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 <u>exactly</u> a 4-card ♠ suit. A free 1 ♠ bid would show at least a 5-card ♠ suit.
- 5) **After a 1 ◆ overcall**: Double promises <u>at least 4 cards in *both* Majors</u>. 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>	NER OVERCALLER YOU	
1♦	1♥	?



Negative Doubles (continued)

	<u>OPENER</u>	<u>OVERCAI</u>	<u>LLER</u>	<u>YOU</u>
	1.	1♦		?
♠ AK	Q4	AQJ4	▲ Q1054	♠ Q65
y Q7	' 52	♥ J4	v 87642	▼ AQJ4
♦ J42	2	♦ 8754	◆ A2	◆ AQ76
. 65		. 732	♣ Q3	♣ K8
1)		J)	К)	L)

<u>OPENER</u>	OVERCALL	<u>.ER</u> <u>\</u>	YOU	
1♦	1 🏟		?	
^ 764	♠ A4	♠ KJ3	• 64	
∨ A8742	♥ AQ87	♥ K74	♥ AQJ943	
♦ A842	♦ A873	1042	♦ 84	
. 4	3 532	♣ AQ83	. 832	
M)	N)	O)	P)	

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

75
54

Q)_____R)_____S)_____T)____U)_____

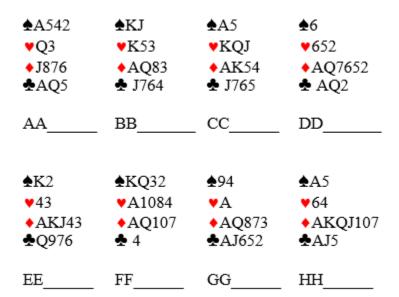
Negative Doubles (continued)

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 <u>Invitational (approximately 15+/16–18 in playing strength)</u>.
- 3) A cue-bid by opener of the overcalled suit is <u>Game Forcing</u> (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.

You	Орр.	<u>Partner</u>	Орр.
1 •	1♥	Double	Pass



OPENER'S REBID AFTER THE NEGATIVE DOUBLE(continued)

<u>You</u> 1♠ ??		<u>Partner</u> Double		
♥Q652 ◆J4	♠ KQJ765 ♥ A4 ♦ Q63 ♣ 72	♥A3 ◆K105	♥KQJ4 ◆AK	
II	JJ	KK	LL	
∨ A8 ◆ 2	♠ AKJ43 ♥ AQJ54 ♦ 54 ♣ 2	♥42 ◆A1076	♥A4 ◆Q87	
MM	NN	00	PP	
<u>You</u> 1♣ ??	<u>Opp</u> . 3♥	<u>Partner</u> X	Opp. Pass	
♥82 ◆85	♥QJ3 ◆974	♥52 ◆AJ7	≜ J4 ∨ K5 ♦ Q4 ♣ AKQ9652	♥Q1094 ♦A54
QQ	RRS	S	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 ♠