



Using a Take-Out Double to compete. SA Version

VB#20 Year 1 Take-out Doubles Part 2 SA	Contract: 4S
Date: 06/09/2014	By: South
Dealer: West	Board #: 1
Play this hand online!	Vulnerable: None

North
 ♠ A543
 ♥ J5
 ♦ KQ6
 ♣ QJT7

West
 ♠ T9
 ♥ AT874
 ♦ AJT2
 ♣ A9



East
 ♠ J7
 ♥ Q92
 ♦ 983
 ♣ K6542

South
 ♠ KQ862
 ♥ K63
 ♦ 754
 ♣ 83

This set of deals (the second of two on this topic) is all about the *take-out Double*. The principle of the take-out Double is generally well understood – a low level Double asks partner to bid his best suit.

Remember that the "responder" to a take-out Double has to take care to bid with great accuracy. Firstly, he has a gun pointing at his head – it is generally inadvisable to Pass the Double as the opponents are likely to make the contract, possibly with overtricks. This means he has to bid, even with a collection of used bus-tickets. The conclusion is that he cannot make a minimum bid if he does have some values otherwise partner (the Doubler) will be in the dark.

Hand 1: When partner Doubles an opening bid you are fully entitled to compete and fight for the part-score.

Indeed, to allow the opposition to grab the contract at a low level without a fight would be a grave dereliction of duty. This is not your granny's game of cards, and we paid to play!

West	North	East	South
1♥	X	2♥	2♠
P	P	P	

Lead: ♣ A

Bidding

You are South and West deals and opens 1♥. Your partner (North) Doubles showing opening values (or thereabouts), a shortage in the bid suit, and tolerance for the unbid suits. When your right-hand opponent raises to 2♥ (a bid often made for its nuisance value) you have to decide whether it's worth bidding on a mere 8 points.

Well, of course it is! Partner has shown Spades by his Double and you cannot afford to let the opponents steal the deal at a low level; you have to get in here and fight. Sometimes 2♠ goes down but when it does it is usually true that 2♥ would have made. No loss there in that case...

Here, 2♠ ends the auction (3♥ would not make for East-West and they were right not to bid it) so you buy the hand. Note that North realizes that your 2♠ bid is *competitive* so Passes without a second thought.

Play

On the sight of dummy your decision to try 2♠ looks reasonable – a nice solid nine-card trump fit. However, West is in an aggressive mood and he kicks off with ♣A and another Club, clearly looking for a ruff. East takes the Club ♣K and plays another Club. How should you play?

Ruffing the third Club high might work but it's a messy play and you would give the opponents a trump trick should Spades break 3-1. Best is to quietly throw a Diamond and see what develops. West ruffs the third Club and gets off lead with a trump (mainly because he doesn't want to lead – or underlead – either of his remaining Aces).

You win that in hand and play up to the ♦K Q on table. West helplessly plays small so you return to hand (drawing the last trump in the process) and lead another Diamond. West is stymied now. When he takes his ♦A you have two winners in dummy (the ♦K and the master Club) to take care of two of your losing Hearts.

West can take his ♥A but that is the end of the party. 2♠ made.



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VB#20 Year 1 Take-out Doubles Part 2 SA	Contract: 4S
Date: 06/09/2014	By: South
Dealer: West	Board #: 2
Play this hand online!	Vulnerable: N / S

	North		
	♠ A543		
	♥ J5		
	♦ KQ65		
	♣ QJT		
West		East	
♠ T98		♠ 7	
♥ AT874		♥ Q932	
♦ AT7		♦ J83	
♣ A9		♣ 86542	
	South		
	♠ KQJ62		
	♥ K6		
	♦ 942		
	♣ K73		

This deal is about bidding to the right level. Game or part-score?

As usual, we haven't neglected the play aspect. Can you see sufficient tricks for your contract? (Er – what do you think?) If not, then where are the extras to be found?

As usual, **Counting** provides the clue.

West	North	East	South
1♥	X	2♥	4♠
P	P	P	

Lead: ♠ T

Bidding

West deals and opens 1♥. Your partner (North) Doubles showing opening values (or thereabouts), a shortage in the bid suit, and tolerance for the unbid suits. When your right-hand opponent raises to 2♥ you have to make a judgement call on your cards. Many players would bid 2♠ now but that's simply inadequate – you would do that on a far weaker hand just to compete for the part-score. (Look at Hand 1 for comparison)

With an opening bid and a fine five-card Spade suit you are fully justified in taking a pot at game.

Play

On the sight of a minimum dummy your decision to try 4♠ (rather than, say, an *invitational* 3♠) is looking a little impetuous. Oops. However, you can take advantage of the fortunate lie of the East-West cards and still make ten tricks.

West leads a trump (mainly because he doesn't want to lead – or underlead – any of his Aces) and you should take stock. The ♦A must be with West and you need the suit to split evenly to make three tricks in Diamonds. So you play a Diamond to the ♦Q, draw the remaining trumps and play another Diamond. When the suit splits 3-3 you have three tricks there and an all-important discard. Eventually you can throw the losing ♥6 on the thirteenth Diamond (actually the ♦6) and claim your contract.

You succeed in this contract by careful planning followed by finding a chance in a side-suit. True, it was lucky but you must take your chances when they come along.



Using a Take-Out Double to compete. SA Version

VB#20 Year 1 Take-out Doubles Part 2 SA	Contract: 5D
Date: 06/09/2014	By: South
Dealer: West	Board #: 3
Play this hand online!	Vulnerable: E / W

North		East
♠ 84		♠ T5
♥ AQT		♥ 8653
♦ A532		♦ J976
♣ AK62		♣ T43
West		South
♠ AKQJ92		♠ 763
♥ 974		♥ KJ2
♦ QJ98		♦ KQT84
		♣ 75

The bidding, if you pay attention, will guide you to the right contract.

Can you find your way through the play?

West	North	East	South
1♠	X	P	3♦
3♠	5♦	P	P
P			

Lead: S

Bidding

When North Doubles West's 1♠ opening bid, we (sitting South, as ever) might just respond with our best suit and "respond" 2♦. But we've got a nice hand, and a great suit of our own, so we show shape and count by jumping one level in Diamonds.

West counters with another Spade bid, promising a very good (and long) suit. After all, his partner isn't bidding. North's jump to 5♦ is slightly unnerving, as we don't like minor suit games. It's always hard work to come up with eleven tricks.

When the dummy comes down, we are a little disappointed by the small doubleton Spade – a singleton would have been so much more welcome.

Our **Count** and **Plan** shows that we will be "tight" after the second trick. We also do a Spade count... West surely has at least six, we have five between us, and that only leaves two (or fewer) for East.

Still, we are confident about the hand until West kicks off with three rounds of Spades. Both the bidding and East's strong encouragement signal (the ♠10 followed by the ♠5) make it clear that we cannot afford to ruff the Spade with one of dummy's pathetic low trumps.

So trick three is won by the ♦A and now we have a problem drawing trumps. A Diamond to the ♦K reveals the nasty 4-0 break but at least means that we can play with a knowledge of how the cards lie. In fact, it is a simple matter to take two *marked finesses* on this hand.

First we cross to the table (with a Heart) to lead a Diamond *through* East, covering the ♦7 with our ♦8. When that wins (as it must!) we cross to dummy again (this time with a Club) and repeat the dose. Another trump lead *through* East allows us to score the ♦10. Now we can draw the last trump and we have only winners left.

In actual fact, the 4-0 trump break was more of a help than a hindrance on this deal.



Using a Take-Out Double to compete. SA Version

VB#20 Year 1 Take-out Doubles Part 2 SA	Contract: 1DX
Date: 06/09/2014	By: West
Dealer: West	Board #: 4
Play this hand online!	Vulnerable: All

North
 ♠ AQ93
 ♥ AJ42
 ♦ 7
 ♣ J974

West
 ♠ K4
 ♥ K86
 ♦ AK632
 ♣ KQ8



East
 ♠ 8762
 ♥ QT75
 ♦ 4
 ♣ T532

South
 ♠ JT5
 ♥ 93
 ♦ QJT985
 ♣ A6

A novice bridge player was once warned that if she ever again passed her Pard's take-out double, they would find her body in the Pine Barrens (a part of New Jersey where The Mob is reputed to dump "evidence").

There is always an exception, though, and we're going to see it today. In fact, right now.

West	North	East	South
1♦	X	P	P
P			

Lead: ♦ 7

Bidding

Folks, this not something you should try at home – at least, not very often! You very rarely Pass a take-out Double... **unless** you can count four tricks in trumps, plus some other odds 'n' ends. This is one of those times, where declarer's trump suit is held securely by us and we are willing (very willing) to play in West's suit.

And note: West shouldn't have left it in 1♦ Doubled. He should know the fate that was about to befall him. He should have pulled it to 1NT, allowing his partner to "run" into a long suit should he have one. What would the bidding have been then? Who knows? But it would have given us both a real headache.

Thank you, West, for your generosity. We'd much rather have a nice fat plus score at the end rather than a difficult bidding problem.

Play

When we passed the Double, Pard is obliged to lead a trump even if he has to borrow one. (The flip side is that if you don't want a trump lead, don't Pass).

[As an aside **Penalty Passes** should only be made on sequential holdings when you are sitting **under** declarer. A suit such as ♦ Q 10 8 6 4 2 is just no use defensively as you will find yourself ruffing partner's winners and leading trumps, allowing declarer to make five tricks with ♦ A K J 9 7. This is why West is such an idiot to Pass out 1♦ Doubled with his hand – his low Diamonds are just too poor to make any tricks].

Anyway, West's problems are not ours. Our defender's **Count** and **Plan** shows us with four Diamond tricks and our ♣A. That's five of the needed seven. We await further developments but expect partner to contribute his share of domestic income.

Declarer takes the ♦K on the first trick and tries a Heart to the ♥10. That's his one stroke of luck. Another Heart goes to the King and ♥A. At trick four, Pard plays a third round of Hearts, giving us a ruff, and we lead another trump in our effort to strip the declarer of "his" suit. When we

get back in with our ♣A, we play Diamonds till his are all gone. Unusual for the *defenders* to draw trumps but there we are.

We've been watching Pard's discards, and know he wants a Spade (a look at the dummy tells us the same thing), so that's what we do.

When all is said and done, poor West is left with only four tricks to his credit (the last trick is a Club to declarer's ♣Q). That's three down, Doubled and vulnerable. 800 points to the good guys.

As you write down the score try not to look like the cat that ate the you-know-what.



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Using a Take-Out Double to compete. SA Version

VB#20 Year 1 Take-out Doubles Part 2 SA	Contract: 1SX
Date: 06/09/2014	By: East
Dealer: East	Board #: 5
Play this hand online!	Vulnerable: N / S

North

♠ 2
♥ KJ62
♦ KT94
♣ AT83

West
♠ 64
♥ 753
♦ QJ62
♣ J642



East
♠ AJ975
♥ AQ4
♦ 7
♣ Q975

South

♠ KQT83
♥ T98
♦ A853
♣ K

This is a hand where you want to look innocent and just stare into space as you pull out the Pass card.

What are we talking about? Hang on, and the words of Bre'r Rabbit may come to mind.

West	North	East	South
-	-	1♠	P
P	X	P	P
P			

Lead: ♥ T

Bidding

This is one of those exceptional hands that, while rare, you want to be prepared for. It doesn't make sense to bid on the first round over East's opening bid of 1♠, 12 points or not, and when Pard Doubles for take-out, we make a *Penalty Pass* again.

East wants Spades to be trumps and so do we. Notice that we don't need to have sequential trumps when we are sitting **over** declarer. Just having a lot of good ones is sufficient to let 1♠ Doubled ride.

Pard may look surprised that we don't take out a take-out Double but, as the hand develops, he'll understand.

Play

Sitting *over* declarer with all these goodies, we don't really want to be on lead. We know we've got at least three tricks in trumps (maybe four), plus our ♦A. We also have hopes for our ♣K (the location of the ♠A is a mystery at first). We also know Pard has opening bid values or thereabouts.

We kick off the festivities by leading the ♥10, promising a sequence and suggesting that we have nothing higher.

As play progresses, the declarer tries his best. He clears out the Diamond from his hand, and then tries to set up a Club winner. We play a waiting game and tricks and, as declarer has to lead from his wretched hand, tricks inevitably fall into our laps. By the time the dust settles, we've taken eight tricks, setting the declarer two tricks.

Could we have done better? Maybe, but with just 23 points between us could we really have expected to make a game? Just settle for +300 (two down Doubled, not vulnerable) and move on.



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VB#20 Year 1 Take-out Doubles Part 2 SA	Contract: 4S
Date: 06/09/2014	By: South
Dealer: West	Board #: 6
Play this hand online!	Vulnerable: E / W

	North	
	♠ A862	
	♥ A873	
	♦	
	♣ A9743	
West		East
♠ K		♠ QT93
♥ J964		♥ KT52
♦ K8652		♦ JT94
♣ KQJ		♣ T
	South	
	♠ J754	
	♥ Q	
	♦ AQ73	
	♣ 8652	

A little out-of-control bidding (by your partner, of course) might have managed to get you into a spot to bother in this hand, but if you play it with a touch of magic, you can look like a hero.

West	North	East	South
1♦	X	1♥	1♠
2♥	3♠	P	4♠
P	P	P	

Lead: ♣ K

Bidding

We told you this would be magic. Let's review, and relive the glory.

North must have had special pills from the pharmacy. Our response to the take-out Double (after an intervening bid) showed that we have something constructive to contribute (we aren't obliged to bid after East bids 1♥). With no inhibitions (and precious few values), North invites game by leaping to 3♠. Since we're at the top of our range (we showed maybe 6-8 points and we added a little for the Heart shortness), we accept and bid 4♠.

Play

Dummy is something of a shock, with three featureless suits and no intermediate cards. Whatever partner is on (optimism pills?) we could do with some of those. When we do our **Count**, we run out of fingers and toes for losers. Our trump suit is a mess, missing honors and intermediate cards. The hand looks to be a total disaster.

We switch strategies, and instead look at winners. We have four Aces. And we have shortages in both hands. If we could use our little trumps individually to ruff tricks, we can squeeze six more tricks out of this paw...er, hand.

There is almost no danger of the opponents ruffing in on Diamonds. Hearts, probably not either – both opponents bid the suit, after all. We can't worry about it, as this is the only way to make the hand. We start immediately.

We take trick one in dummy with the ♠A and at trick two strip the lonely Heart from our hand by playing dummy's ♥A. And now it begins. At trick three, we ruff a Heart in hand, and play our ♦A. Then ruff a Diamond in dummy.

And back and forth until we've ruffed away all our losers and turned every little speck of a trump into a winner. Surprisingly, we take the first nine tricks and the opponents cannot deny us the Ace of trumps for the tenth. Graciously we allow the opponents to have three tricks, East trumping West's boss Clubs.

This play goes by the name of a *crossruff*. Be careful with it. Magic it might be but it's dangerous. Sometime in the future we will return to this topic and allow you to see more of its deep and dark secrets.

We realize that partner wins the post-mortem. He's hardly going to listen to our strictures on his adventurous bidding now, is he?