

12

**TAKEOUT DOUBLES**

This is over an opponent's opening bid

Shows 12+ points AND 3+ cards in all the UNBID SUITS

**Responses**If your RHO does not bid, you **MUST BID**

0-8 → Bid your best suit at MINIMUM level – give preference to a Major

9-12 → Jump bid with a 4+ suit

13+ → Bid GAME with a 5+ suit

1NT = 6-9 and stopper in opener's suit

2NT = 10-12 and stopper

3NT = 13+ and stopper

If your RHO bids, any bid made by you shows some values – about 7+ HCP



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**OPENING BIDS**

1NT = 12-14 balanced (4333,4432,3325)

1 suit = 12-19 – longest suit first or higher of two 5-card-suits, lower of 4's

2♣ = 20+ unbalanced or 23+ balanced

2NT = 20-22 balanced

2♦/♥/♠ = 6-10, good 6-card suit

3 suit = 6-10, 7-card suit, pre-empt

4 suit = 6-10, 8+card suit

After 1-suit Opening, you both rebid to show minimum, invitational or game values

	Responder	Opener's Rebid
Game values	13+	18-19
Invitational	10-12	16-17
Minimum	6-9	12-15

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**RESPONSES TO 2NT (20-22)**

0-4 → Pass

(4) 5+ → 3♣/♦ = 5+ suit, GF  
 → 3♥/♠ = 5+ suit, GF  
 opener chooses 3NT or 4 Major  
 → 4♥/♠ = 6+ suit  
 → 3NT = balanced,  
 may have 5-card minor

12+ Look for a slam

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**RESPONSES TO 2♣(GF)**

0-7 → 2D **artificial** = any shape  
 Suit by Opener show 5+ cards → you **MUST** keep bidding to a **GAME**

8+ → 2♥/♠, 3♣/♦ = 5+ suit  
 → 2NT = balanced

You can support a suit with 3 cards

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**RESPONSES TO 1 OF A SUIT**

0-5 → Pass

Upgrade hands with shortages (add 5 for void, 3 for singleton)  
 6-9 → 2 level raise  
 10-12 → 3 level raise  
 13+ → GAME

**b) Bid a new suit (forcing)**  
 1-level: 6+ HCP, 4+ card suit (don't jump bid with 10+ HCP)  
 2-level: 10+, 4+ suit (eg 1♥ – 2♣)  
 Longest suit or lower available 4's or higher of two 5's

If you can't do any of the above, then use the following:

**c) Bid 1 NT** 6-9 → 1 NT  
 (does not necessarily show a balanced hand)

## 2 RESPONSES TO 1NT

### Balanced hand

0-10 → Pass  
 11-12 → 2NT (invitational)  
 13+ → 3NT

### Unbalanced hand

0-10 → 2suit – long and weak (to play)  
 Opener **MUST PASS**  
 12+ → 3Maj = 5 card suit. Opener  
 chooses **3NT or 4 Major**  
 → 4Maj = 6 card suit

## 4 OPENER'S REBIDS

**If partner makes a limit bid** count if you have enough to invite or bid GAME

**If partner bids a NEW SUIT** With a 4+ fit in partner's suit  
 12-15 → single raise  
 16-17 → jump raise  
 18-19 → bid **GAME**

### Show a second suit

Now shows 5+ in first suit  
 If bid at 3-level = **Game Force**

### Rebid NT

minimum level = 15-17  
 Jump = 18-19 **GF**

### Rebid your 5+ suit

Jump rebid = 6+ card suit 15-17

## 9 OVERCALLS

**Suit** = Good 5+ suit (usually 2+ honours)  
 At 2-level shows 10+ HCP

**Jump overcall** = Good 6+ suit 12-15

**1NT** = 15-18, balanced with stopper

## 10 RESPONSE TO SUIT OVERCALLS

**No Fit** Pass

<b>3+ card fit</b>	<b>Raise</b>	<b>New suit (rare)</b>	12+, good 5+ suit
<b>5+ card fit</b>	Go to Game	1NT	8-11 + stopper
<b>15+ HCP and fit</b>	Go to Game	2NT	12-14 + stopper

## 11 RESPONSE TO 1NT OVERCALL

**Balanced** 0-7 → Pass 8 → 2NT 9+ → 3NT

**Un-balanced** 0-7 → 2suit - long and weak (to play)  
 Overcaller **MUST PASS**  
 8+ → 3Maj = 5cards GF, 4Maj = 6cards

## 5 RESPONSES TO WEAK 2♦/♥/♠

**Pass** = 0-13, any shape

**Raise to 3** = 14-15, 2+ support - invitational

**Game** = 16+, 2+ support OR any HCP and 4+ support

**New suit** = 16+, 6+ suit (rarely used)

**3NT over 2♦** = 16+, and 2+ diamonds Stoppers in both majors and preferably with 3 card support or an honour in ♦

## 6 RESPONSES TO PRE-EMPTS

**Pass** = 0-13, any shape

**Game** = 16+, 1+ support OR any HCP and 3+ support

**New suit** = 16+, Good 6+ suit – Rare