

Lesson 3

Takeout Doubles and Advances

Lesson Three: Takeout Doubles and Advances

Preparation

- On Each Table:** BETTER BRIDGE GUIDE CARD (see Appendix); Bidding Boxes; pencils; deck of COLOR-CODED CARDS.
- At Registration Desk:** Textbooks (BRIDGE BASICS 2 – COMPETITIVE BIDDING).
- Class Organization:** Arrange the students with (ideally) four people at each table.
- Teacher Tools:** BRIDGE BASICS 2 – TEACHERS’ MANUAL; microphone.

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A note to the teacher

The section on **Important Notes for Teaching This Course** has information that applies to every lesson. To effectively use these lesson plans, **it is essential to review this section before each lesson.**

The concepts introduced in Lesson Three are:

- *Requirements for a takeout double*
- *Advancing a takeout double*
- *Rebids by the takeout doubler*
- *The double to show a strong overcall*

Lesson Introduction

Start the lesson on time, with a brief introduction such as the following:

- In the previous lesson, the overcall was one way to enter the auction when the opponents have opened the bidding.
- In this lesson, we're going to look at another way to compete.
- It's the game's most versatile call.

Exercise One – The Takeout Double

Teachers' Key Point

- To introduce the concept of the takeout double.

Student Textbook Reference: pages 91-92.

Opening Remarks

- When we make an overcall, we are suggesting the suit that we would like as trumps.
- Sometimes, we would prefer to have partner choose the suit.

Group Activity

Take the cards and sort them into suits.

Construct the following hand in front of North.

NORTH
♠ A J x x
♥ K x x x
♦ K Q x x
♣ x

Q. If North is the dealer, what call would North make?

A. 1♦.

- North has 13 high-card points.
- With no five-card major suit, North would open 1♦.

West, place the 1♣ bid in front of you.

Q. Suppose West is the dealer, not North, and opens 1♣. Would North like to compete?

A. Yes.

- North has the values for an opening bid.

Q. Can North make an overcall?

A. No.

- North has no five-card or longer suit.

Q. Which suit would North prefer as trumps?

A. Spades, hearts, or diamonds.

Q. Which member of the partnership is in the best position to choose the trump suit?

A. South.

- North has support for all three of the **unbid** suits.
- Whichever of the three suits South chooses as trumps, North would be happy.

NORTH
♠ A J x x
♥ K x x x
♦ K Q x x
♣ x

WEST
1♣

- So, North needs a call that shows the strength to compete but asks South to choose the trump suit.
- The bid that can be used is the double.
- Used this way, the double is referred to as a **takeout double**.
- Partner is being asked to take the double out into one of the unbid suits.

North, place a Double - the Red X
- in front of you.

East, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♣	DOUBLE	PASS	?

Leave the North hand face up.

Construct the following hand in front of
South.

NORTH

♠	A	J	x	x
♥	K	x	x	x
♦	K	Q	x	x
♣	x			

SOUTH

♠	x	x	x	
♥	Q	x		
♦	A	x	x	x
♣	x	x	x	

Q. Which suit would South choose as trumps when North doubles?

A. Diamonds.

- North's double asks South to choose the trump suit from among diamonds, hearts, and spades.
- South prefers diamonds.
- When South chooses diamonds, the partnership is in its best trump fit – the nine-card diamond fit.

Change the South hand:

In hearts: add the ♥A and a low card.

In diamonds: take away the ♦A and a low card.

WEST	NORTH	EAST	SOUTH
1♣	DOUBLE	PASS	?

NORTH

♠	A	J	x	x
♥	K	x	x	x
♦	K	Q	x	x
♣	x			

SOUTH

♠	x	x	x	
♥	A	Q	x	x
♦	x	x	x	
♣	x	x	x	

Q. Which suit would South choose as trumps when North doubles?

A. Hearts.

- When South chooses hearts, the partnership has found its best trump fit – the eight-card heart fit.

Change the South hand:
In spades: add the ♠K.
In hearts: take away the ♥Q.

WEST	NORTH	EAST	SOUTH
1♣	DOUBLE	PASS	?

NORTH
 ♠ A J x x
 ♥ K x x x
 ♦ K Q x x
 ♣ x

SOUTH
 ♠ K x x x
 ♥ A x x
 ♦ x x x
 ♣ x x x

Q. Which suit would South choose as trumps when North doubles?

A. Spades.

- When South chooses spades, the partnership again has found its best trump fit – the eight-card spade fit.

Q. If South is the player who first bids spades for the partnership, which player would be the dummy?

A. North.

- The player who makes the takeout double will become the dummy since partner is the one choosing the trump suit.

Observations

- When an opponent opens the bidding, there are two ways to enter the auction: the overcall and the takeout double.
- If we make an overcall, we are suggesting the best trump suit for the partnership.
- If we make a takeout double, we are asking partner to choose the trump suit. We are showing support for whichever suit partner chooses.
- The takeout doubler will become the dummy when partner chooses the trump suit.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Two – The Guideline for a Takeout Double

Teachers' Key Point

- To discuss the guideline for making a takeout double.

Student Textbook Reference: pages 93-98.

Opening Remarks

- To make a takeout double, there are two requirements:
 - **Support for the unbid suits.** Since we are asking partner to choose the suit, we want to have at least three-card support for whichever suit partner chooses – and preferably four-card support.
 - **13 or more points.** To make a takeout double at the one level, we should have at least the same values needed to open the bidding. However, since we will be the dummy when partner chooses the suit, we can count dummy points instead of length points: void – 5; singleton – 3; doubleton – 1.
- Let's look at some examples.

Group Activity

Construct the following hand in front of North.

West, place the 1♦ bid in front of you.

	NORTH
♠	Q x x x
♥	A J x x
♦	x
♣	A Q x x
WEST	
	1♦

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

A. Double.

- North has an ideal hand for a takeout double – four-card support for whichever suit South chooses as trumps. If South has only a four-card suit to bid, the partnership will be in an eight-card fit.
- The North hand is worth 16 points – 13 high-card point plus 3 dummy points for the singleton diamond.
- North needs an opening bid or better since South may have no points at all – and may have to bid at the two level if South prefers clubs as the trump suit.

Change the North hand:
In diamonds: add a low diamond.
In clubs: take away a low club.

NORTH	
♠	Q x x x
♥	A J x x
♦	x x
♣	A Q x
WEST	
1♦	

Q. If West opens 1♦, what call would North make?

A. Double.

- The hand is less ideal since there is only three-card support for clubs.
- The hand is also worth only 14 points – 13 high-card points plus 1 dummy point for the doubleton diamond.
- However, a takeout double is the best way to get the partnership competing in the auction.
- If South picks hearts or spades as trumps, North will put down four-card support in the dummy.
- If South picks clubs, North still has three-card support and, besides, South may have five or more clubs, so the partnership should be in a reasonable trump fit.

Change the North hand:
In diamonds: take away two low cards.
In clubs: take the ♣A; add three low cards.

NORTH	
♠	Q x x x
♥	A J x x
♦	—
♣	Q x x x x
WEST	
1♦	

Q. If West opens 1♦, what call would North make?

A. Double.

- North has support for all the unbid suits.
- Although North has only 9 high-card points, North can add 5 dummy points for the diamond void, making the hand worth enough for a takeout double.
- The double shows three suits at once.

Change the North hand:
In diamonds: add two low diamonds.
In clubs: take away two low clubs.

NORTH	
♠	Q x x x
♥	A J x x
♦	x x
♣	Q x x
WEST	
1♦	

Q. If West opens 1♦, what call would North make?

A. Pass.

- North does have support for the unbid suits.
- However, the hand is only worth 10 points – 9 high-card points plus 1 dummy point for the doubleton diamond.
- The hand isn't strong enough for a direct takeout double of 1♦.

**Change the North hand:
In spades: take away a low spade;
add the ♠A.**

NORTH	
♠	A Q x x
♥	A J x x
♦	x x
♣	Q x x
WEST	
	1♦

Q. If West opens 1♦, what call would North make?

A. Double.

- North has support for the unbid suits and 14 points – 13 high-card points plus 1 dummy point for the doubleton diamond.

West, replace the 1♦ with 1♠.

NORTH	
♠	A Q x x
♥	A J x x
♦	x x
♣	Q x x
WEST	
	1♠

Q. If West opens 1♠, what call would North make?

A. Pass.

- North still has 13 high-card points – but can't dummy points for shortness in an unbid suit.
- North has support for hearts but doesn't have support for diamonds – one of the unbid suits – and has only three-card support for clubs.
- The hand is unsuitable for a takeout double and there is no five-card suit to overcall.
- With no suitable competitive action, North should pass for now, even with 13 points.
- North doesn't mind defending with spades as the trump suit and may get an opportunity to enter the auction later.

**Change the North hand:
In spades: add the ♠K.
In hearts: take away the ♥A.**

West, replace the 1♠ bid with 1♦.

NORTH	
♠	A K Q x x
♥	J x x
♦	x x
♣	Q x x
WEST	
	1♦

Q. If West opens 1♦, what call would North make?

A. 1♠.

- Although North does have some support for hearts and clubs, North has a definite preference for spades as the trump suit.
- An overcall of 1♠ is more descriptive than a takeout double.

West, take away the 1♦ bid.

East place the 1♦ bid in front of you.

South place a Pass in front of you.

West place the 1♥ bid in front of you.

NORTH		
♠ A K Q x		
♥ J x x		
♦ x x		
♣ A Q x x		
WEST		EAST
1♥		1♦
SOUTH		
PASS		

Change the North hand:
 In spades: take away a low spade.
 In clubs: add the ♣A.

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

A. Double.

- A takeout double can be made after both opponents have bid.
- North has support for the *two* unbid suits in this case, spades and clubs.
- North has 16 high-card points plus 1 dummy point for the doubleton diamond.
- North's double asks South to choose either spades or clubs as the trump suit.

Observations

- A takeout double shows:
 - Support for the unbid suits;
 - The values for an opening bid or better, counting dummy points.
- A takeout double can be made after one or both opponents have bid.
- If our hand is unsuitable for either an overcall or a takeout double, then we should pass, even with 13 or more points.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the North hand. Each player has one suit.

Exercise Three – Deal #9: A Takeout Double in Action

👉 Teachers' Key Point

- To let the students experience a takeout double.

Student Textbook Reference: Deal #9: pages 124-125.

Opening Remarks

- Let's see how a takeout double might work in a complete deal.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #9.

<p>DEAL: 9 DEALER: NORTH VUL: NONE</p> <p style="text-align: center;">WEST</p> <p>♠ 10 6 3 ♥ J 8 2 ♦ A 10 9 3 ♣ K 3 2</p> <p style="text-align: center;">SOUTH</p> <p>♠ J 9 8 2 ♥ K 5 3 ♦ J 8 7 ♣ 7 6 5</p>	<p style="text-align: center;">NORTH</p> <p>♠ Q 5 ♥ A Q 10 9 4 ♦ Q 5 ♣ Q J 10 8</p> <p style="text-align: center;">EAST</p> <p>♠ A K 7 4 ♥ 7 6 ♦ K 6 4 2 ♣ A 9 4</p>
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WEST	NORTH	EAST	SOUTH
2♦	1♥ Pass	Double Pass	Pass Pass

DECLARER:	West
CONTRACT:	2♦
OPENING LEAD:	♣Q by North

Bid and play Deal #9.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the North hand – North is the dealer.

Q. What call would North make as dealer?

A. 1♥.

- North has 13 high-card points plus 1 length point for the five-card heart suit, enough to open the bidding at the one level.
- With a five-card major suit, North opens 1♥.

Focus on the East hand.

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

A. Double.

- East has 14 high-card points and can add 1 dummy point for the doubleton heart.
- East has support for the three unbid suits: spades, clubs, and diamonds.
- East would like to compete for the contract.

Focus on the South hand.

Q. What call does South make?

A. Pass.

- South has three-card support for hearts but only 5 points, not enough to raise to the two level.

South might raise to 2♥, but it's reasonable to pass.

Focus on the West hand.

Q. What does East's double ask West to do?

A. Choose the trump suit.

- East's double is for takeout, showing the values for an opening bid and support for the unbid suits.

Q. Which of the unbid suits would West prefer as the trump suit?

A. Diamonds.

- West has four diamonds but only three cards in spades and in clubs.

Q. What call would West make?

A. 2♦.

- West has to go to the two level to bid diamonds.

Focus on the North hand.

Q. Does North have much extra strength beyond that promised by opening 1♥?

A. No.

- North has a total of 14 points, little more than the minimum for opening the bidding at the one level.

Q. What call could North make now to show a minimum opening bid?

A. Pass.

Focus on the East hand.

Q. Does East need to bid again?

A. No.

- East has described the hand by making a double and West has chosen the suit.
- We'll discuss rebids by the takeout doubler later but, for now, it's reasonable for East to pass and settle for partscore.

Focus on the South hand.

Q. Does call does South make?

A. Pass.

Again, it might be reasonable for South to compete to 2♥ but keep the auction straightforward for now. If North-South were to compete to 2♥, East-West can defeat that contract by taking two spades, two diamonds, and two club tricks.

The Play

- Let's see what happens if West plays in a partscore contract of 2♦.

North and South, turn your hands face down.

North, lead the ♣Q.

Only 27 cards are face up on the table ... the East and West hands and North's lead. Focus on the East-West hands.

NORTH	
♣Q	
WEST (Declarer)	EAST (Dummy)
♠ 10 6 3	♠ A K 7 4
♥ J 8 2	♥ 7 6
♦ A 10 9 3	♦ K 6 4 2
♣ K 3 2	♣ A 9 4
SOUTH	

- Let's go through Declarer's Plan.
- The first step is to Assess the Situation.

Q. How many tricks does declarer need to take in a 2♦ contract?

A. Eight.

- Let's count the sure tricks.

Spades	2
Hearts	0
Diamonds	2
Clubs	2
Total	6

- The second stage in Declarer's Plan is to Browse Declarer's Checklist.

Q. How does the heart suit offer the potential for an extra trick?

A. Trumping in dummy.

- There are more hearts in declarer's hand than in the dummy.
- After two heart tricks have been lost, declarer can lead a third round of hearts and trump in the dummy.

Q. How does the diamond suit offer the potential for another trick?

A. Through length.

- There are eight combined diamonds in the East-West hands.
- If the five missing diamonds are divided 3-2, a trick can be developed through length by taking the ♦A and ♦K and then giving up a diamond trick to the opponents.

North and South, turn your diamonds face up.

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

Q. Will declarer be able to develop an extra diamond trick?

A. Yes.

- After the ♦A and ♦K are played, the only diamond left in the North-South hands will be South's ♦J.
- If declarer then leads another round of diamonds to drive out the ♦J, the remaining diamonds in the East-West hand will represent a trick since they are the last two diamonds remaining.
- Before starting to play, declarer needs to go through the third stage – Consider the Order.

Q. What is West's priority after gaining the lead?

A. Draw trumps.

- Declarer wants to draw the defender's trumps to prevent them from trumping winners in the other suits.

When diamonds are trumps, declarer doesn't need to play the third round of diamonds. South is entitled to one trick with the $\heartsuit J$ and declarer doesn't care when South takes it. Declarer can lead a third round of diamonds to force South to take the $\heartsuit J$ right away, or declarer can start taking winners and let South play the $\heartsuit J$ whenever South wants. This concept is likely beyond most of the students at this point.

Q. Why does declarer need to leave at least one trump in the dummy?

A. To trump a heart.

- Let's walk through the play to see how it might go.

Turn all the hands face up on the table.

Q. If West is declarer in $2\heartsuit$, which player is on lead?

A. North.

Q. What might North choose to lead?

A. $\clubsuit Q$.

- With a solid sequence in clubs, North might choose to lead the $\clubsuit Q$, top of the sequence.

Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.

Trick					Notes
1	North $\clubsuit Q$	East $\clubsuit 4$	South $\clubsuit 5$	West $\clubsuit K$	North has a solid sequence in clubs. Declarer can win with the $\clubsuit K$ or $\clubsuit A$.
2	West $\heartsuit A$	North $\heartsuit 5$	East $\heartsuit 2$	South $\heartsuit 7$	Declarer wants to start drawing trumps.
3	West $\heartsuit 3$	North $\heartsuit Q$	East $\heartsuit K$	South $\heartsuit 8$	
4	East $\heartsuit 4$	South $\heartsuit J$	West $\heartsuit 9$	North $\heartsuit 4$	Declarer doesn't need to draw the high trump, but it does no harm on this deal.
5	South $\clubsuit 7$	West $\clubsuit 2$	North $\clubsuit 10$	East $\clubsuit A$	Let's suppose South returns a club, the suit partner led. South might lead a heart, the suit partner bid but it won't matter.
6	East $\heartsuit 6$	South $\heartsuit 3$	West $\heartsuit J$	North $\heartsuit Q$	To trump a heart in dummy, declarer has to give up two heart tricks ... and leave a diamond in dummy.

Trick					Notes
7	North <u>♣J</u>	East ♣9	South ♣6	West ♣3	North takes the established club winner.
8	North ♥A	East ♥7	South ♥5	West ♥2	North may decide to take the heart winner.
9	North ♠5	East ♠K	South ♠2	West ♠3	Let's suppose North next decides to lead a spade.
10	East ♠A	South ♠8	West ♠6	North ♠Q	Declarer still can't afford to take the diamond winner. Instead, declarer simply plays spades and waits to trump a heart.
11	East ♠4	South ♠J	West ♠10	North ♣8	
12	South ♠9	West ♦10	North ♥9	East ♠7	
13	West ♥8	North ♥10	East ♦6	South ♥K	Finally, declarer gets to trump the heart in dummy.

The play could go in many different ways, depending on what North and South choose to do each time they gain the lead. However, declarer still followed the original plan. Declarer started with six winners and established a seventh winner in diamonds through length and an eighth winner by trumping a heart in dummy ... eventually.

Observations

- East used the takeout double to get the partnership into the auction.
- By soliciting West's advice on the choice of trump suit, the partnership found its eight-card diamond fit.
- By planning the play, declarer was able to make the contract and East-West get the trick score (40) and partscore bonus (50).

Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

Exercise Four – Advancing a Takeout Double with 0-8 Points

Teachers' Key Point

- To discuss advancing a takeout double with about 0-8 points.

Student Textbook Reference: pages 99-102.

Opening Remarks

- The partner of the takeout doubler is the **advancer** – the same term used for the partner of the overcaller.
- Just as guidelines for advancing an overcall differ from those for responding to an opening bid – since an overcall is different from an opening bid – the guidelines for advancing a takeout double are different from those for advancing an overcall – since a takeout double is different from an overcall.
- When partner opens the bidding or makes an overcall, partner is suggesting a trump suit and we are invited to pass or to bid.
- When partner makes a takeout double, we are being asked to pick the trump suit.
- That's more than a request; it's a demand – a forcing bid.
- Let's see some examples of what advancer does with a weak hand.

Group Activity

West, place the 1♦ bid in front of you.

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

	NORTH	
	DOUBLE	
WEST		EAST
1♦		PASS
	SOUTH	
	♠	x x x x x
	♥	x x x
	♦	x x x
	♣	x x

- With such a weak hand, South wouldn't expect to have to bid during the auction – but let's see!

Q. West opens 1♦, North doubles, and East passes. If South passes, what will happen?

A. West will play in 1♦ doubled.

- West can pass and that will end the auction.
- The contract would then be 1♦ doubled with West as the declarer.

Q. Does North want to play with diamonds as the trump suit?

A. No.

- North's double says North wants to play with any suit *except* diamonds as the trump suit.
- North likely has at most two diamonds, perhaps one or none.

Q. How will West do in a contract of 1♦ doubled?

A. Very well.

- West will be playing in a suit that West suggested as trumps.
- West will likely make the contract, probably with several overtricks.

Q. What call should South make instead of passing?

A. 1♠.

- North has asked South to choose a trump suit and South prefers spades.
- South can bid even with no high-card points since North's double has simply asked South to pick a trump suit for the partnership.
- **With a weak hand, about 0-8 points, advancer bids at the cheapest available level.**
- North has at least the values for an opening bid and may have a lot more strength.

Change the South hand:

In spades: take away three low spades.

In hearts: add the ♥J.

In clubs: add the ♣A and ♣Q.

	NORTH	
	DOUBLE	
WEST		EAST
1♦		PASS
	SOUTH	
	♠ x x	
	♥ J x x x	
	♦ x x x	
	♣ A Q x x	

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

A. 1♥ (2♣).

- With 7 high-card points, South is more comfortable bidding.
- South has a choice of four-card suits: hearts and clubs.
- Although South's clubs are stronger than the hearts, a useful guideline for advancer is:



- **With a choice of suits, bid the higher-ranking.**

- By bidding 1♥, the auction stays at the one level.
- To bid clubs, South would have to advance to the two level, 2♣.
- Also, with a choice of suits, the major suit is preferable. Major suit contracts are worth more than minor suit contracts and fewer tricks are required if the partnership goes for the game bonus.

Change the South hand:

In hearts: take away a low heart.

**In clubs: take away the ♣A; add the ♣J
and a low club.**

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

A. 2♣.

- Sometimes the cheapest available level is the two level.
- Although South is bidding a new suit at the two level, 11 or more points are not needed when advancing a takeout double.
- In fact, advancer may have to bid at an even higher level.

West, replace the 1♦ bid with 2♦.

**Q. West opens 2♦, North doubles, and East passes.
What call would South make?**

A. 3♣.

- West's 2♦ opening is a weak two-bid.
- North's double is still for takeout.
- With a hand that falls into the 0-8 point range, South chooses the trump suit at the cheapest available level which happens to be the three level in this situation.
- North should have a stronger hand to double at the two level rather than the one level, so the partnership should be okay in 3♣.
- Advancer doesn't always have to bid with a weak hand.

West, replace the 2♦ bid with 1♥.

East, replace the Pass with 2♥.

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

A. Pass.

- If East had passed, South would have to advance 2♣ to prevent the opponents from playing in 1♥ doubled.
- When East bids, advancer is no longer forced to bid.
- With a weak hand, advancer can pass.

NORTH	
DOUBLE	
WEST	EAST
1♦	PASS
SOUTH	
♠ x x	
♥ J x x	
♦ x x x	
♣ Q J x x x	

NORTH	
DOUBLE	
WEST	EAST
2♦	PASS
SOUTH	
♠ x x	
♥ J x x	
♦ x x x	
♣ Q J x x x	

NORTH	
DOUBLE	
WEST	EAST
1♥	2♥
SOUTH	
♠ x x	
♥ J x x	
♦ x x x	
♣ Q J x x x	

Observations

- When partner makes a takeout double, it is forcing. If the next player passes, advancer must bid.
- With about 0-8 points, advancer bids at the cheapest level.
- With a choice of suits to bid, advancer bids the higher-ranking.

Closing Instructions

Pick up all the cards and bids. Sort the cards into suits. Give one suit to each player.

Exercise Five – Advancing a Takeout Double with 9-11 Points

Teachers' Key Point

- To discuss advancing a takeout double with about 9-11 points.

Student Textbook Reference: pages 103-104.

Opening Remarks

- Since the takeout doubler is showing at least the values for an opening bid, with about 9-11 points, advancer wants to make an invitational bid.
- The partnership is close to having 25 or more combined points, enough for a game contract.
- Let's see how advancer makes an invitational bid.

Group Activity

West, place the 1♥ bid in front of you.

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH	
DOUBLE	
WEST	EAST
1♥	PASS
SOUTH	
♠	A Q x x
♥	x x
♦	K J x x
♣	x x x

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

A. 2♠.

- With a choice of suits, South bids the higher-ranking, spades.
- With about 0-8 points, South would have bid only 1♠.
- South has 10 high-card points.
- To show an invitational hand with about 9-11 points, advancer jumps a level.
- South's jump bid isn't forcing. North can pass with a minimum for the takeout double – about 13 or 14 points.
- However, South's jump invites North to go for the game bonus with more some extra strength.

Change the South hand:
In spades: take away the ♠Q.
In diamonds: add the ♦Q.

NORTH	
DOUBLE	
WEST	EAST
1♥	PASS
SOUTH	
♠	A x x
♥	x x
♦	K Q J x x
♣	x x x

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

A. 3♦.

- South has 10 high-card points plus 1 length point for the five-card suit.
- South would like to choose diamonds as the trump suit.
- A bid of 2♦, the cheapest available level, would show only 0-8 points.
- To show an invitational hand, South jumps to 3♦.

Observations

- With about 9-11 points, advancer jumps a level to show an invitational hand – interest in reaching a game contract.
- Advancer’s jump is not forcing. The takeout doubler can pass with minimum values for the takeout double.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Six – Deal #10: Advancing with 9-11 Points

👉 Teachers' Key Point

- To illustrate how advancer shows an invitational hand.
- To discuss the finesse in more detail.

Student Textbook Reference: Deal #10: pages 126-127.

Opening Remarks

- Let's see how the takeout doubler and advancer can work together to reach the best contract for the partnership.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #10.

<p>DEAL: 10 DEALER: EAST VUL: N-S</p> <p>NORTH ♠ 7 2 ♥ Q J 10 9 5 ♦ K Q ♣ Q 10 8 2</p> <p>WEST ♠ A 8 6 3 ♥ 7 4 ♦ 9 5 4 2 ♣ 6 5 3</p> <div style="border: 1px solid black; padding: 5px; width: fit-content; margin-left: auto; margin-right: auto;"> <p>SOUTH ♠ K 9 5 4 ♥ A 8 6 3 ♦ 10 ♣ A K J 7</p> </div>	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> </thead> <tbody> <tr> <td>Pass</td> <td>2♥</td> <td>1♦</td> <td>Double</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td>4♥</td> </tr> </tbody> </table> <p>EAST ♠ Q J 10 ♥ K 2 ♦ A J 8 7 6 3 ♣ 9 4</p> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>DECLARER: North OPENING LEAD: ♠Q by East</p> </div>	WEST	NORTH	EAST	SOUTH	Pass	2♥	1♦	Double	Pass	Pass	Pass	4♥
WEST	NORTH	EAST	SOUTH										
Pass	2♥	1♦	Double										
Pass	Pass	Pass	4♥										

Bid and play Deal #10.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the East hand – East is the dealer.

Q. What call would East make as the dealer?

A. 1♦.

- East has 11 high-card points plus 2 length point for the six-card suit, enough to open the bidding at the one level.

Focus on the South hand.

Q. What call would South make after East opens 1♦?

A. Double.

- South has support for the three unbid suits: spades, hearts, and clubs.
- The South hand is worth 18 points: 15 high-card points plus 3 dummy points for the singleton diamond.
- South has enough strength to compete for the contract but would like North to choose the trump suit.
- South describes the hand by making a takeout double.

Focus on the West hand.

Q. What call could West make?

A. Pass.

- West has only 4 high-card points, not enough for a response.

Focus on the North hand.

Q. What call would North make to advance South's takeout double?

A. 2♥.

- North prefers hearts as the trump suit.
- North has 10 high-card points plus 1 length point for the five-card heart suit.
- A bid at the cheapest level, 1♥, would show only 0-8 points.
- To show a hand of invitational strength – about 9-11 points – North jumps a level to 2♥.
- North's jump isn't forcing, only invitational.

Focus on the East hand.

Q. What call would East make after North's jump to 2♥?

A. Pass.

- East has already described the hand with the 1♦ opening bid and doesn't have any extra strength.

Focus on the South hand.

Q. Does South have some extra strength for the takeout double?

A. Yes.

- South's hand is worth 18 points, considerably more than the 13 points needed to make a takeout double.

Q. What call does South make?

A. 4♥.

- South has enough to accept North's invitation and take the partnership to the game bonus level.
- North is showing about 9-11 points, so the partnership has at least 27 combined points (18 + 9).
- South knows both **HOW HIGH** and **WHERE** the partnership belongs.

Focus on the West hand.

Q. What call could West make?

A. Pass.

Focus on the North hand.

Q. What call would North make?

A. Pass.

- North has invited South to bid game and South has accepted.

Focus on the East hand.

Q. What call would East make?

A. Pass.

- East's pass ends the auction and North becomes declarer in a contract of 4♥.

The Play

- Let's see what happens if North plays in a contract of 4♥.

East and West, turn your cards face down.

East lead the ♠Q.

Only 27 cards are face up ... the North and South hands and East's lead.

Focus on the North-South hands.

NORTH (Declarer)	
♠ 7 2	
♥ Q J 10 9 5	
♦ K Q	
♣ Q 10 8 4	
WEST	EAST
	♠ Q
SOUTH (Dummy)	
♠ K 9 5 4	
♥ A 8 6 3	
♦ 10	
♣ A K J 7	

Q. What is North's goal as declarer?

A. Ten tricks.

- Let's count the sure tricks in the combined North-South hands.

Spades	0
Hearts	1
Diamonds	0
Clubs	4
Total	5

- Without enough sure tricks to make the contract, the next stage of Declarer's Plan is to Browse Declarer's Checklist, looking for ways to develop extra tricks.

Q. What technique can declarer use to try to develop an extra winner in the spade suit?

A. The finesse.

- Declarer can plan on leading toward dummy's ♠K, hoping East holds the ♠A.

North and South, turn all your cards face down except the spade suit.

East and West, turn your spades face up.

There are only 13 cards face up, the spade suit.

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

Q. Will the spade finesse work on the actual deal?

A. No.

- North leads a low spade toward dummy.
- After East plays a spade, the ♠K is played – finessed – from dummy.
- West wins the trick with the ♠A, so the finesse loses.

West, give the ♠A to East.

Q. Would the spade finesse work if this were the spade layout?

A. Yes.

- North leads a low spade toward dummy.
- If East plays the ♠A, a low spade is played from dummy and declarer later gets a trick with South's ♠K.
- If East doesn't play the ♠A, the ♠K is played from the South hand and it wins the trick.

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

East, give the ♠A back to West.

Q. What are the chances that this type of finesse will work?

A. 50-50.

- If the ♠A is with East, the finesse succeeds; if it is with West, the finesse fails.

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

Turn all the spades face down.

North and South, turn your hearts face up.

There are only 9 cards face up, the North and South hearts.

		NORTH			
		♥ Q J 10 9 5			
WEST				EAST	
—				—	
		SOUTH			
		♥ A 8 6 3			

Q. Declarer has one sure trick, the ♥A. How many more tricks can declarer develop through promotion?

A. Three.

- After taking the ♥A, declarer can use one of the remaining high hearts to drive out the defenders' ♥K.
- Declarer's remaining three hearts will be winners.
- That gives declarer four tricks in the heart suit.

East and West, turn your hearts face up.

There are only 13 cards face up, the heart suit.

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

Q. Is there any way declarer could take all five tricks in the heart suit?

A. Yes.

- Declarer could lead the ♥Q from the North hand, trapping East's ♥K.
- If East plays the ♥K on the ♥Q, declarer can win with dummy's ♥A and declarer's four remaining hearts will be winners.
- If East doesn't play the ♥K on the ♥Q, declarer can play low from dummy and the ♥Q will win the trick. When declarer continues with the ♥J, East has to play the ♥K and it is captured by the ♥A. Again, declarer takes all five heart tricks.
- This is a different variation of the finesse. Rather than leading toward a high card, we play the high card.
- We are trying to take a trick with the ♥Q – or ♥J or ♥10 or ♥9 – when the defenders have a higher card, the ♥K.

East, give the ♥K to West.

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

Q. Would the heart finesse work if this were the situation?

A. No.

- North leads the ♥Q, East plays the ♥2, and a low heart is played from dummy, but West wins the trick with the ♥K.

Q. Is there any way to trap the ♥K in this situation?

A. No.

- Declarer will have to lose a trick to the ♥K.

Q. What are the chances that this type of finesse will work?

A. 50-50.

- If East has the ♥K, it can be trapped and the finesse will work.
- If West has the ♥K, it can't be trapped and the finesse will lose.

West, give the ♥K back to East.

- To take finesses, declarer must be in the right place at the right time.
- Declarer will have to take that into account when Considering the Order in the last stage of Declarer's Plan.

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

Q. What technique can declarer use to develop extra winners in the diamond suit?

A. Promotion.

- The ♦A is missing but once it is driven out, declarer will have a promoted winner in the suit.
- Let's see how declarer goes about making ten tricks on the actual deal.

Turn all four hands face up on the table, dummy style.

Q. Which player makes the opening lead against North's 4♥ contract?

A. East.

Q. Which card might East lead?

A. ♠Q.

- East could lead the ♠Q, top of the solid three-card sequence.
- East's lead means that declarer has an opportunity to try the spade finesse right away.

There's no need to discuss that the spade finesse is unlikely to win since East is unlikely to have the ♠A after the opening lead. If a student does bring the subject up, you can agree that the spade finesse is unlikely to work but it's also unlikely that West holds the singleton ♠A. So, on this deal it won't help declarer to play a low spade from dummy.

Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.

Trick					Notes
1	East ♠Q	South ♠K	West ♠A	North ♠2	The spade finesse didn't work. So much for trying to develop a trick with the ♠K.
2	West ♠3	North ♠7	East ♠10	South ♠4	Let's suppose West returns a spade.
3	East ♠J	South ♠5	West ♠6	North ♥5	Let's have East lead another round of spades ... which North can trump.

Trick					Notes
4	North <u>♥Q</u>	East ♥2	South ♥3	West ♥4	Declarer wants to draw trumps as soon as possible and is in the right hand to try to capture the ♥K. Declarer has already lost two spade tricks and will have to lose the ♦A, so can't afford to lose a heart trick. Let's assume East plays the ♥2 when the ♥Q is led. Dummy's ♥3 is then played.
5	North ♥J	East ♥K	South <u>♥A</u>	West ♥7	When the finesse is successful, declarer can continue with the ♥J. This time, East has no choice but to play the ♥K which gets captured by the ♥A.
6	South ♦10	West ♦2	North ♦Q	East <u>♦A</u>	Trumps are drawn since all four of the defenders' hearts have appeared. Declarer now goes about promoting diamond tricks.
Declarer now has all the remaining tricks: the hearts are winners, the ♦K is a winner, and declarer has four club tricks. The only tricks the defenders take are two spades and the ♦A.					

Observations

- On this deal, North and South reached a game contract of 4♥ with the help of a takeout double after East opened the bidding.
- To make the contract, declarer had to avoid losing a heart trick to the opponents' ♥K. Declarer managed to do that with the help of a finesse.

Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

Exercise Seven – Advancing a Takeout Double with 12+ Points

Teachers' Key Point

- To discuss advancing a takeout double with about 12 or more points when advancer knows **WHERE** the partnership belongs.
- To briefly discuss advancing a takeout double when advancer doesn't know **WHERE** the partnership belongs – using the cuebid.

Student Textbook Reference: page 105, 110-111.

Opening Remarks

- The takeout doubler is showing at least the values for an opening bid – about 13 or more points.
- When advancer has 12 or more points, the partnership has at least 25 combined points and should be in a game contract.
- Let's see how advancer gets the partnership to game.

Group Activity

West, place the 1♣ in front of you.

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

NORTH	
DOUBLE	
WEST	EAST
1♣	PASS
SOUTH	
♠	Q x
♥	A Q J x x
♦	J x x
♣	K x x

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

A. 4♥.

- South has 13 high-card points plus 1 length point for the five-card heart suit, a total of 14.
- Since the partnership has at least 27 combined points (13 + 14), South knows **HOW HIGH** the partnership belongs, game.
- North has shown support for the unbid suits – ideally four-card support but at least three-card support.
- So, South also knows **WHERE** – the partnership has an eight-card or longer fit in hearts.
- Since South knows both **HOW HIGH** and **WHERE** the partnership belongs, South can put the partnership in a game contract of 4♥.

Change the South hand:

In spades: add the ♠J and three low spades.

In hearts: take away the ♥Q, ♥J, and a low card.

In diamonds: take away a low diamond.

NORTH		
DOUBLE		
WEST		EAST
1♣		PASS
SOUTH		
♠	Q J x x x x	
♥	A x	
♦	J x	
♣	K x x	

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

A. 4♠.

- South has 11 high-card points plus 2 length point for the six-card spade suit, a total of 13.
- Since the partnership has at least 26 combined points (13 + 13), South knows **HOW HIGH** the partnership belongs, game.
- North has shown support for the unbid suits – ideally four-card support but at least three-card support.
- So, South also knows **WHERE** – the partnership has a nine-card or longer fit in spades.
- Since South knows both **HOW HIGH** and **WHERE** the partnership belongs, South can put the partnership in a game contract of 4♠.
- Sometimes, advancer knows **HOW HIGH** the partnership belongs but isn't sure **WHERE**.

West, replace the 1♣ bid with 1♦.

Change the South hand:

In spades: take away two low spades.

In hearts: add the ♥Q and a low heart.

NORTH		
DOUBLE		
WEST		EAST
1♦		PASS
SOUTH		
♠	Q J x x	
♥	A Q x x	
♦	J x	
♣	K x x	

Q. West opens 1♦, North doubles, and East passes. **HOW HIGH does the partnership belong?**

A. Game.

- South has 13 high-card points and North has at least 13.
- The partnership has 26 or more combined points.

Q. **WHERE does the partnership belong?**

A. Hearts, spades – or even clubs or notrump.

- Since North might have only three-card support for one of the unbid suits, South can't be guaranteed of putting the partnership in an eight-card fit if South jumps to 4♥ or 4♠.
- To see this, let's construct a hand for North.

Leave the South hand face up.

Construct the following hand in front of North.

Q. If West opens 1♦, what call would North make with this hand?

A. Double.

- North has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

Q. If South were to advance to 4♥ after the takeout double, would the partnership be in its best game contract?

A. No.

- The partnership would be in a seven-card fit.
- The partnership should be in 4♠, the eight-card major suit fit.

NORTH

♠ K x x x
♥ K x x
♦ x x
♣ A Q J x

SOUTH

♠ Q J x x
♥ A Q x x
♦ J x
♣ K x x

Change the North hand:

In spades: take away a low card.

In hearts: add a low card.

Q. If West opens 1♦, would North make a takeout double with this hand?

A. Yes.

- North still has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North still has support for the three unbid suits: spades, hearts, and clubs.

Q. If South were to advance to 4♠ after the takeout double, would the partnership be in its best game contract?

A. No.

- The partnership would be in a seven-card fit.
- The partnership should be in 4♥, the eight-card major suit fit.
- So, if South jumps to either 4♥ or 4♠, the partnership may not be in the best contract.
- To decide **WHERE** the partnership belongs, advancer needs more information from the takeout doubler.
- Advancer needs a forcing bid.

NORTH

♠ K x x
♥ K x x x
♦ x x
♣ A Q J x

SOUTH

♠ Q J x x
♥ A Q x x
♦ J x
♣ K x x

Q. What bid is available to advancer as a forcing bid?

A. 2♦ – a cuebid of the opponents’ suit.

- Diamonds is the one suit that North has asked South not to choose as the trump suit.
- We’ve seen this bid before when responding to an overcall.
- **The cuebid of the opponents’ suit is forcing and shows interest in reaching game.**

South, place the 2♦ bid in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	2♦
PASS	?		

Q. If South makes a forcing cuebid of 2♦, which call would North make?

A. 2♥.

- North can make a descriptive bid by showing the four-card heart suit.

Q. What call could South now make?

A. 4♥.

- South now knows **WHERE** the partnership belongs – hearts.
- Knowing both **HOW HIGH** and **WHERE** the partnership belongs, South can now put the partnership in the best game contract, 4♥.

NORTH

♠ K x x
♥ K x x x
♦ x x
♣ A Q J x

SOUTH

♠ Q J x x
♥ A Q x x
♦ J x
♣ K x x

Change the North hand:

In spades: add a low card.

In hearts: take away a low card.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	2♦
PASS	?		

Q. If South makes a forcing cuebid of 2♦, which call would North make?

A. 2♠.

- North doesn’t have four hearts but can show the four-card spade suit.

Q. What call could South now make?

A. 4♠.

- South now knows **WHERE** the partnership belongs – spades.
- Knowing both **HOW HIGH** and **WHERE** the partnership belongs, South can now put the partnership in the best game contract, 4♠.

NORTH

♠ K x x x
♥ K x x
♦ x x
♣ A Q J x

SOUTH

♠ Q J x x
♥ A Q x x
♦ J x
♣ K x x

Observations

- With 12 or more points, advancer can put the partnership in a game contract if advancer knows **WHERE**.
- If advancer is unsure **WHERE** the partnership belongs, advancer can cuebid the opponents' suit to get more information from the takeout doubler.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Eight – Deal #11: Advancing with 12+ Points

👉 Teachers' Key Point

- To illustrate how advancer handles a game-going hand.

Student Textbook Reference: Deal #11: pages 128-129.

Opening Remarks

- Let's see how advancer gets the partnership to game after a takeout double.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #11.

<p>DEAL: 11 DEALER: SOUTH VUL: E-W</p>	<p>NORTH ♠ Q 10 3 ♥ 10 7 6 ♦ 7 5 4 3 ♣ J 8 2</p>	<table border="1" style="width: 100%; text-align: center;"> <tr> <th>WEST</th> <th>NORTH</th> <th>EAST</th> <th>SOUTH</th> </tr> <tr> <td>Double</td> <td>Pass</td> <td>4♥</td> <td>1♠</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td></td> <td>Pass</td> </tr> </table>	WEST	NORTH	EAST	SOUTH	Double	Pass	4♥	1♠	Pass	Pass		Pass
WEST	NORTH	EAST	SOUTH											
Double	Pass	4♥	1♠											
Pass	Pass		Pass											
<table border="1" style="width: 100%; text-align: center;"> <tr> <th>WEST</th> </tr> <tr> <td>♠ 9 6</td> </tr> <tr> <td>♥ A 9 5 2</td> </tr> <tr> <td>♦ K J 10</td> </tr> <tr> <td>♣ A 9 7 4</td> </tr> </table>	WEST	♠ 9 6	♥ A 9 5 2	♦ K J 10	♣ A 9 7 4	<p>EAST ♠ 8 4 2 ♥ K Q J 8 3 ♦ A Q 8 ♣ 5 3</p>	<table border="1" style="width: 100%;"> <tr> <td>DECLARER: East</td> </tr> <tr> <td>OPENING LEAD: ♠A by South</td> </tr> </table>	DECLARER: East	OPENING LEAD: ♠A by South					
WEST														
♠ 9 6														
♥ A 9 5 2														
♦ K J 10														
♣ A 9 7 4														
DECLARER: East														
OPENING LEAD: ♠A by South														
<p>SOUTH ♠ A K J 7 5 ♥ 4 ♦ 9 6 2 ♣ K Q 10 6</p>														

Bid and play Deal #11.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the South hand – South is the dealer.

Q. As the dealer, what call would South make?

A. 1♠.

- South has 13 high-card points plus 1 length point for the five-card suit.

Focus on the West hand.

Q. What call does West make after South opens 1♠?

A. Double.

- West has 12 high-card points and can add 1 dummy point for the doubleton spade when considering a takeout double.
- West has support for the three unbid suits: hearts, diamonds, and clubs.

Focus on the North hand.

Q. What call can North make after West doubles South's 1♠ opening bid?

A. Pass.

- With only 3 high-card points, North doesn't have enough to respond to South's opening bid.

Focus on the East hand.

Q. What call would East make after West has made a takeout double of South's 1♠ opening?

A. 4♥.

- East has 12 high-card points plus 1 length for the five-card heart suit, a total of 13 points.
- Since West has promised about 13 or more points, East knows **HOW HIGH** the partnership belongs, game.
- East has a five-card heart suit and West has promised support for the unbid suits ... at least three-card support for hearts. The partnership has an eight-card fit. So, East knows **WHERE** the partnership belongs, hearts.
- Putting together **HOW HIGH** and **WHERE**, East can take the partnership directly to 4♥.

Focus on the South hand.

Q. What call could South make?

A. Pass.

- South has already described the hand by opening 1♠ and has nothing extra.

Focus on the West hand.

Q. What call does West make?

A. Pass.

- West accepts advancer's decision to play game with hearts as the trump suit.

Q. What call does North make?

A. Pass.

- North's pass ends the auction and East becomes declarer in 4♥.

The Play

- Let's consider the play with East as declarer in a 4♥ contract.

North and South, turn your hands face down.

South, lead the ♠A.

Only 26 cards are face up on the table ... the East and West hands.

Focus on the East-West hands.

NORTH	
WEST (Dummy)	EAST (Declarer)
♠ 9 6	♠ 8 4 2
♥ A 9 5 2	♥ K Q J 8 3
♦ K J 10	♦ A Q 8
♣ A 9 7 4	♣ 5 3
SOUTH	
♠ A	

- Let's go through the ABC's of Declarer's Plan, starting with Assessing the Situation.

Q. What is East's goal as declarer?

A. Ten tricks.

- To make 4♥, East will have to take ten tricks.
- Let's count the sure tricks in the combined East-West hands.

Spades	0
Hearts	5 – Once the ♥A-K-Q-J are played, East's remaining heart will be a winner.
Diamonds	3
Clubs	1
Total	9

- Without enough sure tricks to make the contract, the next stage of Declarer's Plan is to Browse Declarer's Checklist, looking for ways to develop extra tricks.

Q. What technique can declarer use to develop an extra winner?

A. Trumping in dummy.

- Whenever declarer has more cards than dummy in a side suit, there is the opportunity to trump in dummy.
- Declarer has three spades and dummy has only two.
- After two rounds of spades have been played, declarer's third spade can be trumped with one of dummy's hearts.

- The third stage of Declarer's Plan is Consider the Order.

Q. What must declarer consider when planning to trump in dummy?

A. Leave enough trumps in dummy.

- Declarer will have to lose two spade tricks before a spade can be trumped in dummy.
- Sometimes the defenders will help out ... by taking their spade winners for example.
- Declarer must be sure that there are enough trumps left in dummy to trump the losers.
- In this case, declarer only needs one trump remaining in dummy.
- So, declarer can afford to draw trumps first, unless one defender has all four of the missing trumps.

- Let's see how this works.

Turn all four hands face up on the table, dummy style.

Q. Which player makes the opening lead against East's 4♥ contract?

A. South.

Q. Which card might South lead?

A. ♠A.

- South will probably lead the top of the touching high cards in spades.
- South might also consider leading the ♣K, top of the touching cards in that suit.

- Let's assume South leads the ♠A.

Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.

Trick					Notes
1	South ♠A	West ♠6	North ♠3	East ♠2	Notice that South is actually doing some of declarer's work by removing dummy's spades.
2	South ♠K	West ♠9	North ♠10	East ♠4	Let's assume South continues by taking the ♠K.
3	South ♣K	West ♣A	North ♣2	East ♣3	South may now try to promote a club winner.
4	West ♥A	North ♥6	East ♥3	South ♥4	Declarer can now draw the defenders' trumps.
5	West ♥2	North ♥7	East ♥K	South ♠5	
6	East ♥Q	South ♦2	West ♥5	North ♥10	The defenders trumps are now drawn and there is still a trump left in dummy.
7	East ♠8	South ♠7	West ♥9	North ♠Q	Now declarer can trump the remaining spade in dummy.
Declarer can now take the remaining diamond and heart winners. The defenders get a club trick at the end to go with the two spade tricks, but that's all.					

Observations

- Once West made a takeout double, East, as advancer, had all the necessary information to decide **HOW HIGH** and **WHERE** the partnership belongs.
- As a general guideline: **the player who knows, goes.**

Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

Exercise Nine – Advancing in Notrump

Teachers' Key Point

- Introduce the requirements for advancing in notrump.

Student Textbook Reference: pages 107-109.

Opening Remarks

- The takeout doubler is asking advancer to choose one of the unbid suits.
- However, sometimes advancer will have length and strength in the opponents' suit.
- Let's see how advancer handles those types of hands.

Group Activity

West, place the 1♦ bid in front of you.

North, place a Double in front of you.

East, place a Pass in front of you.

Construct the following hand in front of South.

	NORTH	
	DOUBLE	
WEST		EAST
1♦		PASS
	SOUTH	
	♠ Q x x	
	♥ x x x	
	♦ A J 10 x	
	♣ J x x	

Q. West opens 1♦, North doubles, and East passes. Can South, the advancer, pass?

A. No (Yes).

- In theory, advancer could pass the takeout double but in practice that rarely happens.
- By passing, advancer would be turning North's takeout double into a penalty double and North has asked South to choose any suit except diamonds as trumps.
- So, the only time advancer would pass is with a very long and strong holding in diamonds.
- Otherwise, advancer should treat the takeout double as a forcing call and bid something.
- As a guideline: **take out takeout doubles.**
- Essentially, the only time advancer doesn't have to bid is if responder, East, makes a call other than pass.

Q. What call could South make?

A. 1NT.

- South doesn't particularly like any of the unbid suits.
- South has length and strength in the opponents' suit.
- A 1NT advance shows about 6-10 points.
- Let's give advancer a slightly stronger hand.

Change the South hand:

**In diamonds: take away two low diamonds;
add the ♦K.**

In clubs: add a low club.

NORTH		DOUBLE	
WEST		EAST	
1♦		PASS	
SOUTH			
♠	Q x x		
♥	x x x		
♦	A K J		
♣	J x x x		

Q. How many points in this hand?

A. 11.

Q. If advancer wanted to choose clubs as the trump suit, what call would advancer make?

A. 3♣.

- With about 9-11 points, advancer jumps a level to show an invitational hand.

Q. What alternative call might South choose?

A. 2NT.

- Most of South's strength is in the opponents' suit.
- A jump to 2NT by advancer shows about 11-12 points.

Change the South hand:

**In hearts: take away a low heart;
add the ♥K.**

NORTH		DOUBLE	
WEST		EAST	
1♦		PASS	
SOUTH			
♠	Q x x		
♥	K x x		
♦	A K J		
♣	J x x x		

Q. What call could South make with this hand after North makes a takeout double of 1♦?

A. 3NT.

- A bid of 3NT by advancer shows about 13 or more points.

Change the South hand:
 In spades: add a low spade.
 In hearts: take away the ♥K.
 In diamonds: take away the ♦A and ♦K;
 add three low diamonds.
 In clubs: take away the ♣J.

NORTH	
DOUBLE	
WEST	EAST
1♦	PASS
SOUTH	
♠ Q x x x	
♥ x x	
♦ J x x x	
♣ x x x	

Q. What call could South make with this hand after North makes a takeout double of 1♦?

A. 1♠.

- A bid of 1NT would show about 6-10 points and South has only 3 points.
- With a hand too weak to bid 1NT, advancer simply bids one of the unbid suits.

Observations

- With strength in the opponents' suit and no better option, advancer can bid notrump using the following ranges:
 - 6-10 points Bid notrump at the cheapest level.
 - 11-12 points Bid notrump jumping a level.
 - 13+ points Bid game in notrump.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Ten – Rebids by the Takeout Doubler

Teachers' Key Point

- Discuss what the takeout doubler does after hearing advancer's bid.

Student Textbook Reference: pages 111-113.

Opening Remarks

- After advancer makes a bid, the takeout doubler will get another chance to bid.
- Let's look at the takeout doubler's rebid.

Group Activity

West, place the 1♦ bid in front of you.

North, place the Double in front of you.

East, place a Pass in front of you.

South. Place the 1♥ bid in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	1♥
PASS	?		

NORTH	
♠	K x x x
♥	A Q x x
♦	x x
♣	K J x

Construct the following hand in front of North.

Q. West opens 1♦, what call does North make?

A. Double.

- North has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

Q. East passes and South advances 1♥. What does South's bid show?

A. Heart preference; 0-8.

- South has chosen hearts as the trump suit for the partnership.
- South has minimum hand of about 0-8 points since South didn't jump.

Q. After West passes, what call should North make?

A. Pass.

- North has already described the hand with the takeout double.
- North doesn't have anything extra for the takeout double.

- Since South has at most 8 points, the partnership belongs in partscore, not game.
- Remember, North essentially forced South to bid something.
- **With a minimum hand of about 13-16 points, the takeout doubler passes when advancer bids at the cheapest level.**
- Even if West were to bid again—2♦ for example—North should pass. Any further action is up to advancer.

Change the North hand:
In diamonds: take away a low diamond.
In clubs: add the ♣Q.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	1♥
PASS	?		

Q. West opens 1♦, what call does North make?

A. Double.

- North has 15 high-card points plus 3 dummy points for the singleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

NORTH
 ♠ K x x x
 ♥ A Q x x
 ♦ x
 ♣ K Q J x

Q. East passes and South advances 1♥. After West passes, what call should North make?

A. 2♥.

- North's hand is worth 18 points, more than a minimum takeout double.
- If South has 7 or 8 points, the partnership has enough to go for a game contract.
- However, South might still have 0 points, so North can't afford to get the partnership too high.
- **With a medium hand of about 17-18 points, the takeout doubler raises when advancer bids at the cheapest level.**

Change the North hand:
In spades: take away a low spade;
add the ♠Q.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	1♥
PASS	?		

Q. West opens 1♦, North doubles, East passes, and South bids 1♥. After West passes, what call does North make?

A. 3♥.

- North has an excellent hand ... 17 high-card points plus 3 dummy points for the singleton diamond.
- North can make a highly invitational jump to 3♥ since the partnership might make a game if South has only 5 or 6 points.
- Again, North can't afford to take the partnership all the way to game since South might have nothing at all.
- **With a maximum hand of about 19-21 points, the takeout doubler makes a jump raise when advancer bids at the cheapest level.**

NORTH
 ♠ K Q x x
 ♥ A Q x x
 ♦ x
 ♣ K Q J x

The takeout doubler could also cuebid with a strong hand but there's no need to complicate matters here. The basic idea is that the more the takeout doubler has, the more the takeout doubler can bid

- Let's see what happens if South shows a bit more interest in getting to game.

South, replace the 1♥ bid with 2♠.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	2♠
PASS	?		

Change the North hand:
 In spades: take away the ♠K.
 In hearts: take away the ♥Q; add a low heart.
 In diamonds: add a low diamond.

NORTH	
♠	Q x x
♥	A x x x
♦	x x
♣	K Q J x

Q. West opens 1♦, what call does North make?

A. Double.

- North has 12 high-card points plus 1 dummy point for the singleton diamond.
- North has support for the three unbid suits: spades, hearts, and clubs.

Q. East passes and South jumps to 2♠. What does South's 2♠ call show?

A. Preference for spades; 9-11 points.

- South has chosen spades as the trump suit.
- South has an invitational hand of about 9-11 points.

Q. West passes. What call does North make?

A. Pass.

- South's advance to 2♠ is not forcing. It only invites North to go to game with more than a minimum takeout double.
- With a hand worth 13 points, North doesn't have anything extra.

Change the North hand:
 In spades: add the ♠J.
 In diamonds: take away a low diamond.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	2♠
PASS	?		

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

A. 4♠.

- North's hand is worth 16 points ... 13 high-card points plus 3 dummy points for the singleton diamond.
- South's advance shows about 9-11 points, so the partnership should have enough combined strength to go for the game bonus.

NORTH	
♠	Q J x x
♥	A x x x
♦	x
♣	K Q J x

South, replace the 2♠ bid with 4♥.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	4♥
PASS	?		

Change the North hand:
In hearts: take away a low heart.
In diamonds: add a low diamond.

NORTH

♠	Q	J	x	x
♥	A	x	x	
♦	x	x		
♣	K	Q	J	x

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

A. Double.

- North has 13 high-card points plus 1 dummy point for the doubleton diamond.
- North has support for the unbid suits.

Q. East passes, and South jumps to 4♥. What call does North make after West passes?

A. Pass.

- South has made the decision about **HOW HIGH** and **WHERE** the partnership belongs.
- North accepts South's decision.

South, replace the 4♥ bid with 2♦.

WEST	NORTH	EAST	SOUTH
1♦	DOUBLE	PASS	2♦
PASS	?		

Q. West opens 1♦, North doubles, East passes, and South bids 2♦. What is South's 2♦ call?

A. A cuebid.

- South is unsure about **HOW HIGH** and **WHERE** the partnership belongs.
- Advancer's cuebid of the opponents' suit is forcing, asking the takeout doubler for a further description of the hand.

NORTH

♠	Q	J	x	x
♥	A	x	x	
♦	x	x		
♣	K	Q	J	x

Q. After West passes, what call does North make?

A. 2♠.

- North only has a three-card heart suit but has a four-card spade suit.
- North's bid should help South determine the best contract for the partnership.

Observations

- The takeout doubler's strength falls into approximately three categories:
 - Minimum 13-16 points.
 - Medium 17-18 points.
 - Maximum 19+ points.
- The takeout doubler combines this with the approximate strength shown by advancer to decide whether to bid again if advancer bids at the cheapest level showing 0-8 or makes an invitational jump showing 9-11.
- Advancer's cuebid is forcing and the takeout doubler makes a further descriptive bid ... a five-card or longer suit, or the cheapest available four-card suit.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Pick up your suit from the South hand. Each player has one suit.

Exercise Eleven – Deal #12: Advancing in Notrump

👉 Teachers' Key Point

- To illustrate an advance in notrump opposite a takeout double.

Student Textbook Reference: Deal #12: pages 130-131.

Opening Remarks

- Let's try our last deal for this lesson.

Group Activity

Distribute the **COLOR-CODED CARDS** for Deal #12.

<p>DEAL: 12 DEALER: WEST VUL: BOTH</p>	<p>NORTH ♠ 8 6 ♥ A K 5 4 ♦ K Q 10 5 ♣ Q 9 7</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">WEST</td> <td style="width: 25%;">NORTH</td> <td style="width: 25%;">EAST</td> <td style="width: 25%;">SOUTH</td> </tr> <tr> <td>1♠</td> <td>Double</td> <td>Pass</td> <td>1NT</td> </tr> <tr> <td>Pass</td> <td>Pass</td> <td>Pass</td> <td></td> </tr> </table>	WEST	NORTH	EAST	SOUTH	1♠	Double	Pass	1NT	Pass	Pass	Pass	
WEST	NORTH	EAST	SOUTH											
1♠	Double	Pass	1NT											
Pass	Pass	Pass												
<p>WEST ♠ Q J 10 9 5 ♥ Q 3 ♦ A 6 4 ♣ A 8 5</p>	<p>SOUTH ♠ A K 7 3 ♥ 9 6 2 ♦ J 7 3 ♣ J 6 4</p>	<p>EAST ♠ 4 2 ♥ J 10 8 7 ♦ 9 8 2 ♣ K 10 3 2</p>												
		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>DECLARER: South</td> </tr> <tr> <td>OPENING LEAD: ♠Q by West</td> </tr> </table>	DECLARER: South	OPENING LEAD: ♠Q by West										
DECLARER: South														
OPENING LEAD: ♠Q by West														

Bid and play Deal #12.

After 7½ minutes have the students turn all 52 cards face up following the instructions given for Deal #1 at the top of page 11.

The Bidding

Focus on the West hand - West is the dealer.

Q. What opening call would West make?

A. 1♠.

- West has 13 high-card points plus 1 length point for the five-card spade suit.

Focus on the North hand.

Q. What call would North make after West opens 1♠?

A. Double.

- North has 14 high-card points plus 1 dummy point for the doubleton spade.
- North has support for the three unbid suits: hearts, diamonds, and clubs.

Focus on the East hand.

Q. What call would East make after West opens 1♠ and North doubles?

A. Pass.

- East has only 4 high-card points and doesn't have support for spades.

Focus on the South hand.

Q. What call would South make to advance North's takeout double?

A. 1NT.

- South has 9 high-card points and doesn't care for any of the unbid suits.
- With some length and strength in the opponents' suit, South can suggest notrump.

Focus on the West hand.

Q. What call would West make?

A. Pass.

- West described the hand with the opening bid and East has shown no interest in competing.

Focus on the North hand.

Q. What call would North make after South advances to 1NT?

A. Pass.

- South's advance to 1NT shows about 6-10 points with strength in the opponents' suit.

- North has only 14 high-card points, so the partnership doesn't have enough combined strength to go looking for a game contract.
- North accepts South's decision to play in 1NT.

Focus on the East hand.

Q. What call would East make?

A. Pass.

- The auction is over, leaving South as declarer in 1NT.

The Play

- Let's see how South would do in a contract of 1NT. We'll go through the ABC's.

East and West, turn your hands face down.

West, lead the ♠Q.

Only 26 cards are face up on the table ... the North and South hands. Focus on the North-South hands.

NORTH (Dummy)	
♠ 8 6	
♥ A K 5 4	
♦ K Q 10 5	
♣ Q 9 7	
WEST	EAST
♠Q	
SOUTH (Declarer)	
♠ A K 7 3	
♥ 9 6 2	
♦ J 7 3	
♣ J 6 4	

- South starts by assessing the situation.

Q. What is South's goal as declarer in a 1NT contract?

A. Seven tricks.

- Let's count the sure tricks.

Spades	2
Hearts	2
Diamonds	0
Clubs	0
Total	4

- When there are not enough tricks to make the contract, declarer moves to the next stage of the plan — Browse Declarer's Checklist.

Q. Which suit offers the potential to develop the extra tricks declarer needs?

A. Diamonds.

- North-South have all the high diamonds except the $\heartsuit A$.
- By driving out the opponents' $\heartsuit A$, declarer can promote three winners in the suit.
- The third stage of Declarer's Plan is to Consider the Order.

Q. Should declarer plan to take the sure tricks first or start by promoting the diamonds?

A. Promoting diamonds.

- The guideline is to **take the losses early** ... giving up the lead while there are still high cards in the other suits with which to regain the lead.

Q. When playing the diamond suit, which card should declarer lead first?

A. $\heartsuit J$.

- When promoting winners in a suit that is unevenly divided between the two hands, the guideline is to **play the high card from the short side**.
- Let's see how the play might go.

Turn all four hands are face up on the table, dummy style.

Q. Who is on lead against South's 1NT contract?

A. West.

Q. Which card might West choose as the opening lead?

A. $\spadesuit Q$.

- West can lead the top card from the solid sequence, hoping to promote winners in the suit.

Walk the students through the play, trick by trick, as outlined below. After each trick, have the students turn all four cards face down before proceeding to the next trick.

Trick	West	North	East	South	Notes
1	West $\spadesuit Q$	North $\spadesuit 6$	East $\spadesuit 2$	South $\spadesuit K$	
2	West $\heartsuit J$	North <u>$\heartsuit A$</u>	East $\heartsuit 5$	South $\heartsuit 2$	Declarer wants to promote diamond winners while keeping high cards in the other suits to regain the lead. Declarer starts with the $\heartsuit J$, high card from the short side. (It doesn't matter on this deal, but it's good technique.)
3	West $\spadesuit J$	North $\spadesuit 8$	East $\spadesuit 4$	South $\spadesuit A$	West will likely continue to try to promote winners in the spade suit.
Declarer already has two tricks and has two sure heart tricks and three promoted diamond winners to take. That's enough to make the 1NT contract.					

Observations

- South's 1NT advance showed about 6-10 points and helped North decide that the partnership was in its best contract.
- If South had taken the sure winners before leading diamonds, the defenders would then have enough winners to defeat the contract ... three spades, two hearts, one diamond, and two clubs.

Closing Instructions

Turn all the cards face up. South, West, and East place your cards on top of the corresponding suit in the North hand. Each player then take one suit.

Exercise Twelve – The Double to Show a Strong Overcall

Teachers' Key Point

- To show another use for the takeout double.

Student Textbook Reference: pages 114-115.

Opening Remarks

- The double is a very versatile call since it doesn't take up any room on the Bidding Ladder.
- Let's look at another way it can be put to use.

Group Activity

West, place the 1♣ bid in front of you.

Construct the following hand in front of North.

NORTH	
♠	x x
♥	A Q J x x x
♦	A K
♣	A x x
WEST	
	1♣

Q. What is the value of the North hand?

A. 20 points.

- North has 18 high-card points plus 2 length points for the six-card suit.

Q. West opens 1♣. Why is the North hand unsuitable for a simple overcall of 1♥?

A. Too strong.

- A simple overcall in a suit at the one level shows about 7-17 points.
- The North hand is too strong.
- Advancer, South, won't expect so much strength and the partnership might miss a game contract.

Q. Why is the North hand unsuitable for a standard takeout double?

A. No support for spades or diamonds.

- A takeout double shows support for the unbid suits and North really wants hearts to be the trump suit, not diamonds or spades.
- However, **with a hand too strong for an overcall, start with a takeout double.**
- An overcall is not forcing and partner might pass; a takeout double is forcing, so partner can't pass.
- Of course, advancer will assume that North is making a typical takeout double. But, we'll see how North describes a different hand.

North, place a Double in front of you.

East, place a Pass in front of you.

South, place the 1♠ bid in front of you.

West, place a Pass in front of you.

WEST	NORTH	EAST	SOUTH
1♥	DOUBLE	PASS	1♠
PASS	?		

NORTH	
♠	x x
♥	A Q J x x x
♦	A K
♣	A x x

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

A. 2♥.

- South has assumed North has a typical takeout double and chooses a trump suit.
- North now bids another suit.

Q. By doubling and then bidding 2♥, what sort of hand is North describing to South?

A. Strong hand with hearts.

- North is showing a hand too strong to overcall 1♥ ... about 18 or more points.
- With a typical takeout double, North would have accepted South's choice of spades as the trump suit.

Observations

- A takeout double can be used to show a hand too strong for a simple overcall.
- We start with a double and then bid another suit ... or notrump.

Closing Instructions

Pick up all the bids and put them back in the Bidding Boxes. Put the cards back into a complete deck.

- This lesson has focused on the double, the game's most versatile call.
- It's a useful tool to get into competitive auctions!