

Weak Take-outs

Weak take outs have their place of course and when VERY weak they are recommended.

e.g N -----E -----S-----W
1NT Pass ?
xxx
xxx
QJxxx
Jx

Why bid 2D when you know it won't make ?

There are a number of answers to that.

- i) Your partner is likely to go down a lot more in 1NT so you will do better bidding 2D even though you expect to go down
- ii) The opponents often will pass 1NT {if you pass } so you know partner will score badly in 1NT. If you bid 2D sometimes {*a/ways* , in expert circles} the opponents will compete over 2D perhaps bidding 2H or 2Sp so you won't even have to play 2D if you bid it !
- iii) If you pass 1NT the last player may decide to double 1NT. This will score hopelessly for your side. A bid of 2D *before* 1NT has been doubled will muddy the waters and may help to escape a large penalty.

As against all that it has to be admitted that there are many weak(ish) hands that you should not bother with weak take outs at all.

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xxx
AJxxx
QJx
Jx

Here *Pass* has a lot going for it.

There is no reason to think 1NT is a particularly bad contract and similarly no reason to think that 2H is going to improve matters. More subtly , if you do pass 1NT the opponents aren't always going to compete and 1NT will often be the final contract. If you *do* bid 2H , then red-blooded opponents will often compete with 2Sp. The best way to get a plus score is often to pass when you have a reasonable hand and a five card suit. { for "reasonable" read 6-----10 pts}.

Most players *will* bid weak takeouts with six card suits however

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x
Axx
QJxxxx
Jxx

and who knows they may be right. I probably wouldn't myself BUT I do accept that that isn't normal practise. The reason for this walk down memory lane is to say that that { the above} is all well and good but there is more to say. See overleaf.