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Takeout doubles are such an integral part of **competitive bidding** that you may not think of these **doubles** as a **convention**, but that is exactly what they are (in fact, the **takeout double** may be the oldest **convention** in bridge).





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Sometime around 1957, 2 of the greatest bridge players and theorists of all time, **Alvin Roth** and **Tobias Stone**, took a long hard look at the use of the **double** in auctions like this one:



South's **double** in this auction had been defined as **penalty** for the first 30 years of **contract bridge**, but **Roth** and **Stone** had there doubts about this.

They thought it was better to assign an **artificial** meaning to **doubles** in auctions like the one above. The **convention** they invented (which they called the **negative double**) has gone on to become one of the most popular and effective **conventions** ever devised.

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Why is it that more strength is required for making a **negative double** when the **opponent's overcall** (or **jump overcall**) is at the 2-level? The answer should be clear if we consider the basic purpose of using **negative doubles**:



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A negative double of a 1-level overcall promises at least 6 total points.

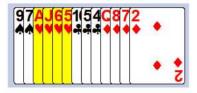
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Why is it that more strength is required for making a **negative double** when the **opponent's overcall** (or **jump overcall**) is at the 2-level? The answer should be clear if we consider the basic purpose of using **negative doubles**:

Negative doubles are similar to takeout doubles in many ways. The opener should make some kind of rebid after a negative double - he should almost never pass.

Since the **negative double** of a 2-level **overcall** asks the **opener** to **rebid** at the 2-level at minimum (where 8 tricks are required), it makes sense that such a **negative double** should be a little stronger than one where the **opener** can **rebid** at the 1-level (where only 7 tricks are required). That is why a 2-level **negative double** promises at least 8 total points while 6 total **points** are sufficient for a **negative double** of a 1-level **overcall**.

Here is a hand that is perfect for a negative double in the auction that we have been considering:





This hand has 7 HCP (enough for a negative double of a 1-level overcall) and 4 cards in the only unbid major suit (hearts). Therefore, this hand has all of the requirements for a negative double of East's 1 \clubsuit overcall.

This hand is an example of a minimum negative double of a 2-level overcall:





This hand has only 7HCP, but the 5-card heart suit is worth 1 long suit point. With 8 total points, this hand is just strong enough to make a negative double at the 2-level. There are 2 unbid major suits in this case and South has the necessary length in both of these suits (at least 4 cards) that a negative double promises to deliver.

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With 12 HCP and 1 long suit point for the 5-card heart suit, this hand is easily strong enough for a negative double of East's 2-level overcall. Furthermore, this hand has more than enough cards in the only unbid major suit (hearts) for a negative double. It turns out that it would be a mistake for South to make a negative double with this hand. The reason is that he can make a bid that will provide his partner with a better description of his hand.

South should **bid** 2♥ - just like he would have done if East had **passed**. In the **SAYC bidding system**, when the **responder** introduces a new **major suit** at the 2-level (or higher) in a **competitive auction** he promises at least 11 **total points** at and least 5 cards in the **major suit** that he **bid**. If this option is available, it should be used in preference to the **negative double**.

After an **overcall**, a new suit **bid** at the 2-level (or higher) shows at least 11 **total points**. If the new suit is a **major** the **responder** must have at least a 5-card suit to take this action.

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If the **responder's** hand is appropriate for **bidding** a new **major suit** at the 2-level (or higher) he should do so in preference to using a **negative double**.

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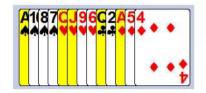


This hand has 12 total points (all in the form of HCP). Although the South hand is strong enough to bid a new suit at the 2-level and although South has a very strong 4-card major suit, he would be promising at least 5 spades if he bid 2 here.

It is permissible to introduce a new **minor suit** at the 2-level on a 4-card suit, but here the **responder** should prefer to make a **negative double** rather than **bidding** 2 . As you have seen, there are a lot of areas in **bidding** where the **major suits** take priority over the **minors**. This auction falls into that category. Exploring for a possible 8-card major suit fit is one of the most important aspects of many situations in the **bidding**.

West	North	East	South
	1*	1 🔶	?

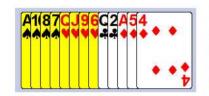
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With 12 HCP and 1 long suit point for the 5-card spade suit, this hand has 13 total points and South should plan to force to game. He should start by bidding his 5-card spade suit and plan to rebid in his 4-card heart suit. North will then have a good picture of South's strength and his major suit distribution.



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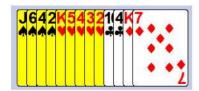
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This hand has 7 HCP and 1 long suit point for the 5-card heart suit, bringing South up to 8 total points. That's not enough to allow South to bid 1 ♥ now and spades at his next opportunity as such a sequence would be forcing to game. It is best to start with a negative double on this hand.

What if the bidding is the same, but the South hand has only one 4-card (or longer) major suit?





It would be wrong to make a **negative double** here because this hand has only 3 cards in hearts. North would expect at least 4-4 in the **majors** for a **negative double** in this **auction**.

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While the **bid** of a new **major suit** at the 2-level has some serious restrictions (at least 5 cards in the suit and at least 11 **total points)**, **bidding** a new **major suit** at the 1-level is permissible on a much wider range of hands. It is perfectly acceptable to **bid** 1 **(a)** here. That **bid** suggests no more than the same 4-card spade suit and 6 **total points** that a 1 **(c)** response would have promised if East had **passed**.

Things are a little different when the opening bid is 1 & or 1 < and the next hand overcalls 1 .



West	North	East	South
	1*	1♥	?







This hand is exactly the same as the hand we just saw. The **opening bid** is the same as it was last time too (1♣), but here the **overcall** is 1♥ instead of 1♠. In the previous example, a 1♠ **response** was recommended despite the fact that South had only 4 cards in spades. This was due to the definition of **negative doubles**. Since a **negative double** promises at least 4 cards in all the **unbid major suits**, the **responder** needs to have a way to **bid** when he has only one 4-card **major**.

In the **SAYC bidding system**, the dilemma is resolved by making a **negative double** with hands that contain exactly 4 cards in spades. A 1 **A response** would promise at least 5 spades. In both cases, the **responder** suggests no more than 6 **total points** for these actions.

After a 1 + or 1 • opening and a 1 • overcall, a negative double shows exactly 4 spades and a 1 + response promises at least 5 spades. Both actions suggest 6 or more total points.

There are 2 possible negative double auctions in which there are no unbid major suits:



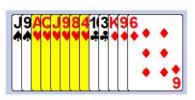


There are 2 possible negative double auctions in which there are no unbid major suits:

West	North	East	South
	1♥	1♠	Dbl

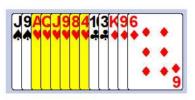


When there are no **unbid major suits**, a **negative double** suggests at least 4 cards in both **minor suits**. The strength promised is the same as it would be for other **negative doubles**.





The South hand rates to win about 5 trump tricks on defense against a heart contract.





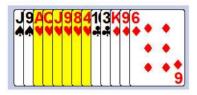
The South hand rates to win about 5 trump tricks on defense against a heart contract. Furthermore, it would not be at all surprising if the \blacklozenge K won a trick and North's opening bid makes it very likely that he will be able to win a few tricks of his own. Therefore, it is extremely unlikely that East could win the 7 tricks that he would need to succeed in a 1 \heartsuit contract.

If North-South were using **penalty doubles** in this situation, South would **double** 1 V in the hope of collecting a reasonable **penalty**. However, in the **SAYC bidding system**, a **double** of 1 V in this auction would be a **negative double** used to show exactly 4 cards in spades. This hand has only 2 spades and there is no way that South will be able to achieve what he wants (to **defend** against 1 V **doubled**) if he makes a **negative double** with this hand.

Do you have any idea how South might be able to arrange to **defend** against 1 **V doubled**? As a hint, consider the similar situation where the player on your right opens the bidding and you want to make a **penalty double** (which you cannot make since a **double** would be for **takeout**).

When you want to make a **penalty double** of an **opponent's overcall** you should **pass**! You might still be able to **defend** against the **doubled contract** that you were hoping for.

It may not be immediately obvious to you how South can arrange to **defend** against 1 **V doubled** with his hand by **passing** after East's **overcall**.



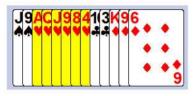


In fact, the only way that the **bidding** could continue such that 1 **V doubled** could become the final **contract** is in the way that you now see above. Given your heart holding it doesn't seem very realistic that your **partner** is going to **double** 1 **V** for you does it?

Actually, it is not unlikely at all, but don't worry if you are confused by this right now. It will all be clear soon. The reason that there is a good chance that your **partner** will **double** if East's 1 **vovercall** is **passed** around to him is this:

When a partnership is using negative doubles and an opponent's overcall is passed around to the opener, he should reopen with a double if he is short in the opponent's suit.

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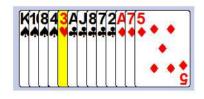




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For example, if the **opener** held this hand and the **bidding** started as above, he should **double** at his second turn even though he has only 12 **HCP** (that is, no extra values for his **opening bid**). It is the **opener's singleton** heart, not his point count, that makes **double** the correct **reopening** action here.

North's **double** in the auction that we have been considering is similar in nature to a **takeout double**. North would usually have no more than 2 hearts and good **support** for all of the other suits to **double** for **takeout** in this position.



Bridge players use the terms **reopening** and **balancing** to describe a **bid** or a **double** that is made after the 2 previous players have both **passed**.

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Here we might say that North **reopened** with **double**, **balanced** with **double**, or that North made a **reopening double** or a **balancing double** to describe North's actions in the auction shown above. Here North's **double** is considered a **reopening** or **balancing** action because both South and West **passed** - if North had **passed** also then the **bidding** would have ended.

When **negative doubles** are not being used, North's **reopening double** in the auction above would be for **takeout**, but such a **double** would promise significant extra high card values. That is not the case when **negative doubles** are being used.

The opener should reopen with double whenever he is short in the suit of the overcall just in case the responder was dealt a hand that was suitable for a penalty double.







To be sure, this is a roundabout way to **double** East's 1 **v overcall** for **penalties** when the North-South hands are similar to what you see above. **Penalizing** the **opponents** for an unwise **overcall** is much easier when **negative doubles** are not being used.



The subject of **opener's** possible actions in the **reopening** position is a difficult one. Entire books have been written on this subject and it would not be practical to go into a lot of detail about this topic in this program. Here are a few principles that you can use that will usually allow you to make the right decision when you are the **opening bidder** and an **opponent's overcall** is **passed** around to you:



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If you have a minimum **balanced** hand with 3 or more cards in the suit of the **overcall**, it is usually best to **pass**.

West	North	East	South
	1*	1 💙	Pass
Pass	?		

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If you have a minimum **balanced** hand with 3 or more cards in the suit of the **overcall**, it is usually best to **pass**.

If you have 18-19 **HCP** and a **balanced** hand with 3 or more cards in the suit of the **overcall**, it is usually best to **rebid** 1NT. 1NT shows 18-19 **HCP** in this auction.

The next issue to explore is how the **opener** chooses his **rebid** after an **overcall** by the **opponent** and a **negative double** by his **partner**:

West	North	East	South
	1*	1 💙	Dbl
Pass	?		

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Pass	?		

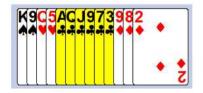
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Pass	2*		

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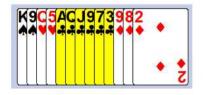


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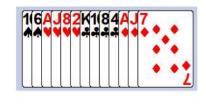
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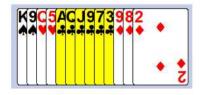
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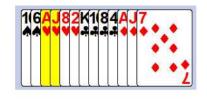
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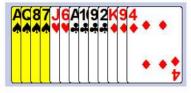
Rebid 1NT, the same **rebid** that you would have made if East had **passed** and South **responded** 1 **•**. You have a **balanced** minimum **opening bid** with at least 1 heart **stopper**. If you had a similar hand with 18-19 **HCP**, it would be correct to make your normal **rebid** of 2NT.

Sometimes a negative double does have an impact on the opener's choice of rebids:



West	North	East	South
	1*	1 💙	Dbl
Pass	?		

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If East had **passed** and South had **responded** 1 , then North would have **raised** to 2 . However, in the above auction, 2 , would be a **jump** and there is no reason for North to **jump** with his minimum hand. North should **rebid** 1 , to tell his **partner** that he has a minimum **opening bid** with 4 cards in spades.

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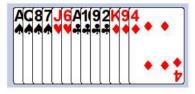


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West North East Sou	West
1 ♣ 1♥ Dbi	
s ?	S

This hand has 14 HCP, the same number as the first hand on this page,

Sometimes a negative double does have an impact on the opener's choice of rebids:





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	West	North	East	South
		1*	1 💙	Dbl
• • • • • • • • • • • • • • • • • • •	Pass	2♠		

This hand has 14 **HCP**, the same number as the first hand on this page, but the **singleton** heart should be counted for 3 **short suit points**. **Short suit points** should be used here because North is planning on **rebidding** in spades - a suit in which his **partner** has promised 4 cards.

With 17 total points this is a medium strength hand. North would have jump raised a 1 response to 3 A. It is still correct for North to jump in spades, but in this competitive auction, a jump in spades is to the 2-level. North's proper rebid here is 2 A.

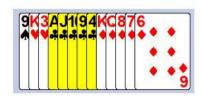
As you know, there are (rare) hands in which a player should **pass** when his **partner** makes a **takeout double**. Should the **opening bidder** ever **pass** when the **opponents overcall** and the **responder** makes a **negative double**?

West	North	East	South
	1 🔶	2*	Dbl
Pass	Pass		

As you know, there are (rare) hands in which a player should **pass** when his **partner** makes a **takeout double**. Should the **opening bidder** ever **pass** when the **opponents overcall** and the **responder** makes a **negative double**?

West	North	East	South
	1 🔶	2*	Dbl
Pass	Pass		

There are occasions when the **opener** should **pass** a **negative double**, but they are also quite rare. As in the case of **passing** a **takeout double**, a player must be long and strong in the **opponents'** suit to **pass** a **negative double**. Here is an example hand with which the **opener** should **pass** in the auction shown above:



If East had **passed** and South had **responded** with 1 of a **major**, North would have **rebid** 2 **•** with this hand. Once East **overcalls** 2 **•**, North should give up any thoughts he might have had about being the **declarer** in a club **contract**. East's 2 **• bid** suggests that he has most of the remaining clubs in the deck so North should know that he does not want to play this hand in clubs.

While North should not want to declare a club **contract**, **defending** against 2 **A doubled** is attractive. This hand rates to win several trump tricks against a club **contract**. North's other high cards and the high cards that his **partner** promises for his **negative double** will also win some **tricks** for the **defense**. North should **pass** and expect to collect a reasonable **penalty**.

As we just saw, there is no point in the **opener** trying to be the **declarer** in a **contract** where the suit that one of the **opponents overcalled** is **trump**. If the **opener** is very long and strong in the **overcaller's** suit, he should prefer to **defend** when his **partner** makes a **negative double**. That raises the question of what it would mean if the **opener** were to **rebid** in the **overcaller's** suit:

West	North	East	South
	1 🔶	2*	Dbl
Pass	3*		

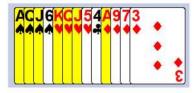
Here are some examples of hands that are suitable for a cuebid after a negative double:



This hand has 18 HCP

West	North	East	South
	1 🔶	2*	Dbl
Pass	3*		

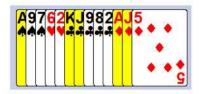
In this next example, the opener does not know which major suit to play in:



This hand has 17 HCP

West	North	East	South
	1 🔶	2*	Dbl
Pass	3*		

Here is an example of the type of hand that the **responder** should have in order to **cuebid** the suit that was **overcalled** by the **opponents**:





With 13 HCP

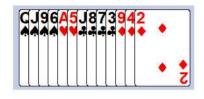
There is not much difference when the suit that was opened is a major:





With 14 HCP

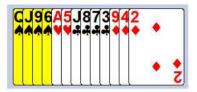
In each of the following exercises, your **partner opens the bidding** with 1 of a suit and the next hand **overcalls**. What call would you make with each of the following hands?





What call would you make? Pass Dbl 4 5 6 7 2 3 Tell me Copyright (c) 1996-2005 Bridge Base Inc.

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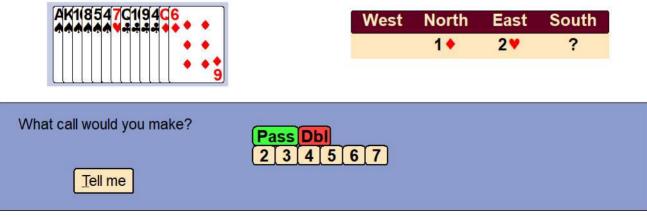
Make a **negative double**. **Responding** 1 **A** after a 1 **V** overcall promises at least 5 cards in spades. The **negative double** is used for hands like this one that have exactly 4 spades and at least 6 total points.

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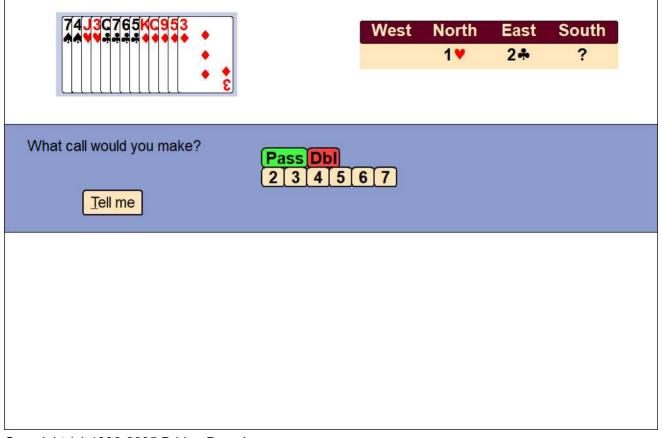


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A	8	5	44	7	C	1	9.	4	G	6		٠
						100	- 39	11.5			٠	٠
											٠	+*

West	North	East	South
	1 🔶	27	2♠

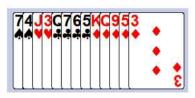
You should **bid** 2 **A**. This hand is more than strong enough for a **negative double** at the 2-level and you have more than enough cards in the only **unbid major suit** to make that call. The advantage of **bidding** 2 **A** is that it tells your **partner** more about your hand. **Bidding** a new **major suit** at the 2-level in a **competitive auction** promises at least 5 cards in that suit and at least 11 **total points**. When such a descriptive **bid** fits your hand this well, you should use it!







You have to **pass** for now, despite holding 8 **HCP**. That's enough strength for a **negative double**, but a **negative double** in this auction would promise at least 4 cards in spades. You don't have enough hearts to **raise** your **partner** and your hand is not strong enough to **bid** 2 **•** (that would show at least 11 total points). Anything other than a **pass** by you would mislead your **partner**. Remain silent for now. The auction is not over yet and you may well have another chance to **bid**.





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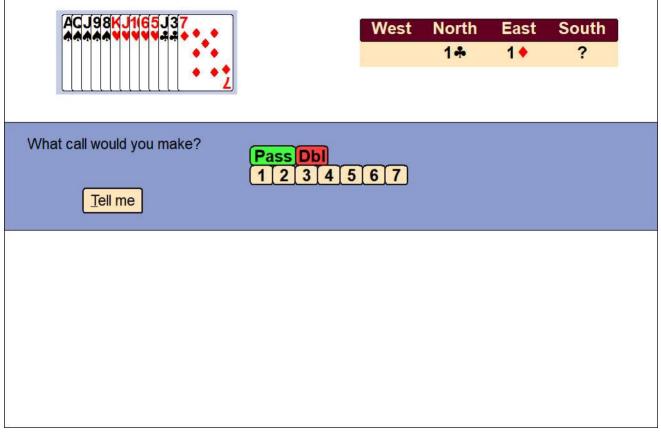


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K	5	9	7	A	J.	1	8	44	J ♦	8	6	2 ♦	٠	
	1	191		100			1		0	(Q)	100		٠	ţ

West	North	East	South
	1♠	27	Dbl

Make a **negative double**. When there is no **unbid major suit**, a **negative double** shows length in both **minor suits**. This hand has the requisite **minor suit** length and more than enough strength for a **negative double** of a 2-level **overcall**. You can be fairly confident that whatever **rebid** your **partner** makes will lead to a reasonable **contract**. When it is hard to foresee anything bad happening as a result of a given action in a **competitive** auction, that is all the more reason to take that action!





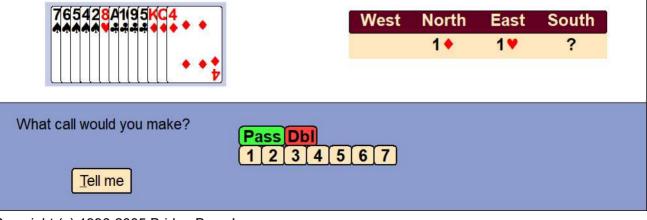


Bid 1 A. A negative double would promise length in both majors, but this hand is strong enough to bid spades now and hearts later. After your next bid your partner will know that you have at least 5 spades, at least 4 hearts, and a strong enough hand to force to game. If you had a weaker hand with the same distribution, it would be correct to start with a negative double, but a forcing 1 A is the best first move with this powerful hand.





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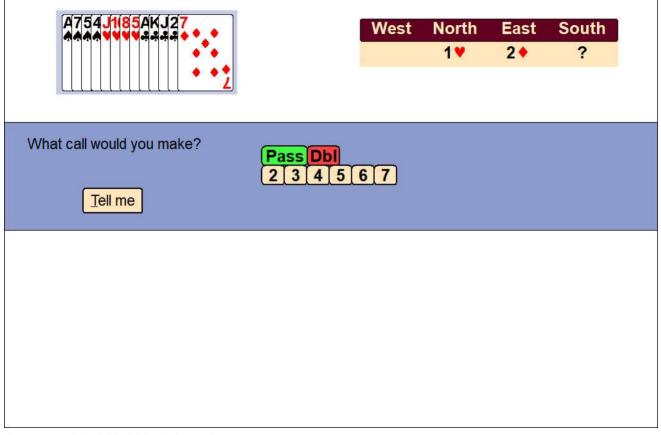


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7	6	54	4	24	8	A	1	9	5.	K ♦	¢	4 •	٠	٠]
	10		2301	000				2	1	191			٠	**	

North	East	South
1 🔶	1 💙	1
	North	North East 1♦ 1♥

5-card suits don't get much worse than this one, but 1 A does not promise strong spades - only 5 of them. If you made a **negative double** with this hand, your **partner** would expect you to have only 4 cards in spades. Your **partnership** may never get to a 5-3 spade **fit** as a result. As in the above problem, 1 A is **forcing** here. If the **partnership** does not belong in spades, you will find out about it when your **partner** makes his **rebid**.





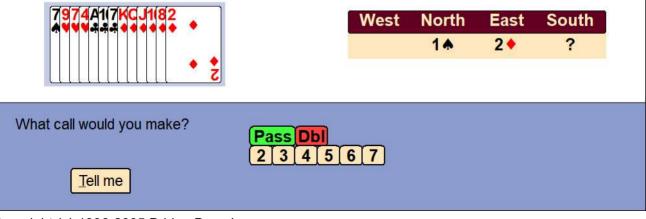


Cuebid East's suit with 3 ♦. This bid promises strong heart support and enough strength to force to game. Here there could be a slam in the cards if North has some extra values for his 1 ♥ opening bid. While you could make a negative double to tell your partner about your spade length, there is little point in doing that. You already know what trump should be. Let your partner in on your secret as soon as you possibly can!





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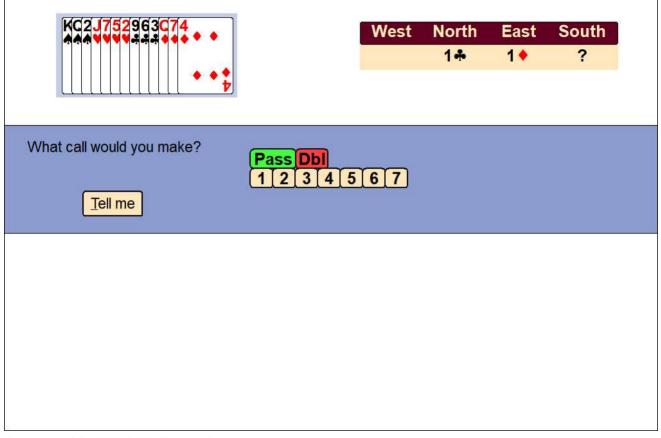


Cuebid East's suit with 3 \blacklozenge . This **bid** promises strong heart support and enough strength to **force to game**. Here there could be a **slam** in the cards if North has some extra values for his 1 \blacklozenge **opening bid**. While you could make a **negative double** to tell your **partner** about your spade length, there is little point in doing that. You already know what **trump** should be. Let your **partner** in on your secret as soon as you possibly can!

7	7	4	A	1	7	K •	¢	J	1	8	2 ♦	٠	
	190	5555	523		_				863°.	201		٠	5

West	North	East	South
	1♠	2 🔶	Pass

You should **pass**. If you had a **penalty double** available you would make one as the thought of **defending** against a **contract** of 2 **doubled** with this hand is the sort of thing that bridge players dream about. Since a **double** by you would be a **negative double**, all you can do is **pass** for now and hope that your **partner reopens** with a **double**. It is still possible that you will have a chance to **defend** against the **contract** of your dreams!





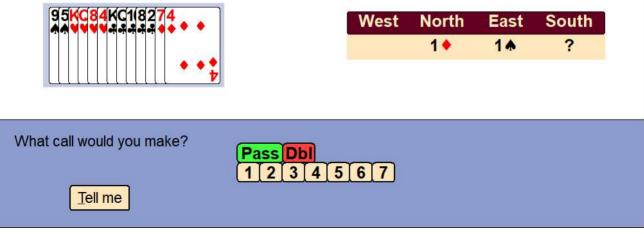


1 vis the correct **bid**. **Bidding** a new **major suit** at the 1-level after an **opponent's** 1 • **overcall** promises no more than a 4-card suit and no more than 6 **total points**. Don't make a **negative double** with this hand as your **partner** would expect you to have at least 4 spades for that call and this hand has only 3 spades. **Bid** 1 ven though you have a weak 4-card heart suit.





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You should make a **negative double** to let your **partner** know that you have at least 4 cards in the **unbid major** (hearts in this case). This hand is (barely) strong enough to **bid** 2, but it is not strong enough to subsequently **bid** hearts. That sequence would be **forcing to game** and this hand does not have the values for that course of action. You should reject the alternative of a direct 2 **bid** as your **partner** would expect you to have at least a 5-card suit for the **bid** of a new **major suit** at the 2-level. A **negative double** is the way to go with this hand.