

Take Out Double Quick Reference

Requirements:

- 12 or more hcp
- 2 or less cards in their suit
- 3 or more cards in other suits

Responses

Very Weak (0 to 5 hcp)

Bid the best suit. Prefer a major to a minor.

Do NOT pass

Weak (6 to 8 hcp)

As for very weak hands but...

... bid 1NT if balanced with a stopper.

Intermediate (9 to 11 hcp)

As for weak hands but bid one level higher.

Strong (12 or more hcp)

Bid game in a major with a five card suit.

Bid 3NT if balanced and with a stopper.

Cue bid their suit if there is no clear-cut game..

Doubler's Next Action

After a minimum response, pass

After a jump response, calculate total points with a fit; count hcp if no fit or if partner bid no trumps.

12 to 13 Pass

14 to 15 Invite to game

16 or more Bid game

After the Cue Bid.

Bid four card suits up the line until a fit is found or a no trump contract is bid. Do NOT pass below game.