayed acting initially because North had a takeout double of spades, not diamonds. North didn't deny the values for an opening bid with the initial pass over the 1♦ opening . . . only a hand unsuitable for a double or an overcall.

Focus on the East hand.

Q. What call does East make after North's double?

A. Pass – East has nothing extra for the initial response.

Focus on the South hand.

Q. What call does South make?

A. 4♥ (3♥) – Getting the partnership to game.

- Note that North is doubling directly over an opponent's bid, not in the balancing position. North, therefore, has opening values but a hand unsuitable to overcall or double West's 1♦ opening.
- North's takeout double of 2♠ shows willingness to compete to the three level when South could have very little.
- South has 10 high-card points and a five-card heart suit. This is enough to jump in response to North's takeout double, taking the partnership to game in hearts.
- An advance of 3♥ would not show the value of the South hand. South is forced to say something over partner's takeout double and would bid at the cheapest available level with no points at all.

Focus on the West hand.

Q. What call does West make over South's 4♥ call?

A. Pass – West has already described the hand by opening and then raising spades.

Focus on the North hand.

Q. What call does North make?

A. Pass.

Focus on the East hand.

Q. What call does East make?

A. Pass.

- East doesn't have enough distribution to consider making a sacrifice bid of 4♠. West has opened the bidding and East has some defensive strength. It is possible that 4♥ can be defeated.

Review of the Play and Defense

Q. Suppose South is declarer in 4♥, who would be on lead?

A. West.

Focus on the West hand.

Q. What would West lead?

A. ♠Q – Top of the touching honors in the suit bid and raised by the partnership.



Place the ♠Q in front of West and turn the remaining East-West cards face down. Focus on the South hand as declarer in a 4♥ contract. Discuss with the others at the table how declarer should plan to play the hand.

Give the students a couple of minutes to discuss the play.

Q. How many losers does declarer have in a contract of 4♥?

A. Five – One spade, one heart, two diamonds, and one club.

Q. How does declarer plan to eliminate the spade loser?

A. Ruff in dummy.

Q. How does declarer hope to eliminate a diamond loser?

A. Lead toward the ♦K – Hoping West, who opened 1♦, holds the ♦A.

Q. Is there any possibility of eliminating the club loser?

A. Yes – If West has the singleton or doubleton ♣K.

- Let's focus on the club suit.

Turn up only the club suit in all four hands. Turn the remaining cards face down.

	NORTH	
	♣ A J 7 4	
WEST		EAST
♣ K 8		♣ 10 9 6 5
	SOUTH	
	♣ Q 3 2	

Q. Should South lead the ♣Q from this combination?

A. No – West should cover with the ♣K.

- Even though West can't see East's holding, West should cover, hoping to promote a club winner in partner's hand.
- Assuming West does cover with the ♣K, declarer gets only two tricks in the suit. The third round is won by East's ♣10.
- The general guideline for declarer is:

Don't lead an honor if you can't afford to have it covered.

Q. What should South lead from this combination?

A. A low club – Planning to finesse dummy's ♣J.

- When the finesse works, declarer plays the ♣A.
- When West's ♣K falls under the ♣A, declarer's ♣Q is a winner and declarer doesn't lose any tricks in the suit.

Q. Is this the only layout in which declarer can avoid the loss of a club trick?

A. No – West could have a singleton ♣K.

Give West's ♣8 to East.

	NORTH	
	♣ A J 7 4	
WEST		EAST
♣ K		♣ 10 9 8 6 5
	SOUTH	
	♣ Q 3 2	

- If declarer starts by leading a low club, West's ♣K appears and declarer wins the ♣A. The ♣Q and ♣J are now winners.
- If declarer were to lead the ♣Q, West would play the ♣K and declarer would be left with a club loser.

Q. Can declarer avoid a club loser if West has three or more clubs including the ♣K?

A, No – Assuming West defends correctly.

Give East's ♣9 and ♣8 to West.

NORTH		
♣ A J 7 4		
WEST		EAST
♣ K 9 8		♣ 10 6 5
SOUTH		
♣ Q 3 2		

Q. What happens if declarer starts by leading a low club from the South hand?

A. Declarer loses a club trick.

- Declarer wins the first trick with dummy's ♣J.
 - If declarer then plays the ♣A, West's ♣K doesn't fall.
 - If declarer comes back to the South hand and leads the ♣Q, West covers and East wins the third round of the suit with the ♣10.

Q. What happens if declarer starts by leading the ♣Q from the South hand?

A. Declarer loses a club trick.

- West covers with the ♣K and declarer has to win with the ♣A.
- Declarer can take a trick with the ♣J but must lose the third round to East's ♣10.
- In summary, declarer can only avoid the loss of a club trick if West started with the singleton or doubleton ♣K.
- Let's see how declarer makes use of this on the actual hand.

Give West's ♣9 to East and turn all the hands face up.

- West leads the ♠Q and South wins the first trick.

Trick 1: West: ♠Q North: ♠3 East: ♠2 South: ♠K

- Since declarer is in the right hand to try the diamond finesse, this is probably the best time. There's no hurry to draw trumps or to ruff the spade loser.

Trick 2: South: ♦3 West: ♦8 North: ♦K East: ♦A

- The finesse loses. There goes declarer's first chance.
- Let's assume East leads back the ♦J and West overtakes with the ♦Q.

Trick 3: East: ♦J South: ♦4 West: ♦Q North: ♦2

- With nothing better to do, West leads a third round of diamonds on which East discards a spade and declarer ruffs.

Trick 4: West: ♦10 North: ♦5 East: ♠3 South: ♥2

- Declarer doesn't have any reason to further delay drawing trumps.
- Let's assume West ducks the first round and wins the second with the ♥A.

Trick 5: South: ♥4 West: ♥10 North: ♥Q East: ♥3

Trick 6: North: ♥K East: ♥7 South: ♥5 West: ♥A

- West continues passively by leading another high diamond.

Trick 7: West: ♦9 North: ♦7 East: ♠8 South: ♥8

- Now declarer is in the right place to try the only remaining chance . . . bringing in the club suit for no loser.

Trick 8:	South: ♣2	West: ♣8	North: ♣J	East: ♣5
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- Declarer anxiously watches to see what West plays on the next trick²².

Trick 9:	North: ♣A	East: ♣6	South: ♣3	East: ♣K
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- When the ♣K falls, declarer has the rest of the tricks. The ♣Q is a winner and declarer's spade loser can be ruffed in dummy.

Conclusion

- North-South do well to get to game after West's opening bid.
- North had to pick the appropriate time to enter the auction and South had to cooperate by recognizing the type of hand North held to pass and then double.
- Declarer was unlucky that the main chance for making the hand . . . the diamond finesse . . . failed.
- However, it's always a good idea to have a contingency plan.
- Suit combinations can be quite challenging. Missing 10's and 9's . . . or even lower cards . . . can make a difference in how to tackle the suit.
- Try to visualize the layout necessary to make the contract.

²²Declarer can be fairly confident that the ♣K is doubleton. West has shown up with two hearts and five diamonds. Assuming West has four spades for the raise to 2♠, West can only have two clubs.

The Delayed Double

Take the cards from all four hands and sort them into suits. Each person at the table take charge of one suit. Construct the following hand in front of North.

Hand 1

Teacher's Key Point: Bidding opposite a direct takeout double.



	NORTH													
Spades: ♠Q and two low spades.	♠ Q 3 2	<table style="width: 100%; text-align: center;"> <tr><td>W</td><td>N</td><td>E</td><td>S</td></tr> <tr><td></td><td></td><td>1♠</td><td>X</td></tr> <tr><td>2♠</td><td>?</td><td></td><td></td></tr> </table>	W	N	E	S			1♠	X	2♠	?		
W	N	E	S											
		1♠	X											
2♠	?													
Hearts: ♥J and four low hearts.	♥ J 5 4 3 2													
Diamonds: ♦K, ♦Q, and ♦J.	♦ K Q J													
Clubs: ♣Q and ♣J.	♣ Q J													

Q. East opens 1♠, South doubles, and West raises to 2♠. What call does North make?

- A. 4♥ – With 12 high-card points plus 1 length point, North has enough to bid game,
- South has made a standard takeout double of an opponent's opening bid, showing about 13 or more points and support for the unbid suits.
 - The ♠Q is of dubious value, but the fifth heart and the high cards in clubs and diamonds more than compensate for this flaw.

Teacher's Key Point: Bidding opposite a passed hand takeout double.

Q. Suppose South passes initially, West opens 1♠, North passes, and East responds 1NT. Now South doubles and West rebids 2♠. What call does North make?

A. 3♥ – Competing for partscore.

- South passed originally, denying an opening bid. South's subsequent double, even though it is directly over an opponent's bid, is limited and could be based on as few as 9 or 10 points with suitable distribution.
- Although North has a hand worth 13 points, it is probably not worth a jump to game opposite a passed-hand takeout double. North should settle for partscore and bid only 3♥ . . . especially since the ♠Q is of dubious value.

Teacher's Key Point: Bidding opposite a balancing double.

Q. East opens 1♠, South passes, and West raises to 2♠. North and East pass. South now doubles. West passes. What call does North make?

W	N	E	S
		1♠	P
2♠	P	P	X
P	?		

- A. 3♥ – Competing for partscore.
- South is in the balancing position.
 - South’s double is for takeout because the opponents have stopped at a low level partscore after finding a fit.
 - South had an opportunity to make a takeout double of spades at the one level but chose to pass so South doesn’t have the values for a direct takeout double of 1♠.
 - All this indicates North should settle for a partscore of 3♥ despite having 13 points.

Teacher’s Key Point: Listen carefully.

Q. East opens 1♦, South passes, and West responds 1♠. North passes and East raises to 2♠. South now doubles and West passes. Has South denied the values for an opening bid?

W	N	E	S
		1♦	P
1♠	P	2♠	X
P	?		

- A. No – South didn’t have an opportunity to *open* the bidding.
- It might appear that South is a passed hand since South passed over the opening bid of 1♦. However, South’s pass does not fall into the category of a passed hand.
 - *A passed hand is a hand that had an opportunity to open the bidding but chose to pass instead.*
 - The bidding was opened in front of South by East. South only had an opportunity to make a takeout double or overcall, not to open.
 - South could have a strong hand that is unsuitable for either a takeout double or an overcall over 1♦.

Q. Is South in the balancing position when making the double?

- A. No – If South had passed, it would not have ended the auction.
- South was not in the balancing position over the raise to 2♠. North would still get an opportunity to bid for the partnership if West had passed.
 - If South and West had passed over the raise to 2♠, it would be North that would be in the balancing position, not South.

Q. Is South making a takeout double or a penalty double?

- A. Takeout – The opponents have found a fit in spades and are at the partscore level.
- South is making a takeout double, not a penalty double.
 - North has an additional clue. The opponents likely have eight or more spades and North has three spades. South can hardly have enough length and strength in spades to be making a penalty double at the two level.

Q. What type of hand does South hold?

A. A takeout double of spades.

- South is making a takeout double of spades. South is showing an opening bid and support for hearts and clubs . . . and some diamond length as well.

Q. Why is South likely to hold some length in diamonds?

A. South didn't overcall in hearts or clubs.

- South is short in spades, likely a singleton or void.
- With a five-card or longer suit in hearts or clubs, South might have chosen to overcall over 1♦. Since South didn't overcall, South likely has only four hearts and four clubs.
- That leaves room in the South hand for diamonds.

Q. Why didn't South make a takeout double of 1♦?

A. South doesn't have support for spades.

- South is making a takeout double of *spades*. South couldn't double 1♦ because East doesn't have length or strength in spades.

Q. What call does North make?

A. 4♥ – Getting the partnership to game.

- North has 12 high-card points plus 1 length point for the five-card suit.
- Even though the ♠Q is likely to be a wasted value, North has enough to bid game.
- By doubling, South has forced North to bid at the three level, even though North might hold a weak hand. North has much more than South could expect.

Hand 2

Teacher's Key Point: Some hands are unsuitable for a direct takeout double.

Leave the North hand face up on the table and construct the following hand for South.



	NORTH
Spades:	♠ Q 3 2
Hearts:	♥ J 5 4 3 2
Diamonds:	♦ K Q J
Clubs:	♣ Q J
	SOUTH
Spades:	♠ 4
Hearts:	♥ A 8 7 6
Diamonds:	♦ A 4 3 2
Clubs:	♣ A 4 3 2

W	N	E	S
		1♦	?

Q. East opens 1♦. What call does South make?

A. Pass – The hand is unsuitable for a takeout double or an overcall.

Teacher's Key Point: Making a delayed takeout double.

Q. East opens 1♦. South passes, West responds 1♠ and North passes. East raises to 2♠. What call does South make?

A. Double – A takeout double of spades.

- South is showing a willingness to compete in hearts or clubs or, by inference, diamonds.

W	N	E	S
		1♦	P
1♠	P	2♠	?

Teacher's Key Point: Advancing a delayed takeout double.

Q. East opens 1♦. South passes, West responds 1♠ and North passes. East raises to 2♠, South doubles, and West passes. What call does North make?

A. 4♥ – Putting the partnership in game.

W	N	E	S
		1♦	P
1♠	P	2♠	X
P	?		

- Once North recognizes the type of hand South is showing with the delayed takeout double, North has enough to put the partnership in game in hearts.
- North is in the same position as if South had made a direct takeout double of a 1♠ opening bid, showing 13 or more points and support for the unbid suits.
- 4♥ is a reasonable contract . . . and will likely make an overtrick. North can trump two spade losers in the dummy, leaving only one spade loser. If the missing hearts are divided 2-2, there is only one loser in that suit. North can eliminate the club loser by discarding it on dummy's extra diamond winner or has the additional option of taking a club finesse.

Conclusion

- The meaning of a delayed double depends on the way the auction has gone and advancer must listen closely.
- A delayed takeout double can be made by a passed hand, in the balancing position, or by a hand that passed but isn't a passed hand and isn't in the balancing position.

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