

The Takeout Double

If your RHO opens and you double, you should have either

- A three-suited “overcall”, or
- A strong hand with good suit (18 points)

Do NOT double just to “show points.”

Goal is to find major-suit fit if one exists.

If your LHO opens, your partner doubles, and next hand passes

- Bid a 4+ card major if you have one, even if it bypasses a five-card minor
- Cue-bid LHO’s minor suit if you have both majors
- Jump the bidding if you have 9 or more HCP
- Bid 1NT with 7-11, no 4-card major, stopper, balanced hand

If you make a takeout double and your partner responds at the one level, remember partner could have very weak hand.

- Don’t raise unless you have 16+ points
- Don’t jump-raise unless you have 20+ points.
- A takeout double followed by 1NT shows 18-19 balanced, stopper.

In balancing (passout) seat, a double is still takeout, but may simply imply an opening hand with a suit, or a 15-17 point notrump. (A balancing 1NT implies 12-14.) Doubler clarifies on second bid. A balancing non-jump overcall implies less than an opening hand. In balancing seat, to show a sound opening hand with a good suit, use a jump overcall.