

# Negative Doubles I

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After partner opens and your RHO overcalls, there are hands that are difficult to bid, e.g. 1♣ — 1♠; you hold a 4-card ♥ suit, lack support and 9 HCP. Bidding 2♥ promises a 5-card suit and 10+HCP. As this situation is much more common than a penalty double at the 1-level, a double here, termed a Negative Double<sup>1</sup> by convention, describes your hand. Situational Requirements:

- Partner opens one of a suit, RHO makes a suit overcall and Responder doubles
- The opponents overcall may be up to 4♥
- Lack support for Opener's major
- Promises the unbid major if RHO overcalled a major

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 which Opener is forced to respond when making the minimum response.

Opener Response	Minimum HCP	Forcing? <sup>2</sup>
1-level	6	1-round
2-level	8	1-round
3-level	10	1-round
4-level	12+	See Note 2

## Opener Rebids

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

Opener Rebid	Points	Forcing?
Cheapest Level	12-15	No
Jump	16-17	No
Game or Cuebid	18+	N/A or Yes

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

<sup>2</sup> When the Overcaller is at the 2- or 3-level and you hold a strong, long holding in Overcaller's suit, you may choose to convert the Negative X to a penalty X by Passing. When Overcaller is at the 4-level, balanced hands generally Pass for penalty.

### Common Negative Double Sequences:

#### 1♣ — 1♦ — X:

Here the Negative Double shows both 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♥ — X:

Here the Negative Double typically shows exactly 4 spades versus a one spade bid which shows 5+ spades. Both these bids are a 1-round force with a minimum to an unlimited hand.

#### 1♣/♦ — 1♠:

The Negative Double convention allows you to describe various heart holding and strength. Less than 8 HCP with 6 hearts: X and then bid 2♥ which is not forcing; or, 10+HCP with a 5+card heart suit, which is a 1-round force: bid 2♥; or, 8+HCP and a 4-card heart suit: make a Negative Double.

#### 1♥ — 1♠ — X:

Here the Negative Double shows 10+HE and both minors, typically 5-5.

# Quiz 3

Your partner opens the bidding and RHO overcalls. Fill in your call.

	Responses	Your Hand		Responses	Your Hand
1.	1♣ - 1♦ - ____ - P 2♠ - P - ____	♠ AKJ7 ♥ A963 ♦ 42 ♣ T83	2.	1♣ - 1♦ - ____ - 2♦ 3♣ - P - ____	♠ A92 ♥ AJ94 ♦ T9 ♣ JT54
3.	1♦ - 2♣ - ____ - P	♠ T8 ♥ AQ94 ♦ T542 ♣ J62	4.	1♣ - 1♠ - ____ - P	♠ QT63 ♥ KQJT ♦ 82 ♣ JT9
5.	1♥ - 1♠ - ____ - P	♠ 8 ♥ J4 ♦ AJ732 ♣ KQT83	6.	1♦ - 1♠ - ____ - P	♠ 53 ♥ AQ9843 ♦ 876 ♣ 97

You open the bidding and the bidding proceeds as shown. What is your rebid?

	Opener's Bids	Your Hand		Opener's Bids	Your Hand
1.	1♣ - 1♦ - X - P ____	♠ K7 ♥ AT6 ♦ QT2 ♣ KQT83	2.	1♦ - 1♥ - X - 2♥ ____	♠ KJ93 ♥ 96 ♦ AKJ42 ♣ K4
3.	1♣ - 1♠ - X - P ____	♠ 3 ♥ T732 ♦ A32 ♣ AKJT4	4.	1♦ - 1♠ - X - P 2♣ - P - 2♥ - P ____	♠ 65 ♥ Q6 ♦ KQJ82 ♣ AJT4
5.	1♥ - 2♦ - X - P ____	♠ A2 ♥ AKQ43 ♦ 76 ♣ AQ82	6.	1♥ - 2♦ - X - P ____	♠ T5 ♥ AK843 ♦ AJT8 ♣ Q7