

Take -out Double using the Rule of 14

Board 3

South Deals

E-W Vul

	♠ Q 9 6										
	♥ 8 6 5										
	♦ 9 5 4 3										
	♣ 10 4 2										
♠ K J 4	<table style="border: 1px solid black; width: 40px; height: 40px; margin: auto; text-align: center; border-collapse: collapse;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A 3 2
	N										
W		E									
	S										
♥ Q 9 4 2			♥ K J 7 3								
♦ A K 8 7			♦ J 10 2								
♣ Q 6			♣ J 9 7								
	♠ 10 8 7 5										
	♥ A 10										
	♦ Q 6										
	♣ A K 8 5 3										
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>								
			1 ♣								
Dbl	Pass	2 ♥	Pass								
4 ♥	All pass										

Auction Commentary: After an opening of a suit, LHO guarantees shortage in opener's suit, and tolerance for the other 3 suits -- (at least 3 to a top honor especially in the majors.). Either Axx or Kxx or Qxx or Jxxx or xxxx. The advancer is surely going to be in ♥s, but not sure whether to jump one level. Advancer uses the Rule of 14 as a guideline. This is only used by the Advancer, in response to a Take-out Double. Add the HCP plus the length of the suit you wish to bid. 10HCP+4 for length in the suit you are going to bid = 14- jump one level higher to invite to game. Since the Takeout doubler has a medium range hand and adds 10+15 + 1 for a doubleton-dummy points = 26 bids a game.

Opening Lead: A♣ (promising the K♣ behind it)

Planning the Play: In a suit contract declarer must start by counting losers: 1 ♠ loser, and 1 ♥ loser, plus 1 ♦ loser and 2 ♣s! We can only afford 3 losers, so we need a plan to eliminate 2 losers. The ♦ finesse works, so take off one loser. Assuming South cashed both the AK♣, dropping dummy's Q♣ in the process, our J♣ will be a place to discard the ♠ loser. So we plan to draw trumps as soon as we can, hope for a 3/2 split, and we make 10 tricks and our contract.

Rules for Advancer, assuming their RHO passes:

0-8 HCP, bid your suit at the cheapest level

9-11 HCP, jump one level in your suit to show partner invitational values

12+ points, go to game or cue-bid the opener's suit if you are uncertain where you want to play. Cue-bids are 100% forcing and partner cannot pass a cue-bid. You- the doubler will bid a 4-card suit according to whether you are in a minimum - medium or maximum hand for your "T/O Double" and jump accordingly.

The Rule of 14 with Takeout Double

Board 5
North Deals
N-S Vul

♠ A Q		♠ K J 3									
♥ 5 4		♥ A Q J 8									
♦ K Q 6 4 3		♦ 9 8									
♣ Q 10 4 2		♣ A 9 7 3									
♠ 9 7 6 5 4 2	<table style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td style="background-color: green; color: white;"> </td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table>		N		W		E		S		♠ 10 8
	N										
W		E									
	S										
♥ K 7 3		♥ 10 9 6 2									
♦ A J 2		♦ 10 7 5									
♣ 6		♣ K J 8 5									

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♦	Dbl	Pass
2 ♠	Pass	4 ♠	All pass

Auction Commentary: Although the ♠ suit in the West isn't gorgeous, its length suggests that EW have at least a 9-card fit. Remember that the Takeout doubler promised at least 3 to a top honor in the majors and shortage in the opener's suit. With only 8 HCP, West needs to use the Rule of 14 to see if a jump is the appropriate bid. Adding the 8 HCP to the 6 for length in the suit = 14. The jump allows East to bid the game by adding two hands together at least 10+ 15 HCP + 1 for a doubleton (dummy points) = 25/26 HCP. If the advancer does not jump the bidding- North can now bid 2 ♣ and once there was no jump by West- East will think that West is just becoming more competitive .

Opening Lead: K ♦ promising the Q ♦

Planning the Play: Counting losers: 1 or 2 ♠s, depending on where the A-Q lie, 1 ♦. Looks like this will make. You can duck the first ♦, and if they continue ♦s, you will win both the A ♦ and the J ♦. We play towards our honors making sure you play a trump towards the KJ♠. You will lose 1 ♦ trick and the A♠.

Advancer -- don't let them steal!

Board 8
West Deals
None Vul

♠ A Q 10			
♥ 8 5			
♦ Q J 10 8 2			
♣ K 8 4			
♠ K J	♠ 4 3 2		
♥ A K J 4 3	♥ Q 2		
♦ 6 3	♦ A 9 7 4		
♣ A 10 9 6	♣ J 5 3 2		
	<div style="display: inline-block; border: 1px solid black; background-color: #008000; color: white; padding: 5px; text-align: center;"> N W E S </div>		
	♠ 9 8 7 6 5		
	♥ 10 9 7 6		
	♦ K 5		
	♣ Q 7		
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	Dbl	1 NT	2 ♠
All pass			

Auction Commentary: When opponent makes a Take-Out double responder must bid naturally to tell opener who has the majority of the HCP. Even though responder bid 1 NT over the takeout, do not pass when partner promises at least 3 cards in ♠s. You have an 8-card major suit fit, so BID You do not promise a rose garden. (If the Advancer's hand were stronger, a double of the 1 NT here would be penalty-oriented!) Doubler needs to be careful going on -- do the math: opener has a minimum of 12, responder 6-9 or 10, and Doubler has 12. Doubler must be aware that there are only 40 points in the deck, so Advancer's 2 ♠ must be based on shape/length. Opener must pass!

Opening Lead: A ♥ (promising K ♥)

Planning the Play: Count losers in a suit contract. 2 ♠s, 2 ♥s, 1 ♦ and 1 ♣ -- 1 loser too many. Remembering that West opened the bidding, so it's likely that the ♠ finesse will work. Remember to play towards your honors in dummy.