

Negative Double

Negative double is a double of an overcall. It says that you have something to say but that overcall has stopped you from saying it. Most often you have 4 cards in an unbid major. In general you make a Negative Double when:

- You don't have support for partner's suit
- You don't have length in overcaller's suit
- You have at least 7 or 8 points (can be much more)
- You don't have a 5 card suit that you can bid or if you do, you have another 4+ card suit
- You don't have 8-10 points and at least 1 stopper in the overcaller's suit

Takeout Double

As overcall, this double shows 12+ points, shortage in opponent's suit and tolerance for unbid suits. This double asks partner to bid and to give information about his/her hand.

It may also indicate a hand which is simply too good for overcall.

Response to Take-out double

With adding distribution points when bidding 5 cards suits:

- 0-9 TP, bid your longest suit at cheapest level
- 6-9 HCP, a balanced hand & stopper in opponent's suit, bid 1NT
- 10-12 TP, jump in longest suit (prefer major)
- 10-12 HCP, a balanced. hand & stopper, bid 2NT
- 13+ TP bid game. If unsure about which game, cuebid to seek help in choosing

Apart from Negative & Takeout, how should we use "Double" in various bidding situations to convey messages about our strength, length in particular suits and position for penalty or competing? Following is various use of double and redouble. You should learn it logically and as you are talking to your partner. Master these and you are bidding at Grand Master level.

Double of preempts

Double of preempt is for take out in the usual way. This applies to opening preempts of up to and including 4S. Double of an opening 5 level bid is best played for penalties).

Responding to doubles of preempts

Assume that partner is playing you for 8 TP:

<u>(South)</u>	<u>West</u>	<u>(North)</u>	<u>East</u>	<u>East hand</u>
3C	dbl	pass	<u>3H</u>	S A J 8 H Q 9 7 3 2 D J 8 C 6 5 2

<u>(South)</u>	<u>West</u>	<u>(North)</u>	<u>East</u>	<u>East hand</u>
3H	dbl	pass	<u>4S</u>	S K Q 8 7 3 H 8 7 2 D K T 9 3 C 2

When you are not sure of the best trump suit, cue bid to seek partner's help:

<u>(South)</u>	<u>West</u>	<u>(North)</u>	<u>East</u>	<u>East hand</u>
3D	dbl	pass	<u>4D</u>	S AK87 H A765 D 76 C Q76

Double of pre-empt overcall

Example: 1C - 3D - X

You are telling partner who opened that: you have strong game level hand but ask partner to select the suit, or choose to play 3NT

Re-opening Doubles

Generally as an opener if overcalled & everyone passes, you should:

- Re-open with double if short in opponent's suit
- Pass with length in opponent's suit
- Bid your 2nd suit if you have 5-5

Opener is overcalled and everyone passes

This is a take out double by opener when he is overcalled and partner and other opponents passed. You should reopen with a take out double if:

- You are short in opponents suit
- You have 3+ cards in unbid suits

Partner may convert to penalty double or select a suit.

Example: 1S - 2H - P - P
X

Partner may have:

S J 5
H K J 9 5 3
D A T 6
C 8 5 2

In above case partner will pass for penalty.

Generally if partner opens and is overcalled, we have **misfit**, **good trumps** and **balance of power**, it is a suitable hand for penalty.

Opener opens minor, partner respond and he is overcalled at 2 level

As opener if you have a 2nd higher ranking suit and weak opening hand, double to show 4+ of that suit. If you just call your 2nd suit, it indicates that your hand is stronger (reverse).

Example: 1C – P – 1H – 2D
X

Opener should double with a hand such as:

S A Q 7 5
H A 7
D 7 6
C K Q 8 4 3

This double shows that you have 4 spades and less that 16 hcp

Opener opens, partner respond and he is overcalled at 2 level

If opener passes, if responder is short in the overcalled suit, he should re open with a double

Example: 1H – P – 1S – 2D
P – P – X

Opener may have a hand such as:

S 8
H A K J 5 3
D K Q T 7 2
C A 6

In this case opener will pass and convert into penalty

Opener opens and he is pre empt overcalled and everyone passess

Double with shortage in opponents suit and 3+ support in other suits.

Example: 1C – 3H – P – P
X

Opener should double with a hand such as:

S A Q 7 5
H 2
D A J 4
C A Q J 8 7

Partner may pass for penalty with H or select a suit.

Double of opponents NT

Partner doubles opponents NT opening

When partner doubles opponents NT opening, as per our system it is for penalty. You should pass with any decent hand. However if you are weak and have a long suit à bid your suit.

When they stretch to 3NT game and we are sitting over their suits

In this case we should double for penalty. We should have length in suit called in our right hand and be short in suit called in our left (indicating partner is sitting over it).

Example: W (N) E (S)
 P – 1H – P – 1S
 P – 1NT – P – 2NT
 P – 3NT – P – P
 X

West hand may double with a hand such as:

S Q J 9 6
H 6
D K Q 7 2
C J 9 8 4

West knows that partner is sitting over North's heart.

Another example:

 W (N) E (S)
 P – 1H – P – 1S
 P – 1NT – P – 2NT
 P – 3NT – X

East should double with a hand such as:

S 9 6
H A J T 8
D K Q J 7
C T 6 4

Double when your partner is over-caller

Partner overcalls and responder bids

If you have only 2 card support for partner and 5+ card in unbid suit double. This is called "Snap-Dragon" double.

Example: (1C) – 1H – (1S) – You X with a hand such as:

S T 6 5
H Q J
D K Q 6 5 4
C 9 5 4

Partner may have 6 hearts or diamonds and decide to compete at higher level.

Partner overcalls and responder doubles

If you have 7-10 hcp and 2 card support such as Qx, Kx, Ax; redouble.

If partner has 6 cards, he may compete. Also if you end up defending opponents NT contract, knowing partner has Qx or Kx or Ax in your suit can be very useful.

Support Double

This is normally used to tell partner that you have exactly 3 cards support for him
You open partner bids and he is over called

Your double in this situation tell your partner that you have 3 card supports for him.

Example: 1C – P – 1H – 1S

You X with a hand such as:

S 7 4
H J 9 7
D K Q J
C A K T 7 2

If opponents bid 2S, partner can bid 3H with a hand such as:

S 6 5
H A Q T 8 6
D T 7 2
C Q 5 2

You open partner bids and opponent doubles

Similar to above, your redouble in this situation tell your partner that you have 3 cards support for him.

Takeout double followed by bid

Takeout double followed by a suit bid

This indicates strong 16+ hand and good suit.

Takeout double followed by a NT bid

This indicates 19-20 points and balanced hand.

Penalty doubles

Double in following situations is for penalty

- We open at 1 level, they overcall at game level, double is for penalty
- Double is for penalties when you open with a weak 2 or 3 and they overcall
- Double after finding a fit is for penalties
- Double after a redouble is for penalties (eg we opens, they double, partner redoubles and they bid. Our subsequent double is for penalty)
- They sacrifice against our game, unless we are interested in slam, we should double them for penalty
- They open preempt at 5 level

Lead directing double

Double of opponent's artificial bids is lead directing

Slam Doubles (Lightener doubles)

When partner is on lead, double is best used to ask partner to lead dummy's first bid suit. If dummy has not bid, then double shows a void in some side suit:

<u>West</u>	<u>(North)</u>	<u>East</u>	<u>(South)</u>	<u>East's hand</u>
	1D	pass	3C	S 9 8 6 5
pass	4C	pass	6NT	H 7 6 5
pass	pass	<u>dbl</u>		D A K 6 5
				C 5 3

West should lead **D**.

<u>West</u>	<u>(North)</u>	<u>East</u>	<u>(South)</u>	<u>East's hand</u>
	1NT	pass	3H	S -
pass	4H	pass	6H	H A 7 4
pass	pass	<u>dbl</u>		D J T 8 6 4 3
				C T 8 4 2

West should have a string of spades and be able to work out East's spade void.