



Overcalls immediately after the opening: the takeout double

The takeout double

This is the most economic overcall and calls for the other 3 suits. It promises:

either at least 12-13HCP and at least 3 cards in each of these suits, (don't double with a short major suit),
or at least 18HCP with any distribution.

Careful! With a strong hand, begin by doubling...even if you hold a strong suit.

S	W	N	E
			1 ♦
X			

K	J	10	8	A	J	10	8	Q	7	3	A	Q
♠	♠	♠	♠	♥	♥	♥	♥	♣	♣	♣	♦	♦

Problem E3795 Double so as not to miss a possible heart or spade fit.

S	W	N	E
			1 ♣
X			

A	K	Q	A	K	Q	10	9	4	2	J	5	2
♠	♠	♠	♥	♥	♥	♥	♥	♥	♥	♦	♦	♦

Problem E3786 double It's the rule. Exceptionally strong hands must start with this.



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The takeout double with 13-17HCP

This double calls for the other 3 suits. Ideally you should have 4 cards in each suit and...be short in the opening suit!

- After a minor opening you need at least 7 cards between the two majors (4+3) and less than 4 cards in the opening suit.
- After a major opening you need 4 cards in the other major and to be short in the opening suit.

S	W	N	E
			1 ♣
X			



Problem E3750A 5431 distribution can be counted as a 3-suiter when the singleton is in the opponents' opening suit. This hand is good for trumps in either diamonds, hearts or spades. It's up to your Partner to choose!

S	W	N	E
			1 ♥
X			



Problem E4843 The 3 clubs won't hinder a takeout double.



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The takeout double with 18HCP and more: the all distributions' double.

You can use it with any distribution and it will show the hand's strength very economically.

- With a hand of more than 17HCP you must start by doubling to show your force.
- There is no upper limit to this bid.

S	W	N	E
			1 ♣
X			



Problem 1064 With the firm intention of bidding spades next time round.



Overcalls immediately after the opening: the takeout double

The following bids: responses to the takeout double

When the opener's Partner passes, you must respond even with zero points.

- with a weak hand bid your best suit at the lowest possible level.
- with 8HCP or more, bid your suit with a jump.
- with stoppers in the opponents' suit, bid NT.

If the opener's Partner made a bid, you are not obliged to respond to the takeout double.

- with 5-7HCP, bid your best suit at the lowest possible level.
- with 8-10HCP, bid your suit with a jump.
- with 11HCP or more:
 - 2NT with stoppers in the opponents' suit
 - game with a 5-card major

S	W	N	E
	1 ♣	X	2 ♣
2 ♥			



Problem E4868 The 3rd seat player has bid 2 clubs so you can choose to bid or not. Your hearts are good enough to bid. A voluntary response to a takeout double promises 5-7HCP.

S	W	N	E
	1 ♦	X	Pass
1 ♥			



Problem E4869 The 3rd seat player has passed so you are obliged to make a bid. One heart here, which doesn't promise much!