

NEGATIVE DOUBLES

A negative double is used when the opponents overcall your partners opening bid and you have no fit with partner.

- **If there is exactly one unbid major**, doubler promises at least **four** cards in that major.
- **If there are two unbid majors**, doubler promises at least **four** cards in one of the majors.
- **EXCEPTION:** After a 1D overcall of partner's 1C opening, a negative double shows at least four cards in each major.
- **If both majors have been bid**, doubler promises at least **four** cards in each minor suit.
- Strength required is just 6 points at the one or two level, about 10 at the three or four level.
- There is no upper strength restriction and can be used on game force hands.

Partner	Opponent	You	Your Hand
1C	1S	X	A3 K985 T9xx 9xx

Your double guarantees four hearts.

1D	2C	X	AJxx 9x KTxx Xxx
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You promise only one major here, but if that is the case, you should have a diamond fit, or a stronger hand to avoid later problems.

1S	2H	X	10x 9x AJxx A109xx
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Here you show both minors suits.

1C	1H	X	KTxx Ax AKJx 10xx
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You will reach game with this hand and the negative double showing 4 spades is the right 1st step.

1D	2S	X	x AT9xx KJx Txxx
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A negative double with a five card major is fine when you are not strong enough to bid your suit.

Partner	Opponent	You	Your Hand
1H	3D	X	KQT _x J _x X _x A9 _{xxx}

- At the higher levels, the principle is the same, here you show four spades.
 - The primary function of the negative double is to locate a four-four major-suit fit, which can otherwise be difficult to find in competition.
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Therefore when a responder *bids* a major, he promises at least a five card suit, except after a 1D overcall.

1C	1H	1S	A9 _{xxx} xx Kxx 10 _{xx}
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You promise at least five spades, since you would double with just four.

1C	2D	2H	A _{xx} KJ9 _{xx} X _x QJ _x
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- Here you show at least five hearts.
 - A diamond discard low would say clubs, or high would ask for spades. This way you don't discard from your stronger valuable suit.
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