

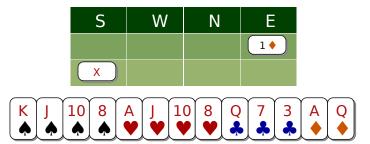


The takeout double

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.



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



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





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.



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!



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





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.



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





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



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.



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