

DOUBLES

Takeout Doubles

Negative Doubles

Support Doubles

Balancing Doubles

Lead Directing Doubles

Penalty Doubles

Balance of Power Doubles

Maximal Doubles

Snapdragon Doubles

Responsive Doubles

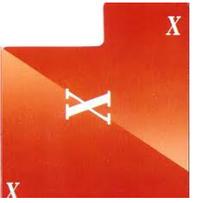
Rosenkranz Doubles

Lightner Doubles





DOUBLES



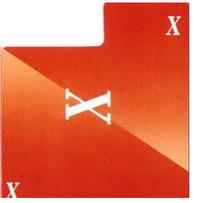
Takeout Doubles
One of the
oldest &
most frequently used
Doubles in Bridge





TAKEOUT DOUBLE

Definition

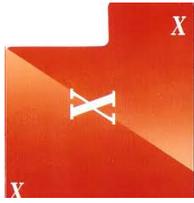


A double of an opponent's *OPENING* bid at the 1 level

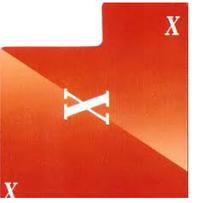
asking partner

to bid one of the other suits





TAKEOUT DOUBLE



WHAT KIND OF HAND

DO YOU NEED

TO MAKE A TAKEOUT DOUBLE?

Two Types of Hands

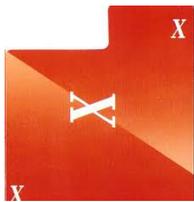
Most Common

Usually 12-16 HCPs
(May be less with distribution)
3+ cards in unbid suits
Shortness in opponent's suit

Less Common

Big Hand (17+ HCPs) with a good suit
OR
Big Balanced Hand 18+ HCPs
(*too strong* to over call NT immediately)

“POWER DOUBLES”



TAKEOUT DOUBLE

Partner	North	You	South
Pass	1♣	DBL	

YOUR HAND

♠	A	7	5	3
♥	K	Q	J	4
♦	A	T	9	8
♣	6			

That hand is a
no brainer!!
What about less than
14 HCPs?



14 HCPs
3+ Cards in Unbid Suits
Short in Opener's Suit

CLASSIC TAKEOUT DOUBLE



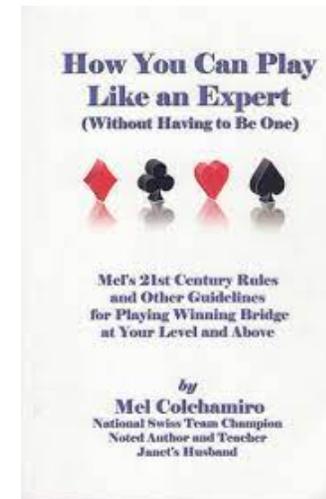
Mel's Match-Game Rule

(Without Doubles)

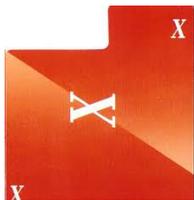
**DO NOT COUNT POINTS
(Particularly Qs & Js)
IN OPPONENT'S SUIT**

0 cards in opp's suit	OKAY with 10+ HCPs
<u>1</u> cards in opp's suit	OKAY with 11+ HCPs
<u>2</u> cards in opp's suit	OKAY with 12+ HCPs
<u>3</u> cards in opp's suit	OKAY with 13+ HCPs

With **4 or more cards** in their suit – do not make takeout double
UNLESS you have **HUGE** hand (POWER DBL)



TAKEOUT DOUBLE



YOUR HAND

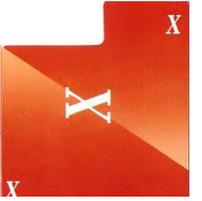
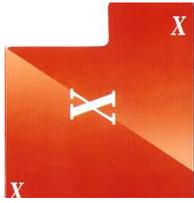
Partner	North	You	South
	1♠	DBL	

♠	6	5		
♥	A	K	8	4
♦	K	Q	9	
♣	T	9	8	6

12 HCPs
3+ Card Support of Unbid Suits
Shortness in Opener's Suit

GOOD TAKEOUT DOUBLE
Meets Mel's Rule

TAKEOUT DOUBLE



Partner	North	You	South
	1♦	1NT	

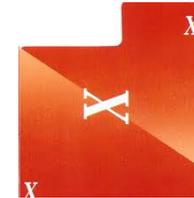
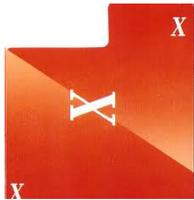
YOUR HAND

♠	Q	J	9
♥	A	K	8
♦	K	Q	9
♣	T	9	8 6

15 HCPs
4333 Distribution
Lots of Texture Cards (T 9 & 8)
Diamond KQx

1NT Describes this hand best

TAKEOUT DOUBLE



YOUR HAND

Partner	North	You	South
	1♠	DBL	

♠	A	Q	6	
♥	K	9	8	
♦	A	K	T	
♣	K	T	9	7

19 HCPs

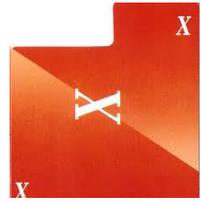
3 Cards in all unbid suits

POWER DOUBLE

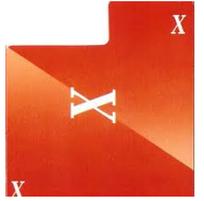
Then Bid NT

when the bid gets back to you

TOO STRONG to bid 1NT immediately



TAKEOUT DOUBLE



Partner	North	You	South
	1♠	DBL	3♠
Pass	Pass	DBL	

WEAK

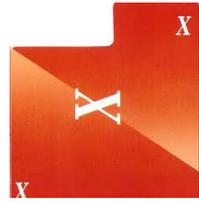
YOUR HAND

♠	A	Q	6
♥	K	9	8
♦	A	K	T
♣	K	T	9 7

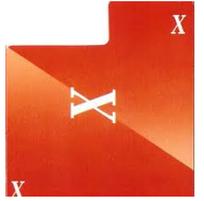
The opponents always
do this to me.
NOW WHAT???



**THIS IS NOW A
PENALTY ORIENTED DOUBLE**
Your partner should know that you have a big
hand and will need to decide
whether to pass or bid



TAKEOUT DOUBLE



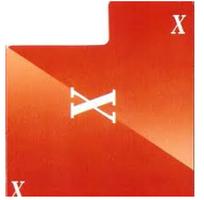
Partner	North	You	South
	1♠	DBL	2♠
Pass	Pass	DBL	

At this level
The Second DOUBLE
IS
“Not willing to sell out at the 2 level” Double

You do not have to have any bigger hand
than your partner would expect from your first
double



TAKEOUT DOUBLE



Partner	North	You	South
	1♠	Pass	

YOUR HAND

♠	7	5		
♥	K	J	5	3
♦	K	9	5	
♣	A	9	8	6

How am I going to show this hand?

11 HCPs
3+ Card Support of Unbid Suits
2 Cards in Opener's Suit

PASS
Does not Meet Mel's Rule



If the opponents stop *at the 2 level*, we will use a *balancing double*.
Don't let the opponents know where the HCPs are without the *right distribution & enough HCPs*.

TAKEOUT DOUBLE

*“Not willing to
sell out
at the 2 level”
Double*

YOUR HAND

♠	K	J	8	5
♥	7	3		
♦	K	9	8	
♣	A		8	6

Partner	North	You	South
	1♥	Pass	2♥
Pass	Pass	DBL	

GENERAL PRINCIPLE

Letting the opponents play comfortably
at the 2 level
in 8+ card fit
usually results in a bad score for your side
Stretch to push opponents to 3 level

This would be a **balancing
takeout double**
Partner should not get
excited since if you had a
better hand you would have
doubled initially

TAKEOUT DOUBLE

Partner	North	You	South
	1♣	1♠	

YOUR HAND

♠	A	K	T	8	5
♥	K	6			
♦	K	Q	7		
♣	7	6	3		

DOUBLING with only 2♥s
is a real minefield
You will not be able to stop your partner
from continuing to bid their ♥ suit

15 HCPs
Only 2♥s
Nice 5 card ♠ suit

BID 1♠

TAKEOUT DOUBLE

Partner	North	You	South
	1♣	1♠	

YOUR HAND

♠	Q	J	T	8	5
♥	Q	T	7		
♦	K	J	T	9	
♣	4				

9 HCPs

3+ cards in unbid suits

You have 5 card ♠ suit
Not enough points to DBL or
Borderline

BID 1♠

TAKEOUT DOUBLE

Partner	North	You	South
Pass	1♣	1♠	

YOUR HAND

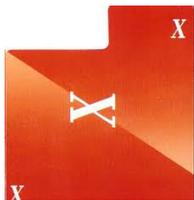
♠	K	Q	J	6	4
♥	A	J	T	8	
♦	Q	8	5		
♣	6				

The distribution is correct
But partner will not understand
that you have only 5♠s and 13 HCPs
when you bid ♠s later after an initial
DBL.

13 HCPs
3+ cards in unbid suits

OVERCALL 1♠
Plan to show ♥s on next turn
with a DBL or bid depending on the
opponents' action

TAKEOUT DOUBLE



YOUR HAND

♠	Q	T	7		
♥	A	K	9	4	
♦	K	J	T	8	3
♣	7				

Partner	North	You	South
	1♣	1♦	3♣ weak
???			

Why not bid 1♦?



Partner's Hand Value
After 1♦

6 HCPs
short in ♦ decreases value

Partner's Hand Value
After DBL

10+ Working Points
6 HCPs
6 cd Heart support
short in ♦ increases value

Partner's Hand

♠	K	6	3			
♥	Q	J	T	6	3	2
♦	9					
♣	8	4	2			

TAKEOUT DOUBLE

Partner	North	You	South
	1♣	DBL	Pass
1♥	Pass	1♠	

YOUR HAND

♠	A	K	Q	8	5
♥	A	6			
♦	K	Q	7		
♣	7	6	3		

GENERAL PRINCIPLE

Doubling
& Then

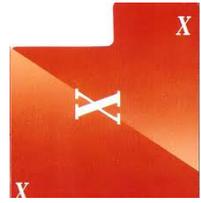
Bidding a Suit is Strong (17+ HCPs)
One Suited Hand

18 HCPs

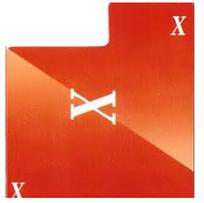
Only 2 ♥s

One Suited Hand

NOT FORCING



TAKEOUT DOUBLE



Partner	North	You	South
	1♣	1♠	Pass
Pass	Pass	UGH	

YOUR HAND

♠	A	K	Q	8	5
♥	A	6			
♦	K	Q	7		
♣	7	6	3		

Partner's Hand

♠	T	5	3		
♥	K	9	7	5	
♦	J	T	9	3	
♣	8	2			

Why not
bid 1♠
initially?



TAKEOUT DOUBLE

South	Partner	North	You
1♣	Pass	1♥	DBL

YOUR HAND

♠	A	Q	6	4	
♥	A	6			
♦	K	T	9	8	5
♣	7	6			

TAKEOUT DOUBLE

Best Bid to describe your hand
Asks partner to bid ♦s or ♠s

Must now have at least 4+ cds
in the other 2 suits

13 HCPs

4+ cards in unbid suits

TAKEOUT DOUBLE

South	Partner	North	You
1♣	Pass	1♥	Pass

YOUR HAND

♠	K	T	9	8
♥	A	K	5	
♦	7	5	4	
♣	A	9	5	

PASS

Wrong shape to bid.

With a good hand that doesn't lend itself to bidding.

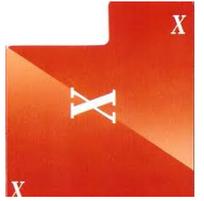
You are usually better off defending
then getting into the fray

14 HCPs

Only 3 cards in unbid suits



TAKEOUT DOUBLE



South	Partner	North	You
	Pass	3♥	???

WHAT TO DO OVER PREEMPTS

YOUR ACTION	OVER WK 2
SIMPLE OVERCALL	10-17 POINTS 5+ CD SUIT
DOUBLE	12+ POINTS, SHORTNESS IN THEIR SUIT, 3-4+ CDS IN ALL UNBID SUITS OR 18+ HCPS

FROM KAREN WALKER

TAKEOUT DOUBLE

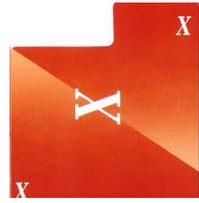
YOUR HAND

South	Partner	North	You
	Pass	3♥	Pass

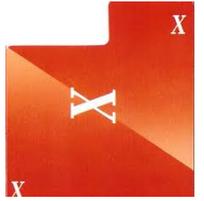
♠	A	T	7
♥	K	8	
♦	Q	8	6 3
♣	K	8	7 4

12 HCPs
3+ cards in unbid suits

At the 1 level you could double
But after the 3 level bid
by that pesky Bill Riley,
you should pass this bare minimum
and relatively balanced hand



TAKEOUT DOUBLE



South	Partner	North	You
	Pass	3♥	DBL

YOUR HAND

♠	A	K	J	8	
♥					
♦	Q	9	7	5	2
♣	K	8	7	6	

13 HCPs
4+ cards in unbid suits

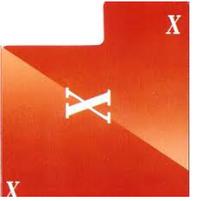
**EVEN after the 3 level bid
by that pesky Bill Riley,
you should DBL with this minimum
but UNBALANCED hand**

PREVIOUS HAND

♠	A	T	7	
♥	K	8		
♦	Q	8	6	3
♣	K	8	7	4



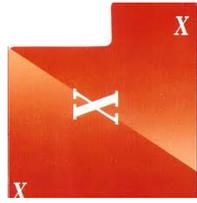
TAKEOUT DOUBLE



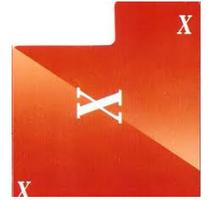
North	Partner	South	You
1♣	DBL	Pass	

OK
My partner doubled
what do I do now?





RESPONDING TO TAKEOUT DOUBLE

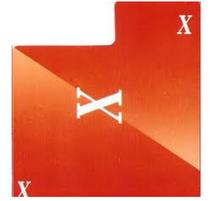


General Principles

1. Before responding, **RE-EVALUATE** your hand
2. With 0-9- HCPs, do not get fancy! Bid your best suit.
3. With 9+ to 12 HCPs, **YOU MUST JUMP!!**
4. With 12+ HCPs, it is **your obligation** to get your side to game (Cuebid)!



RESPONDING TO TAKEOUT DOUBLE

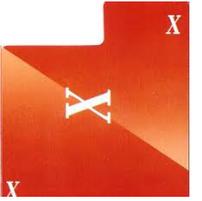


General Principles

5. **DO NOT PASS** because you do not know what to do!!
6. **Avoid bidding a 3 card suit unless you have no good alternative (then usually a Major).**
7. **With a stopper (1+ stoppers if opponent's suit is a Major)**
 - A. **With 6+ – 10 HCPs BID 1NT**
 - B. **With 11 - 12 HCPs BID 2NT**
 - C. **With 13 - 15 HCPs BID 3NT**



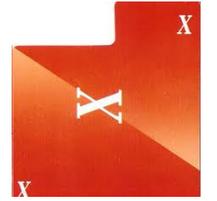
TAKEOUT DOUBLE



LET'S LOOK AT SOME EXAMPLES



TAKEOUT DOUBLE



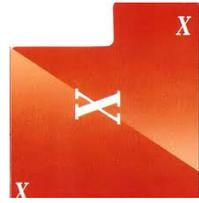
YOU	North	Partner	South
	1♦	DBL	Pass
2♠			

YOUR HAND

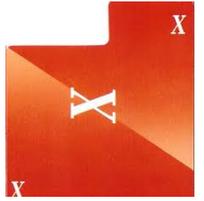
♠	Q	T	9	8	6
♥	A	9	5		
♦	K	6			
♣	8	6	4		

With 9+ to 11 HCPs,
YOU MUST JUMP!!





TAKEOUT DOUBLE



YOU	North	Partner	South
	1♦	DBL	Pass
4♠			

YOUR HAND

♠	Q	T	9	8	6
♥	A	K	5		
♦	9	6			
♣	K	6	4		

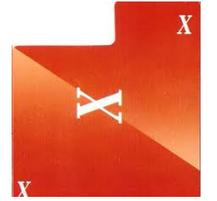
With 12 HCPs,

it is **your obligation** to get your side to game!!

Cue bids are forcing or jump to game if you know where you should be



TAKEOUT DOUBLE



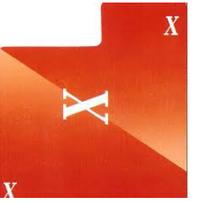
YOUR HAND

YOU	North	Partner	South
	1♦	DBL	Pass
1NT			

♠	6	5	4
♥	9	7	6
♦	A	Q	T 9
♣	Q	J	8

With a stopper (1+ stoppers if opponent's suit is a Major)

- A. With 7 – 10 HCPs BID 1NT
- B. With 11 - 12 HCPs BID 2NT
- C. With 13 - 15 HCPs BID 3NT



TAKEOUT DOUBLE

DO NOT PASS because you do not know what to do!!

YOUR HAND

YOU	North	Partner	South
	1♦	DBL	Pass
Pass			

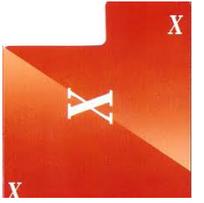
♠	6	5				
♥	9	7				
♦	A	Q	T	9	8	7
♣	Q	J	8			

I KNOW WHAT TO DO!!
PASS!!
+500 or better

YOU NEED A LONG & STRONG SUIT IN OPENER'S SUIT TO PASS AT 1 LEVEL
6+ Card

GENERAL PRINCIPLE
When the opponents are bidding your best suit, It usually is best to defend
If passed out, partner needs to lead a trump!





TAKEOUT DOUBLE

WHAT KIND OF HAND

Less Common

DO YOU NEED

Big Hand (17+ HCPs) with a good suit

OR

TO MAKE A TAKEOUT DOUBLE?

Big Balanced Hand 18+ HCPs

Two Types of Hands

(too strong to over call NT immediately)

Most Common

“POWER DOUBLES”

13+ HCPs

(with distribution)

in two suits

in opener's suit



TAKEOUT DOUBLE

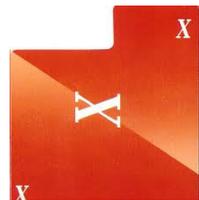
Partner	North	You	South
	1♣	DBL	Pass
1♦	Pass	1NT	

YOUR HAND

♠	A	J	T	
♥	A	K	J	5
♦	Q	6		
♣	K	J	T	9

You expect partner to bid diamonds.
Your partner will never bid hearts.
Unwritten rule in bridge:
Partner never has what you want her to have.

Now you will bid 1NT. This shows 18-20 points.



TAKEOUT DOUBLE

Partner	North	YOU	South
	1♥	DBL	2♥
Pass	Pass	DBL	Pass
3♣	Pass	Pass	

♠	K	Q	6	
♥	8			
♦	A	K	8	4 3
♣	A	Q	9	2

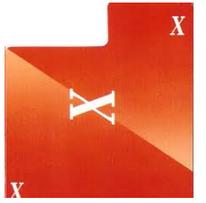
DON'T HANG YOUR PARTNER
(particularly if she is your wife)

It is her responsibility
to show some strength by jumping
or to get to game if the hand belongs in game.



TAKEOUT DOUBLE

Power Double



Partner	North	YOU	South
	1♠	DBL	2♠
Pass	Pass	3♥	

♠	A	6			
♥	A	K	J	T	8
♦	7	4			
♣	A	J	T	9	

Again the same scenario after your POWER DOUBLE.

Opponents do not change their stripes.

Partner now knows

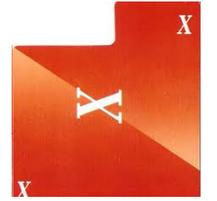
that you had a hand too strong to bid 2♥

And can reevaluate her hand



TAKEOUT DOUBLE

Power Double



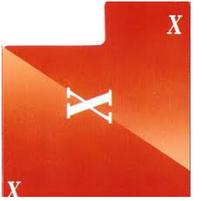
Partner	North	YOU	South
	1♠	DBL	2♠
Pass	Pass	3♥	Pass
???			

CONSIDERATIONS

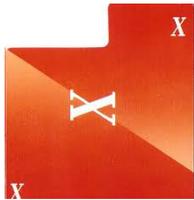
1. Remember that **7 points** opposite 17+ is often enough for game
2. BE **AGGRESSIVE** with a fit – Could raise with as few as 5 points
3. BE **PASSIVE** without fit



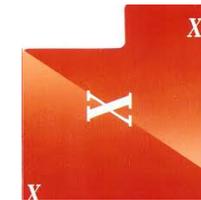
Summary of Takeout Doubles



- **Takeout doubles show near opening hand and shape, or strength**
- **Without an 18+ hand, and 2 or fewer cards in an unbid suit, overcall (or pass with an off-shape < 14 HCP hand**
- **Doubler should be careful to not bid the same values twice**
- **Advancer should evaluate his hand in terms of his fit for partner!**
- **Don't forget 1NT overcall, or double and then bidding cheapest NT**
- **Prefer responding to a double by bidding your 4-card major rather than a 5-card minor (cheapest route to game!)**
- **Don't panic, even with a bad hand.**



Summary of Takeout Doubles



Bill Riley

July 9, 2022

