# **COMPETITIVE BIDDING**

# THE NEGATIVE DOUBLE

Responder's "Takeout" Double



with the Monroes

In a Competitive Auction, both partnerships are bidding for the contract. The Negative Double is for takeout (not penalty) and used only by Responder, partner of the Opener, with focus on an unbid Major Suit.

# When does a Negative Double apply?

- Partner opens the bidding with a suit ♣ ♦ ♥ ♠ at the 1-Level.
- 2. Right Hand Opponent (RHO) overcalls in a suit.
- 3. It's Responder's first chance to bid after partner opens the bidding.

# Important! When does a Negative Double NOT apply?

- 1. If RHO bids 1NT, 2NT, 3NT or makes a cue-bid.
- 2. It's Responder's second or later chance to bid.

# How Much Strength is needed for a Negative Double?

1-Level	2-Level	3-Level
6+ High Card Points	8+ High-Card Points	10+ High Card Points

# Which unbid suit(s) does Responder show with the Negative Double?

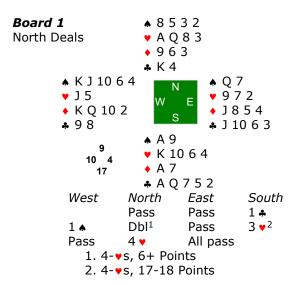
1-LEVEL	Opener Bids	RHO Overcalls	Responder's Double Shows
	1*	1♦	Both Majors - the <i>only</i> auction that promises both unbid suits!
			4 Spades
	1 <b>♣</b> or 1 <b>♦</b>	1♥	<b>Special!</b> With 5 or more spades, bid 1♠ - don't double!
	1 <b>♣</b> or 1 ♦		4 Hearts
		1 🛦	<b>Special!</b> Double, then bid hearts shows 5+ card suit, <i>fewer</i> than 10 HCP.
	1♥	1♠	Minor Suit(s) - ♣ and/or ♦ (USUALLY BOTH)
2-LEVEL & 3-LEVEL •		If TWO unbid Major Suits, double shows 1 or 2 Majors.	
		<ul> <li>If ONE unbid Major Suit, double shows that Major.</li> </ul>	
		• If <b>NO</b> unbid Major Suit, double shows the Minors.	

The Negative Double GOOD TO KNOW!

- ☑ Has no upper limit in strength (unlimited).
- Does not promise shortness in the opponent's suit.
- ☑ Denies support for Opener's Major Suit.
- ☑ Double then a new suit = 5+ cards <10 points.

### **Responder's Negative Double**

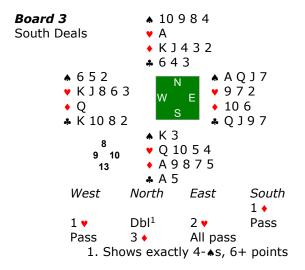
#### 4-card ♥ Suit, Master Hand is South



**Contract:** 4 ♥ South, 10 Tricks **Lead:** ♦ K, top of broken sequence **Losers:** 1-♠, 1-♥, 1-♦, 2-♣ = 6.

**Play:** South wins the ◆ A, draws trump, wins the ♣ KAQ, ruffs a ♣ in Dummy, and wins the ♠ A and the 5th ♣.

#### **Hand From Team Game**

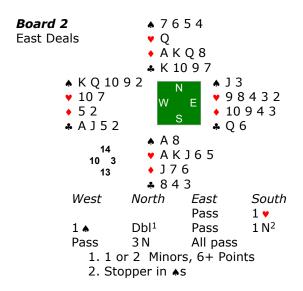


**Contract:** 3 ◆ South, 9 Tricks

**Lead: v** 6, 4th highest **Losers:** 2-♠, 3-**v**, 1-♣ = 6.

**Play:** South wins the ♥A, draws trump, wins the ♣A, wins the ♠ indirect finesse, and ruffs 3 ♥s in dummy.

#### **Minor Suits**



**Contract:** 3 NT South, 9 Tricks **Lead:** ♠ K, top of broken sequence **Sure Tricks:** 1-♠, 4-♥, 4-♦ = 9.

**Play:** South wins the ♠ A, unblocks the ♥ Q, plays to the ♦ J, and takes the ♥ AKJ (bad split) and the ♠ AKQ.

### **Five Card Spade Suit**



**Contract:** 4 ♠ South, 10 Tricks **Lead:** ♥ 4, low card in partner's suit **Losers:** 1-♠, 2-♥, 2-♣ = 5.

**Play:** South wins the ♥ A, wins the ♠ JA, ruffs a ♥, wins the ♠ Q, draws trump, and wins 5 ♦ tricks.