

WASHINGTON BRIDGE LEAGUE

We offer our thanks to Washington Bridge league as we, present a copy from their 2014 Mar - April bulletin on Double trouble:takeout doubles by columnists > [Ron Zucker](#) and [Shawn Stringer](#). Read original - [Here](#)

Double trouble:takeout doubles, Part 2 - Responses

The bidding has gone 1 \heartsuit - X - P and Advancer is now on the spot. He can hold a wide range of shapes and strengths and has a variety of options available. Advancer should consider the following concepts to decide on the most descriptive bid:

1. What strength is needed for jump response?

Many intermediate and novice players base their jump decisions solely on HCP. We suggest that better practice is to look at three factors: HCP, suit length and shape. We recommend jumping a level with the following combinations, which are based on our understanding of standard expert practice at this time:

10-12 HCP & 4-card suit

8-9 HCP with 5-card suit & singleton

9-11 HCP with 5-card suit & balanced hand

2. When do you make a minimum response to a Takeout Double?

Review the ranges in #1., and make a nonjump, minimum response with hands worth anything less than what is detailed above.

3. When does Advancer respond 1N to partner's Takeout Double?

One Notrump bids are tricky, and HCP ranges vary depending on the suit opened. Think about these auctions:

a. 1 minor - X - P - 1N 1N shows 6-11 HCP, balanced

b. 1 Major - X - P - 1N 1N shows 5-11 HCP, balanced

4. What does Advancer bid with a four-card major and five-card minor?

This question takes us back to the basic - 2 bidding principle of preferring to play in a major rather than a minor. It follows that Advancer should bid his four card major before showing the five card minor.

5. Should Advancer bid 1N as opposed to a four-card minor?

With 7 HCP, Advancer should look for reasons to bid 1N rather than a four card minor at the two level. If the hands are relatively flat around the table, 1N is likely to be the safest contract. Remember that partner may have doubled with both majors and short clubs (4423 or 4432 shape) and you may each have diamonds stopped.

6. What if Advancer has no four-card major and no stopper to bid Notrump?

If the opponent opened 1 \heartsuit (1 \heartsuit - X - P - ?), then Advancer holding: \heartsuit Kxx \clubsuit Qxx \heartsuit JTx \heartsuit xxxx is better off bidding 1 \heartsuit on a three card suit than bidding a three card major. The principle is that you can "lie" about your minor suit length but not your major suit length.

7. What is the effect of an intervening Redouble?

If the auction goes 1 \heartsuit - X - XX, then Advancer is no longer forced to bid. General principles to follow are these: If you have something worthwhile to bid, such as a fourcard major, then bid it.

Otherwise, don't take bidding space away from partner. Don't bid 2 \heartsuit just because you have four of them. Pass and give partner a chance to bid a four card major and find a playable 4-3 fit.

8. How much does Advancer need to make a "free bid" after partner's Takeout Double and an intervening bid?

Intermediate and novice players do not make all the free bids they should make. Advancer should get into the bidding with a five-8 -card suit, even if fairly weak. As few as five HCP is enough especially with a five-card major. With a four-card major, then as little as 6-7 HCP is enough to take a free bid at the one or two level.

Free bids are valuable for the following reasons: They get partner off to the right lead They help compete safely; and they push opponents up in the bidding. So do not be afraid to get into the auction!

Practice by bidding these hands:: (continued in next page) ::--

<u>Auction</u>	<u>Advancer holds</u>	<u>Advancer Bids</u>
1. 1♥ – X – P With five spades and a stiff, jump a level.	♠KQxxx ♥xxx ♦QJxx/x	2♠
2. 1♥ – X – P You only have four spades, but enough strength to jump.	♠AKxx ♥xx ♦KJxx ♣xxx	2♠
3. 1♥ – X – P You MUST bid, and 2♣ is only reasonable choice.	♠xxx ♥xxx ♦xxx ♣Kxxx	2♣
4. 1♥ – X – P Do not worry about the unstopped suits because partner will have them.	♠Kxx ♥QJx ♦Qxx ♣xxxx	1NT
5. 1♣ – X – P This is a minimum hand and not enough to jump.	♠KQxx ♥Kxx ♦Jxxx ♣xx	1♠
6. 1♣ – X – P Balanced with a club stopper and no better bid.	♠Kxx ♥Qxx ♦KJx ♣Qxxx	1NT
7. 1♣ – X – P Cannot bid 3-card major and cannot bid 1NT with no club card. Note there is no 3-card minor to bid after opponents open 1♦.	♠Qxx ♥Kxx ♦Jxx ♣xxxx	1♦
8. 1♣ – X – P Show 4-card major before 5-card minor.	♠Kxxx ♥xx ♦AJxxx ♣xx	1♠
9. 1♦ – X – P Partner will have the majors and it is better to bid 1NT instead of 4-card minor.	♠Jxx ♥xxx ♦Kxx ♣AJxx	1NT
10. 1♦ – X – 1♠ At any vulnerability, there is sufficient length and strength to bid 2♥.	♠xx ♥Kxxxx ♦Qxx ♣Qxx	2♥
11. 1♦ – X – 1♠ Don't be shy. Make your free bid and help partner compete and place the cards around the table.	♠xx ♥AQxx ♦xxx ♣xxxx	2♥
12. 1♦ – X – 1♠ With 6 HCP and a 5-card suit, this hand is worth a free bid.	♠xx ♥Qxx ♦xxx ♣KJxxx	2♣