COMPETITIVE BIDDING

Advancer's Options THE TAKEOUT DOUBLE



with the Monroes

- Your Opponent "The Enemy" opens the bidding with a SUIT (not NoTrump).

 AND
- You are next to bid and would like to compete for the contract.
 - But you need Partner's **HELP** choosing a trump suit for your side.

DOUBLE by the "INTERVENER"

Short in Opener's Suit

- Count High Card Points (HCP) + Dummy Points
- Doubleton = 1 Singleton = 2 Void = 3

Opening Hand 13+ Valuation Points

Support for all unbid suits – 3 cards or more.

• 4 cards in Unbid Major(s) is best.

ADVANCER Doubler's Partner

Bid Your Longest Suit
Count High Card Points (HCP) + Length Points

0 – 8/9 Points Bid your suit at the *cheapest* level. 9 – 12 Points Jump One Level (Invitational)

9 – 12 Points Jump One Level 12+ Points Get to Game!

DON'T PASS!

The double is forcing – unless Responder bids.

WARNING!

Dummy Points are lost in NoTrump!

Opener must revalue using HCP only.

→ With STRENGTH in Opener's Suit ~ Bid NoTrump

6/7 - 10/11 Points Bid 1NT 11 - 12 Points Bid 2NT 13 + Points Bid 3NT

STRONG HANDS 18+

DOUBLE ... then at your next turn if possible

- Balanced Hand with Stopper(s) in Opponents' Suit.
- Balanced Hand with no Stopper(s).
- Unbalanced Hand.
- Unsure? "Cuebid" is Forcing.

- → Bid No Trump (no Jump)
- → Double Again
- **→** Bid Your Long Suit
- → Bid The Opponents' Suit

TAKE OUT DOUBLES

Take out doubles suggest a desire for partner to choose an unbid suit. Unless you have 18+, you should have support (meaning at least three cards) in all the unbid suits.

<u>RHO</u> <u>YOU</u> ?

	Α		В		С
^	AJ43	^	A1076	^	KQ43
V	6	•		•	32
•	AJ87	•	J10873	•	873
*	A1065	*	AJ65	*	AK65

Double with all three of these hands.

Just like bidding one "clubdiamondspade."

RHO YOU 3♦ ?

	D		E		F
^	AJ4	•	A1076	^	KQ43
•	J6543	>	KQ76	>	A32
•	7	•	3	•	73
*	AK65	*	AJ65	*	AQ65

Double on all three--similar to a double of 1 ◆ except by forcing 3-level action, the doubler implies more than minimal values.

Opener Partner Responder YOU

1 ▼ Pass 2 ▼ ?

	G		Н
^	AJ43	•	A1076
V	6	•	76
•	QJ765	•	A653
*	KQ10	*	AJ6

Double for takeout on both hands – just like doubling a 1♥ opening bid.

Opener Partner Responder YOU

1♣ Pass 1♥ ?

	ı		J
^	KQ43	•	A1076
•	6	•	76
•	K8765	•	A653
*	A32	*	AJ6

Double on both hands. Opening values and support for the unbid suits.

<u>RHO</u> <u>YOU</u> 1♠ ?

	К		L		М
^	AJ43	^	A87	^	Q43
¥	6	•	K2	٧	QJ2
•	AJ87	♦	Q1087	♦	QJ73
*	A1065	*	AJ65	*	KJ5

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Do not double with any of these hands. Simply "PASS"—not a dirty word.

ADVANCING TAKEOUT DOUBLES

RESPONSE	MEANING (APPROXIMATE VALUES)
NON-JUMP IN A NEW SUIT	0-8/9 points, longest unbid suit.
JUMP RESPONSE IN A NEW SUIT	9-12 points, four or more cards. Non-forcing.
JUMP TO GAME IN A SUIT	Usually distributional values but good hand.
BID OPPONENT'S SUIT (CUE BID)	Artificial, forcing. Promises a rebid.
AFTER RHO BIDS ('FREE BID')	6-10 points, constructive.
PASS	Converts take out to penalty. Length and strength in the opponent's suit. Not out of fear!
1NT	6/7-10/11 points, stopper(s).
2NT	11-12 points, stopper(s). Invitational.
3NT	13+ points, stopper(s).

Opener Partner Responder YOU
1♣ X Pass ?

	Α		В		С
^	Q1053	^	A1076	^	432
•	62	*	32	•	432
•	A872	•	J1087	•	5432
*	1065	*	AJ6	*	432
-		_			

Opener Partner Responder YOU

X Pass ?

D		E		F
53	^	76	^	K432
K62	*	108732	*	32
8742	•	1087	•	AQ32
10652	*	J62	*	A32
	_			
	53 K62 8742	53 ♠ K62 ♥ 8742 ◆	53	53

Opener Partner Responder YOU

↑ X 1 • ?

	G		Н		I
*	Q543	•	76	^	K932
•	62	>	QJ87	>	A2
•	874	•	A1087	•	8632
*	10652	*	J62	*	1032