#### **Doubles – Takeout vs Penalty**





Learn Bridge with Tom Snow

#### Let's Start with a Joke

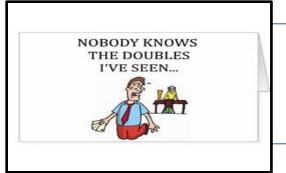
A little old lady answered a knock on the door one day, only to be confronted by a well-dressed young man carrying a vacuum cleaner.

Good morning," said the young man. "If I could take a couple of minutes of your time, I would like to demonstrate the very latest in high-powered vacuum cleaners."

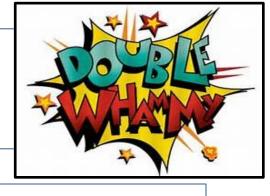
"Go away!" said the old lady. "I haven't got any money! I'M BROKE!!!" And she proceeded to close the door.

Quick as a flash, the young man wedged his foot in the door and pushed it wide open. "Don't be too hasty!" he said. "Not until you have at least seen my demonstration ..." And with that, he emptied a bucket of horse manure onto her hallway carpet. "If this vacuum cleaner does not remove all traces of this horse manure from your carpet, Madam, I will personally eat the remainder."

The old lady stepped back and said, "Well I hope you've got a damned good appetite, because they cut off my electricity this morning."



### **Doubles**

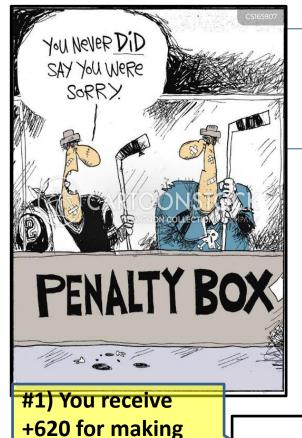


Penalty Doubles: are made at levels higher than 2NT (unless they have pre-empted) to tell your partner you can defeat the opponents' contract. You get extra points for beating them, but they get extra points if they make it.

There's no easy way to enter the auction.

Takeout Doubles: are made at levels below 2NT (or higher levels if they have preempted), to ask your partner to bid one of the unbid suits.

When you're getting your side into the auction, it shows at least **overcall values (11+ HCPs)** and **3 or more of all unbid suits**:



### Penalty Doubles

It's important that you double the opponents when they bid over the games you bid intending to make.

But how do you know if you can beat them? And if they have a good <u>Sacrifice</u>, maybe you can make one more.

Suppose you've bid 4H vulnerable to make, and the opponents bid 4S not vulnerable.

There's an old saying in bridge:

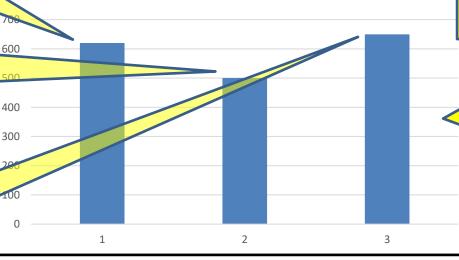
"If you've never had the opponents make a contract that you've doubled, you're not doubling often enough."

**Your Potential Scores** 

#2) You may get only +500 for beating them 3 doubled, and NVul.

4H Vul.

#3) You get +650 if you can make an overtrick.

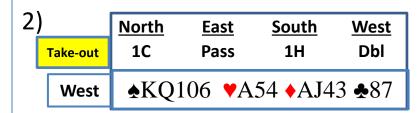


These questions
can best be
answered by using
the Law of Total
Tricks (another
lesson).

# Take-out or Penalty Double?



1)		North	<u>East</u>	South	West
	Take-out	1C	Dbl		
	East	<b>∳</b> KQ1	06 <b>∀</b> A(	Q54 <b>•</b> Q4	13 <b>♣</b> 87



3)		<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Penalty	3H Pass	Pass Dbl	4H	Pass
	East	<b>♦</b> Q10′	7 <b>∀</b> AK	J5 <b>♦</b> A94	<b>3 ♣85</b>

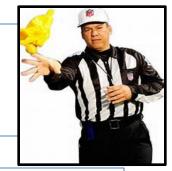
4)		<u>North</u>	<u>East</u>	South	West
	Take-out	<b>1</b> S	Pass	Pass	Dbl
	West	<b>♠</b> 6 <b>♥</b> A	Q54 <b>♦</b> A	<b>4</b> 943 <b>♣</b> K	987

5	Take-out	North 3H	<u>East</u> Dbl	<u>South</u>	<u>West</u>
	East	<b></b> AQ1	06 <b>∀</b> 6	<b>♦</b> KQ43 <b>•</b>	•A874

6	)	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Take-out	1D 2H	Pass Dbl	1H	Pass
	East	<b></b> AQ1	.07 <b>∀</b> A	5 <b>♦</b> K93 •	<b>♣</b> J852

7	Take-out	North 3S	East Pass	South 4S	<u>West</u> Dbl
	West	<b>♠</b> 6 <b>♥</b> A	Q94 <i>♦A</i>	AK43 <b>♣</b> k	<b>CQ</b> 87

# Take-out or Penalty Double? (Cont'd.)



East can convert to	penalties
with good hearts b	y passing



9	)	<u>North</u>	<u>East</u>	<u>South</u>	West
	Take-out	2H	Pass	3H	Dbl
	West	<b></b> AKQ8	36 ♥4 ♦	AQ43 <b>♣</b>	KQ87

				*	<sup>k</sup> Opened l	ight.	
10)		<u>North</u>	<u>East</u>	South	West		
1		Pass	Pass	1C	Pass		
	Take-out	<b>1</b> S	Pass	Pass*	Dbl		
	West	<b>♠</b> 107	<b>♥</b> AKJ5	<b>♦</b> A943	3 <b>♣</b> Q85		

11	.)	<u>North</u>	<u>East</u>	<u>South</u>	West
	Take-out	<b>1</b> C	Pass	1NT	Dbl
	West	<b>♠</b> KQ76	<b>♥</b> AQ54	◆A943	<b>♣</b> 7

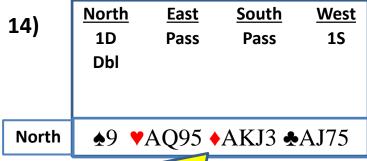
1	.2)	North 1D 3C	East 1S Pass	South 1NT Pass	<u>West</u> 2S 3S
	Penalty	4C	Dbl		
	East	<b>♦</b> J986	62 <b>∀</b> A5	5 <b>♦</b> K3 <b>♣</b> A	AQJ9

421					
1	.3)	<u>North</u>	<u>East</u>	<u>South</u>	West
			<b>1S</b>	Pass	Pass
		2C	Dbl		
	Take-out				
	East	<b>♦</b> AO9	63 <b>Y</b> A]	K75 <b>♦</b> A(	O3 <b>♣</b> 9

### Special Take-out Doubles

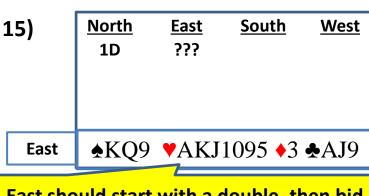


Take-out doubles usually get a partnership into the auction for the <u>first time</u>, unless an Opener re-enters the auction with a double.



North has enough values to compete, even though his partner has very little.

When you want to overcall a long suit, but you have 18<sup>+</sup> HCPs, start with a double, then bid your suit. This is called a <u>Power Double</u>.



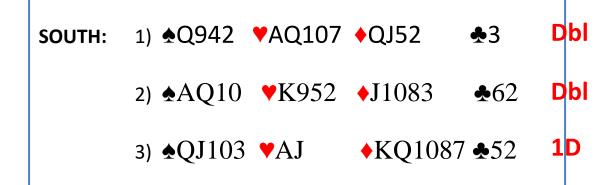
East should start with a double, then bid ♥'s.

## Takeout Doubles Quiz

Don't practice till you get it right!
Practice till you can't get it wrong!



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	<b>1C</b>	<b>3</b> 55	



<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	15	???	

SOUTH:	1) •4	<b>♥</b> AQ107	<b>♦</b> QJ52	<b>♣</b> A983	Dbl
	2) <b>♠</b> AJ7	<b>♥</b> KQ52	<b>♦</b> Q8	<b>♣</b> Q62	Pass
	3) <b>♠</b> A3	<b>♥</b> K976	<b>♦</b> Q1087	<b>♣</b> 982	Pass

#### **PLAYTIME**

