Negative Doubles I

After partner opens and your RHO overcalls, there are hands that are difficult to bid, e.g. 1 - 1; you hold a 4-card \forall suit, lack support and 10+HCP. Bidding $2 \forall$ promises a 5-card suit and 10+HCP. As this situation is much more common than a penalty double of the $1 \rightarrow$ contract, a double here, termed a Negative Double by convention, describes your hand. Situational Requirements:

- □ Partner opens one of a <u>suit</u>, RHO makes a <u>suit</u> overcall and Responder doubles
- ☐ The opponents overcall may be up to 4♥
- □ Lack support for Opener's <u>major</u>
- Promises the unbid major(s)

Playing Negative Doubles provides a lot of information even when it is not used. After an overcall, absent a Negative Double by Responder, Opener assumes that Responder: (a) doesn't have a 4-card major; (b) lacks the points to make a Negative Double; or, (c) has made a forcing bid and will show a 4-card major on a subsequent round.

Required Strength

The minimum HCP values required for a Negative Double depend on the level Opener is forced to respond:

Opener Response	Minimum HCP	Forcing? ²	
2-level	6 to 8	1-round	
3-level	9 to 12	1-round	
4-level	13 or more	1-round	

Opener Rebids

If Responder makes a Negative Double and the next hand passes, <u>you must make a rebid even with a minimum</u>²—if you pass, the doubled bid becomes the final contract.

Points	Points Response	
12-15	Cheapest Level	No
16-17	Jump	No
18+	Bid Game or cuebid	N/A

¹ You don't give up the penalty double, the sequence for a penalty double is reversed. More on this later.

² When the Overcaller is at the 2- or 3-level, and you hold a strong and long holding in Overcaller's suit, you may choose to convert the Negative X to a penalty X.

Common Negative Double Sequences:

1**.** — 1 → — X:

Here the Negative Double shows <u>both</u> majors. If a fit is found, Responder passes with a minimum, invites with 10-12SP, bids game or, with significant extras, begins a slam investigation. The Negative Double give you a method to describe a hand with 5=4 in the majors but not enough values to bid twice; with 4=5 in the majors and a minimum (6-8HCP), bid one heart and pass Opener's rebid, unless it is forcing.

1♣/♦ — 1♥:

Here the Negative Double shows <u>exactly</u> 4 spades and a one spade bid shows 5+ spades. Both these bids are a 1-round force with a minimum to an unlimited hand.

Here the Negative Double shows 10+HCP and both minors, 4-4 or more.

1♣/♦ — 1♠:

The Negative Double convention allows you to describe various heart holding and strength. Less than 10HCP with 6 hearts: X and then bid 2Ψ which is not forcing; or, 10+HCP with a $\underline{5+card}$ heart suit: bid 2Ψ ; or, 10+HCP and a 4- \underline{card} heart suit: Negative Double.

Quiz 8a

Assume your partner opens the bidding and RHO overcalls. (a) Fill in your first call; (b) then, assuming Opener rebids her suit, what is your rebid?

	Bidding	Your Hand	Your Call		Bidding	Your Hand	Your Call
1.	1♣ - 1♦	♠ AT97 ♥ AKJ62	(a)	2.	1♣ - 1♦	♠ QT92 ♥ AQ9	(a)
		♦ 42 ♣ T8	(b)			♦ T9 ♣ KT54	(b)
3.	1♦ - 2♣	♠ KJT82 ♥ Q9432	(a)	4.	1♣ - 1♥	◆ Q9746 ♥ 43	(a)
		♦ T5 ♣ 7	(b)			♦ 864 ♣ AJ2	(b)

Assume your partner opens the bidding and RHO overcalls. Fill in the blanks with your calls.

	Bidding	Your Hand		Bidding	Your Hand
5.	1 ♣ - 1 ♦ P	♠ KQ87 ♥ A96	6.	1♣ - 1♥ P	♠ J9872 ♥ 6
	1NT - P	♦ QT92 • 83		2♠ - P	♦ AKJ42 • 73
7.	1♦-2♣P	★ KJ94♥ 94	8.	1♥- 1♠ P	★ K862 ♥ 3
	2♥- P	◆ T964 ◆ A96		3♣ - P	♦ T987 ♣ A974