

Negative Doubles

Complex or easy? Don't try to make this overly complicated. If you can understand Takeout Dbls, you can master Negative Doubles.

In the "Old Days," Doubles were for Penalty!



1) **What is a Negative Double?** We OPEN on the 1-level. They bid a *suit* (not notrump). Our Responder Doubles. That is the only **NEGATIVE DOUBLE**. Period. Note: If we preempt, and they overcall, double is penalty. If we open 1NT and they overcall, partnership agreement is needed.

2) **HCP:** Enough to respond. The higher the level, the more HCP required.

3) **On What Level?** Agree with partner. Suggestion: "Through Infinity."

4) **After a 1♥ overcall:** Double promises exactly a 4-card ♠ suit. A free 1♠ bid would show at least a 5-card ♠ suit.

5) **After a 1♦ overcall:** Double promises at least 4 cards in both Majors. Bidding a major promises only 4+ cards in that major.

6) **OTHER negative doubles** – Generally, negative doubles focus on the unbid major(s). The higher the level, the more flexibility that is needed.

EXAMPLES:

<u>OPENER</u>	<u>OVERCALLER</u>	<u>YOU</u>
1♦	1♥	?

♠ AJ543	♠ KJ87	♠ Q54	♠ J865	♠ A5	♠ K54	♠ A5432	♠ AQJ3
♥ Q3	♥ 9843	♥ 84	♥ 4	♥ KJ9843	♥ A1042	♥ K84	♥ AK
♦ J76	♦ 87	♦ AJ762	♦ AQ762	♦ A	♦ A4	♦ 2	♦ A54
♣ AQ5	♣ A32	♣ 873	♣ AQ8	♣ Q432	♣ QJ62	♣ 8732	♣ A983

A) _____ B) _____ C) _____ D) _____ E) _____ F) _____ G) _____ H) _____

Negative Doubles (continued)

<u>OPENER</u>	<u>OVERCALLER</u>	<u>YOU</u>
1♣	1♦	?

♠ AKQ4	♠ AQJ4	♠ Q1054	♠ Q65
♥ Q752	♥ J4	♥ 87642	♥ AQJ4
♦ J42	♦ 8754	♦ A2	♦ AQ76
♣ 65	♣ 732	♣ Q3	♣ K8

I) _____ J) _____ K) _____ L) _____

<u>OPENER</u>	<u>OVERCALLER</u>	<u>YOU</u>
1♦	1♠	?

♠ 764	♠ A4	♠ KJ3	♠ 64
♥ A8742	♥ AQ87	♥ K74	♥ AQJ943
♦ A842	♦ A873	♦ 1042	♦ 84
♣ 4	♣ 532	♣ AQ83	♣ 832

M) _____ N) _____ O) _____ P) _____

<u>OPENER</u>	<u>OVERCALLER</u>	<u>YOU</u>
1♣	3♦	?

♠ AQ54	♠ AJ4	♠ AQJ42	♠ A653	♠ A
♥ 84	♥ QJ53	♥ 74	♥ KJ84	♥ Q1075
♦ 63	♦ 872	♦ 52	♦ A4	♦ 852
♣ AQ842	♣ AJ2	♣ AQ72	♣ 1072	♣ AK654

Q) _____ R) _____ S) _____ T) _____ U) _____

Negative Doubles (continued)

OPENER'S REBID AFTER THE NEGATIVE DOUBLE

- 1) If Opener rebids his original suit (usually showing 6+cards) or bids a new suit or notrump without jumping, he is showing Minimal values (a hand worth approximately 12-15).

- 2) A jump rebid by Opener in either the original suit, notrump, or a new suit is Invitational (approximately 15+/16-18 in playing strength).

- 3) A cue-bid by opener of the overcalled suit is Game Forcing (19+points). Or, opener can just jump to game.

Another possibility is for Opener to Pass the Negative Double. This “converts” the auction to a penalty situation. This is rarely done at the 1-2 level but can be done at higher levels.

<u>You</u>	<u>Opp.</u>	<u>Partner</u>	<u>Opp.</u>
1♦	1♥	Double	Pass

♠A542	♠KJ	♠A5	♠6
♥Q3	♥K53	♥KQJ	♥652
♦J876	♦AQ83	♦AK54	♦AQ7652
♣AQ5	♣J764	♣J765	♣AQ2
AA_____	BB_____	CC_____	DD_____

♠K2	♠KQ32	♠94	♠A5
♥43	♥A1084	♥A	♥64
♦AKJ43	♦AQ107	♦AQ873	♦AKQJ107
♣Q976	♣4	♣AJ652	♣AJ5
EE_____	FF_____	GG_____	HH_____

OPENER'S REBID AFTER THE NEGATIVE DOUBLE(continued)

<u>You</u>	<u>Opp.</u>	<u>Partner</u>	<u>Opp.</u>
1♠	2♣	Double	Pass
??			

♠AKQ76	♠KQJ765	♠AKJ1073	♠QJ1064
♥Q652	♥A4	♥A3	♥KQJ4
♦J4	♦Q63	♦K105	♦AK
♣42	♣72	♣87	♣K2

II _____ JJ _____ KK _____ LL _____

♠A7642	♠AKJ43	♠AKJ65	♠Q8653
♥A8	♥AQJ54	♥42	♥A4
♦2	♦54	♦A1076	♦Q87
♣AQ965	♣2	♣85	♣KQ10

MM _____ NN _____ OO _____ PP _____

<u>You</u>	<u>Opp.</u>	<u>Partner</u>	<u>Opp.</u>
1♣	3♥	X	Pass
??			

♠AQ54	♠A5	♠A6	♠J4	♠A
♥82	♥QJ3	♥52	♥K5	♥Q1094
♦85	♦974	♦AJ7	♦Q4	♦A54
♣AQ652	♣AQ1065	♣AQJ643	♣AKQ9652	♣A7654

QQ _____ RR _____ SS _____ TT _____ UU _____

Negative doubler's second bid:

New suit or raise = non-forcing. Example: 1♦ (1♠) X (P) 2♣ (P) 3♣

Cue-bid to force. Example: 1♦ (1♠) X (P) 2♣ (P) 2♠