

Take Out Double

Introduction

GUIDELINES for RECOGNIZING a TAKEOUT DOUBLE

- 1) If you and your partner have done nothing except pass, and the doubled contract is a part score in a suit, the double is for takeout.
- 2) If either you or your partner has bid or the doubled contract is a game, the double is for penalty.

REQUIREMENTS FOR A TAKEOUT DOUBLE:

- 1) 12-17 or more points
- 2) Support for the unbid suits.

RESPONSES BY TAKEOUT DOUBLER'S PARTNER	
POINTS	DESCRIPTION OF BID
MINIMUM (0-8)	Bid a 4-card or longer MAJOR suit at the cheapest level Bid a 4-card or longer minor suit at the cheapest level Bid 1 NT with at least 6 points and stoppers in the opponents' suit. PASS is NOT an option as a rule (unless your longest suit is the opponents' suit)
MEDIUM (9-11)	Jump in a 4-card or longer MAJOR suit Jump in a 4-card or longer minor suit Jump to 2 NT
MAXIMUM (12 or more)	Jump to GAME in a 4-card or longer MAJOR suit Jump to 3 NT CUEBID opponents' suit for more information

REBIDS BY TAKE-OUT DOUBLER	
POINTS	DESCRIPTION OF BID
MINIMUM (12-17)	Pass if partner bids at the cheapest level Pass with 13-14 points if partner jumps a level Bid GAME with 15-16 points if partner jumps a level
MEDIUM (17-18)	Raise ONE level if partner bids at the cheapest level Bid game if partner jumps a level
MAXIMUM (19-21)	Jump raise if partner bids at the cheapest level Bid a GAME if partner jumps a level

Strong Overcalls or the Big Double

A Simple overcall has the following characteristics:

- 1) 5 cards in the bid suit plus 7-17 high card points (at the 1 level)**
- 2) 5 cards in the bid suit plus 13-17 HCP (at the 2-level)**
- 3) 5 cards in the bid suit plus 15-17 HCP (at the 3-level)**

A Strong overcall has to go through the Take-out

- 1) Has 18+ points**
- 2) 5+ cards in the suit mentioned**