

CBA STaC Leaders

Check out the STaC Leaders online at:



ACBL District 11 STaC Results

Our normal Leaderboard resumes next issue.

CBA Seminars	CBA	Date/PM	Who	Topic
	0-30	7 Jul	Mike	Opening Leads
	Sat	12:30	Purcell	Part 3
	99er	17 Jul	Steve	Preempts
	Tue	6:30	Moese	

CBA NLM Games – Play Often!

Mon NLM 7 PM CBA Wed Homestyle 11:00 AM CBA
Tues 99er 7 PM CBA Wed 199er 6:30 PM NKY BC
Thurs NLM 7 PM CBA 1st Fri 99er 10:00 AM NKY BC

0-30 Sat 1 PM CBA (Lecture at 12:30 PM)

Area Tournaments

Jul 28 - 29 Lexington KY S for NLM
July 12 – 22 Philadelphia, PA N
Jul 30 – Aug 5 Fairborn, OH R

For Details go to <http://www.acbl.org/tournament-calendar/>

Speeding Up the Game Want more time to play the hands? Save talking until the round is over. Make your lead before you record the contract. Prepare your bids in advance. Help others - move played boards to the next table so they begin on time. Never argue. Stay focused.

Take Out Doubles – by Steve Moese

Takeout Doubles are a workhorse when opponents open the bidding. As with any other convention, we must know how to use it, and how the doubler's partner (advancer) bids and what the doubler's rebids mean. For more information see:

- 1) [Learning Points on Takeout Doubles](#)
- 2) Recent ACBL Bridge Bulletins (available online)
- 3) Mike Lawrence's book on Takeout Doubles.

Takeout Doubles show any hand **10+ HCP** with support for the three remaining suits, or hands too strong to make a simple overcall (typically **17/8 HCP +**). For the **10-16 HCP** range, a takeout double implies 0-2 cards in opener's suit. With 0 or 1 card, **10 HCP** in the other 3 suits is sufficient. With 2 cards, **11 HCP** is a minimum double. **13-14 HCP** and 3 cards in the Opponent's suit can justify a double if there are **12+ HCP** in the unbid suits.

RHO opens 1♥. Here are a few takeout double hands:

- 1) ♠KJ96 ♥2 ♦K765 ♣K1092 – a pure minimum
- 2) ♠AK98 ♥9 ♦AKJ10 ♣KQ74 - a near max/invite game
- 3) ♠AKQ8 ♥9 ♦AKJ10 ♣KQ74 – insist on game
- 4) ♠AJ98 ♥97 ♦AJ7 ♣J974 – a minimum w/2♥s
- 5) ♠AJ9 ♥97 ♦AJ87 ♣J974 – a borderline double
- 6) ♠AJ9 ♥976 ♦A87 ♣QJ74 – a borderline double
- 7) ♠AJ9 ♥KQ97 ♦AJ87 ♣AJ – Dbl then rebid NT
- 8) ♠AK9 ♥9 ♦AKJ1032 ♣KQ7 – Dbl then jump in ♦
- 9) ♠AKQ9 ♥- ♦AKJ1032 ♣KQ7 – Dbl then cue bid ♥
- 10) ♠AKJ1032 ♥6 ♦AQ9 ♣K107 – Bid ♠ then Dbl ♥

Responding to partner's takeout double is straightforward. With **0-8 HCP** bid your longest suit simply. With **9-11 HCP** bid your longest suit by jumping one level. (2+levels preempts). With **12+ HCP**, cue bid their suit then bid your suit (game force). Bid 1NT holding **8-11 HCP** and a stopper. 2NT shows **12-14 HCP** and stoppers. 3N shows **15-17** and suggests RHO is pointless.

When Responder bids a new suit (1♥-Dbl-1♠) we double new suits for penalties with **9+HCP** and 4+ cards in their suit. This protects us in case responder is trying to steal the hand from us (♠s might be our suit). Pass with **0-8 HCP** and no clear direction (4333 or 4432 shapes). The lighter you are the more you rely on singletons or voids and 5+card suits, otherwise pass. **A free bid suit over responder's raise only promises 4 cards**. A new suit by you should show **8-11 HCP** and a cuebid is game forcing.

If RHO raises opener, (1♥-Dbl-2♥ or 1♥-Dbl-3♥), we can make a RESPONSIVE DOUBLE (**9+ HCP @ 2-level, 12+ @ 3-level** to show the 2 suits of the other rank than the opponents' suit. They raise a major our double shows minors. They raise a minor we show the majors. This double says we have values to compete. Over their minor suit, we imply both majors since we can bid a four card major instead if we had only one.

Doubler's Rebids: a 2nd double by you shows a **King+** or more (14-19 HCP) and a desire to compete. A new suit or raise by you shows **17-19 HCP**. A jump by you shows **20-21 HCP** and a cue bid shows **22+** and is game forcing. In competitive auctions remember to pass at your 2nd turn to bid if you have a minimum **10-13 HCP** Takeout Double. Partner knows that's what you have. Competing by you shows more (**14+**).

0-30 Corner – Mike Purcell 513 702 4007

mikpur@cinci.rr.com

Just a quick reminder that there will NOT be a 0-30 game Sat June 30th due to the STAC tournament

games at the club 10am and 2:30pm. You are welcome to play in either or both of these games. The regular schedule will resume July 7th. Since we played a Swiss Team game in the 0-30 section without results on the website there is no write-up on the hands.

This overcall then double shows the same strength range as a double first then new suit rebid. The added advantage is that the long suit is not lost if opponents preempt.

When they **redouble** (usually showing **10+ HCP** and a desire to penalize us), we pass as advancer with no direction, bid any 5+card suit simply (yes, even with 0 HCP!). Our jump bids preempt. Cue bids should show shortness. We have at most **8 HCP** (12+10+10 = 32 leaving at most 8 for us) so we cannot show strength for game!

Sometimes we bid a 3-card suit when partner makes a takeout double. After 1♥-Dbl-Pass you hold ♠1096 ♥98542 ♦K76 ♣92. This hand is awful. You have useless weak length in their suit and no power. The Rule of 9 says we cannot pass for penalties. Bid 1♠ (not 2♦) to keep the level low. Pass whatever partner does (except a cuebid of course). You might face the same decision after 1♥-Dbl-2♥-P-P-Dbl-P and you should choose to bid 2♠ on your 3-card suit. Sometimes we have to make **the least bad bid**.

Pass partner's takeout double for penalties when by the **Rule of 9: (# of trumps + # of Trump Honors + Level) ≥ 9**. With ♥KQ1072 we count **5+3+1 = 9** so we pass any level double of ♥s! With ♠753 ♥J10987 ♦1097 ♣J4 (**8 < 9**) bid 1♠ and hope.

What would you do with these hands? RHO opens 1♥:

- 1) ♠AKQ10 ♥7 ♦10972 ♣KJ42
- 2) ♠A1097 ♥K ♦J972 ♣K742
- 3) ♠A1097 ♥K1097 ♦KQ42 ♣2
- 4) ♠98732 ♥9 ♦AK2 ♣KJ42
- 5) ♠AK9 ♥KQ107 ♦KJ10 ♣K1092
- 6) ♠AK109 ♥7 ♦AQ52 ♣KQ109
- 7) ♠AKJ1096 ♥7 ♦KQ102 ♣AQ
- 8) ♠A109 ♥7 ♦AKQ1072 ♣AJ2
- 9) ♠A3 ♥AK10765 ♦Q92 ♣42
- 10) ♠AKJ6 ♥AQ ♦AK75 ♣AQ109
- 11) ♠A1089 ♥9 ♦AKJ1075 ♣Q4
- 12) ♠9 ♥AK109 ♦AK107 ♣AK94

We intervene to:

- 1) Suggest a strain for our side
 - 2) Interfere with their auction.
 - 3) Suggest a lead to partner.
- Otherwise we pass & reenter/
Balance. Doubles in Balancing Seat can be a K or Q weaker than direct actions and the takeout double is no exception.

Answers:

- 1) **Double** – Perfect shape and enough more than minimum to compete if they bid on, but not enough to raise partner.
- 2) **Pass** – Yes you have perfect shape. No, you have only **8 working HCP**. Don't count the honor in their suit!!
- 3) **Pass** – Right strength, bad shape you do not support clubs. Prepare to balance later.
- 4) **Double** – **11 HCP** but poor ♠s. You really want partner to have 4 ♠s if we are to play there at the 3-level or higher.
- 5) **Double** – A 1NT overcall shows **15-18 HCP**. You have **19**. Plan to rebid NT at your next turn.
- 6) **Double** – If LHO raises and it's passed back to you, double again (you would do this with even one Queen less!). If partner bids, evaluate your support points (**18 HCP** + 3 for the Singleton = 21) and plan to Jump raise partner. If partner bids 2N, settle for 3N – 6N on 32 HCP is rare indeed. If partner jump raises, you might explore slam after forcing game. If partner cuebids, then slam is a definite possibility.
- 7) **Double** - A classic hand too strong for a simple overcall.
- 8) **2♦** – Your suit will be buried if they raise ♥s to 3 or higher. Start with the overcall and double later to show your strength.
- 9) **Pass** – and hope partner reopens with a double. You are too weak of a 1NT overcall.
- 10) **3N** – This **27 HCP** rock crusher means there are at most **2 HCP** for your LHO and Partner. Bid what you think you can make.
- 11) **2♦ (or Double)** – Overcall with this hand since you do not support Clubs. Many expert pairs play **Equal Level Conversion** so they can make a Takeout Double and rebid ♦s to show this hand (and not the **17-19 HCP** version). This takes partnership discussion and should be considered once you have mastered the ins and outs of bidding with takeout doubles.
- 12) **Double** – on strength alone. Be prepared to correct partner's 4♠ bid to 4N (NOT Blackwood because no suit agreed), and raise partner's minor suit to game. You will be happy to double 2♥ or higher for PENALTIES (see Rule of 9 above).