

COMPETITIVE BIDDING

THE NEGATIVE DOUBLE Responder's "Takeout" Double

Bridge Lab

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?

1. 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?

	Opener Bids	RHO Overcalls	Responder's Double Shows
1-LEVEL	1♣	1♦	Both Majors - the <i>only</i> auction that promises both unbid suits!
	1♣ or 1♦	1♥	4 Spades Special! With 5 or more spades, bid 1♠ - don't double!
	1♣ or 1♦	1♠	4 Hearts Special! 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		<ul style="list-style-type: none"> • If TWO unbid Major Suits, double shows 1 or 2 Majors. • If ONE unbid Major Suit, double shows that Major. • If NO 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.

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Responder's Negative Double

4-card ♥ Suit, Master Hand is South

Board 1

North Deals

♠ 8 5 3 2 ♥ A Q 8 3 ♦ 9 6 3 ♣ K 4		♠ Q 7 ♥ 9 7 2 ♦ J 8 5 4 ♣ J 10 6 3	
♠ K J 10 6 4 ♥ J 5 ♦ K Q 10 2 ♣ 9 8		♠ A 9 ♥ K 10 6 4 ♦ A 7 ♣ A Q 7 5 2	
9 10 4 17			

West	North	East	South
	Pass	Pass	1 ♣
1 ♠	Db1 ¹	Pass	3 ♥ ²
Pass	4 ♥	All pass	

1. 4-♥s, 6+ Points
2. 4-♥s, 17-18 Points

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 ♣ K A Q, ruffs a ♣ in Dummy, and wins the ♠ A and the 5th ♣.

Minor Suits

Board 2

East Deals

♠ 7 6 5 4 ♥ Q ♦ A K Q 8 ♣ K 10 9 7		♠ J 3 ♥ 9 8 4 3 2 ♦ 10 9 4 3 ♣ Q 6	
♠ K Q 10 9 2 ♥ 10 7 ♦ 5 2 ♣ A J 5 2		♠ A 8 ♥ A K J 6 5 ♦ J 7 6 ♣ 8 4 3	
14 10 3 13			

West	North	East	South
		Pass	1 ♥
1 ♠	Db1 ¹	Pass	1 N ²
Pass	3 N	All pass	

1. 1 or 2 Minors, 6+ Points
2. Stopper in ♠s

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 ♥ A K J (bad split) and the ♦ A K Q.

Hand From Team Game

Board 3

South Deals

♠ 10 9 8 4 ♥ A ♦ K J 4 3 2 ♣ 6 4 3		♠ A Q J 7 ♥ 9 7 2 ♦ 10 6 ♣ Q J 9 7	
♠ 6 5 2 ♥ K J 8 6 3 ♦ Q ♣ K 10 8 2		♠ K 3 ♥ Q 10 5 4 ♦ A 9 8 7 5 ♣ A 5	
8 9 10 13			

West	North	East	South
			1 ♦
1 ♥	Db1 ¹	2 ♥	Pass
Pass	3 ♦	All pass	

1. Shows exactly 4-♠s, 6+ points

Contract: 3 ♦ South, 9 Tricks

Lead: ♥ 6, 4th highest


Losers: 2-♠, 3-♥, 1-♣ = 6.

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

Five Card Spade Suit

Board 4

West Deals

♠ J 7 3 ♥ A ♦ A K J 5 3 ♣ 9 8 6 4		♠ 10 9 8 ♥ K Q 7 3 2 ♦ 10 4 ♣ A Q 10	
♠ 5 2 ♥ 9 6 5 4 ♦ 9 8 7 ♣ K 7 3 2		♠ A K Q 6 4 ♥ J 10 8 ♦ Q 6 2 ♣ J 5	
13 3 11 13			

West	North	East	South
	1 ♦	1 ♥	1 ♠ ¹
Pass	2 ♠ ²	Pass	4 ♠
Pass			

1. 5+♠s, Double with 4-♠s
2. 3+♠s, 12-16 Points

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 ♠ J A, ruffs a ♥, wins the ♦ Q, draws trump, and wins 5 ♦ tricks.