

BEGINNERS' LESSONS Welcome

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Lesson Eight

Takeout Doubles



Reasons for Overcalling

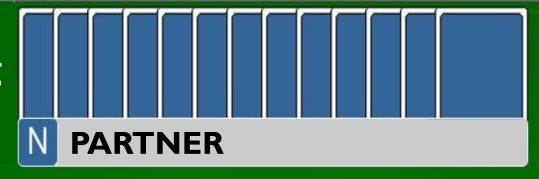
- To get into the bidding ... make it hard for the opposition
- Express a genuine desire to play in a suit
- Suggest a lead for partner

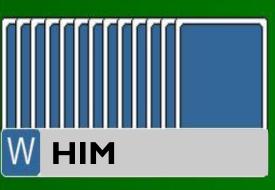
Rules to Overcall a suit

- MUST be a 5+ card suit with a good suit – 2+ honours in suit
- Point count should be close to opening values ... a little bit less is OK though

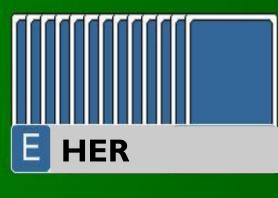


Overcalling a suit









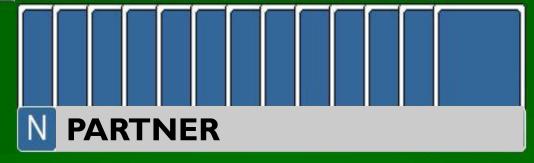


Rules to Overcall in NoTrumps

- You need BETTER points than an opening INT
- 16 18 points
- MUST have a cover in the opposition's suit



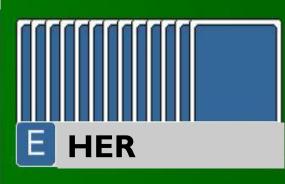








diamond hold





WHAT HAPPENS when your hand doesn't meet this criteria?

- No 5-card suit
- Can't overcall NT because you have no hold in the opposition's suit
- Can't overcall NT because your hand is not strong enough



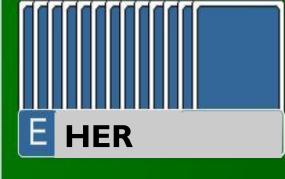






- can't bid INT

(not strong enough)





Takeout Double shows the following:

- At least 3 cards in each of the unbid suits
- Shortage in the opponent's suit
- Opening hand (12+ points)
- X asks partner to choose the best contract

DO NOT double with 4+ of the opponent's suit



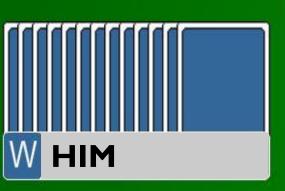
Choices when Overcalling

- I. FIRST CHOICE Overcall a major
- 2. SECOND CHOICE Overcall INT
- 3. THIRD CHOICE Use the takeout X
- 4. FOURTH CHOICE- Overcall a minor

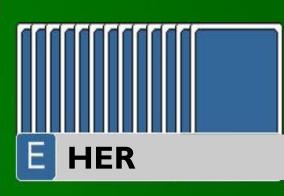
REMEMBER MAJORS ARE MORE IMPORTANT THAN THE MINORS OR NT





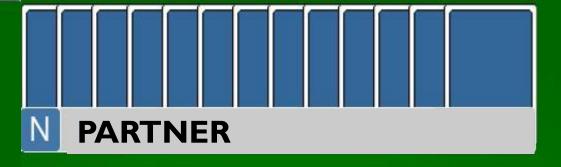


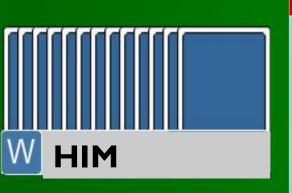












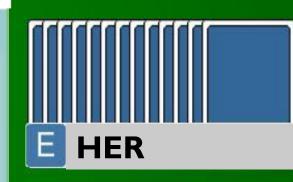
W N E S

Pass 1 → X

12+ points

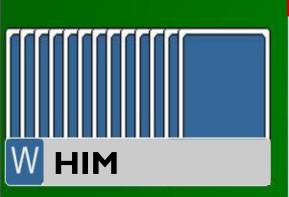
3+ cards in each of the unbid suits

Shortage in opposition suit





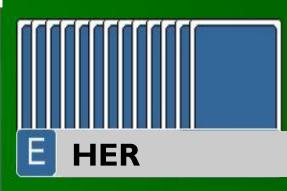




W N E S

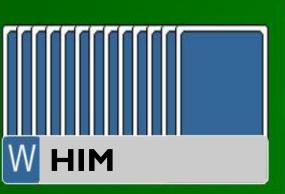
1♣ X

12+ points
3+ cards in each of the unbid suits
Shortage in opposition suit



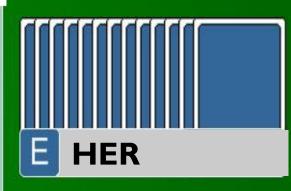








balanced so must PASS









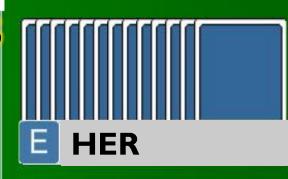


W N E S

Pass 1♣ PASS

14 points

BUT only 2 hearts. A balanced hand but cannot bid INT because there are not enough points so must PASS





If your RHO passes - YOU MUST BID

- even if you have no points!
- even at the 2-level if necessary
- REMEMBER: partner has promised that they can handle any other suit

You do not have to bid after an opponent calls



- I. FIRST CHOICE
 - Give preference to a major
- 2. SECOND CHOICE Bid INT
- 3. THIRD CHOICE

 Give preference to a minor

You do not have to bid after an opponent calls



GAME	13+	Jump to GAME Suit (5+), or 3NT
INVITATIONAL	10-12	Jump in a suit (4+) Bid 2NT (with a stop)
MINIMUM	0-9	Bid your own suit (4+) Or INT with 6-9 points



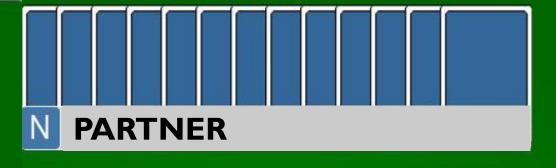
- If the opponent's bid BEFORE you are forced to bid, you can now PASS
- Therefore a bid from you now shows 8+ points ... it is a

CONSTRUCTIVE bid

You do not have to bid after an opponent calls

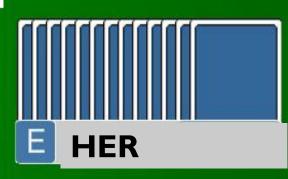




















W N E S

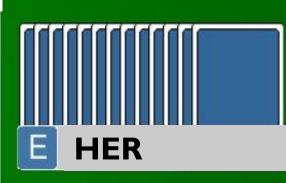
1♠ Dbl Pass 1NT

6 – 9 points

no 4-card major, balanced

with with a Spade hold

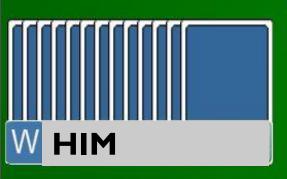
... therefore bid INT

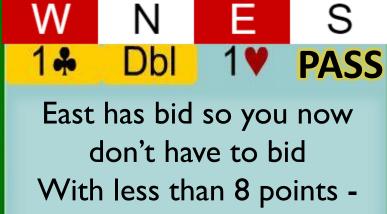




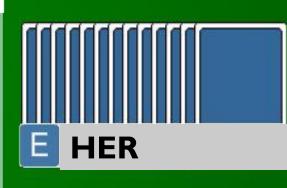








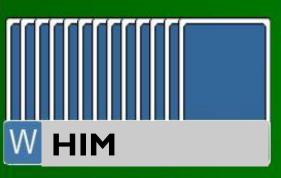
PASS













HER





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