

§44. Negative Doubles Part 1.

By the end of this chapter you should understand the following terms:

Negative Doubles: Doubles that show values in the unbid suits. (In practice, take-out Doubles made after partner has bid). Partner is expected to bid something.

Penalty Doubles: Doubles that suggest to your partner that the opponents are going down. A lot. Partner is expected to Pass.

This chapter is concerned with the contested auction and the roles played by Double within it. Take the following auction. What does South's Double mean?

West	North	East	South
	1♣	1♠	Dble

If you were to read an old textbook it would tell you that South had loads of Spades (a "trump stack", using bridge players' jargon) and that South would like his partner to Pass the Double. The idea is that North-South could extract a worthwhile penalty out of East's overcall. This Double would be termed a Penalty Double.

Times change, and nowadays it is realised that this is an inefficient method. Take the following hand as an example:

Ex 1.		West	North	East	South			
	<table border="1"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S		1♣	1♠	?
N								
W E								
S								
♠	8 4 2							
♥	Q 9 3 2							
♦	A Q J 6							
♣	9 3							

What could you bid, after North's overcall has robbed you of the space to respond 1♦? A 2♦ call is dangerous as it might take the bidding overboard; with no liking for Diamonds North might be forced to retreat to 3♣. 1NT is not to be contemplated with no Spade stopper, so what is left? Pass would be hoisting the white flag, forcing partner to soldier on alone.

The solution is to Double 1♠. In the modern game this is for take-out and is referred to either as a *take-out Double* or as a *Negative Double*.

Now, in practice, to make such a bid, you need to hold some values (say 8+ points, although you may bend that a tad if you wish) and you need to be *shape-suitable*. To be precise, a negative Double should be *major-suit orientated* – holding the other suit (Diamonds in Example 1) is desirable but not necessary.

Thus, after the bidding, for example, of:

West	North	East	South
	1♣	1♠	Dble

South is promising some (modest) values along with four Hearts. He might not have Diamonds as well.

In similar vein:

West	North	East	South
	1♥	2♦	Dble

South is showing a four-card Spade suit (the unbid major) along with enough values to justify a response. South does not promise Clubs for his Double (the other unbid suit).

There are other important points to make here. What about this sequence?

West	North	East	South
	1♣	1♥	Dble

Here, South is showing Spades – but exactly four of them. With a five-card (or longer) suit South would bid 1♠ instead of making a negative Double.

Let's illustrate this principle with some examples:

<p>Ex 2.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table> <p>♠ K Q 10 3 ♥ 7 6 4 ♦ 10 9 2 ♣ K Q 4</p>	N	W E	S	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>1♥</td><td>2♦</td><td>Dble</td></tr> </table>	West	North	East	South		1♥	2♦	Dble	<p>Ex 3.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table> <p>♠ J 9 6 5 ♥ K 10 ♦ K 7 5 3 ♣ J 8 7</p>	N	W E	S	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>1♣</td><td>1♥</td><td>Dble</td></tr> </table>	West	North	East	South		1♣	1♥	Dble
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	1♥	2♦	Dble																						
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W E																									
S																									
West	North	East	South																						
	1♣	1♥	Dble																						

In Example 2, South's Double promises four Spades (the unbid major) and values to bid. It doesn't promise length in Clubs. In Example 3, South's Double promises four Spades and enough points to want to bid (about 8+). He doesn't bid 1♣ as that would show at least a five-card Spade suit.

Now, what about the opener? Well, knowing of a four-card major opposite he can bid it if he knows of a fit. Be careful, though, as any bid made by the opener is *non-forcing* and may well get Passed. Compare and contrast these two examples of opening bids:

<p>Ex 4.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table> <p>♠ A 7 ♥ A J 8 5 ♦ 8 4 ♣ A 10 6 5 2</p>	N	W E	S	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>1♣</td><td>Dble</td><td>Pass</td></tr> <tr><td></td><td></td><td></td><td>?</td></tr> </table>	West	North	East	South		1♣	Dble	Pass				?	<p>Ex 5.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table> <p>♠ A 7 ♥ A K J 8 ♦ 8 4 ♣ A J 10 6 5</p>	N	W E	S	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>1♣</td><td>Dble</td><td>Pass</td></tr> <tr><td></td><td></td><td></td><td>?</td></tr> </table>	West	North	East	South		1♣	Dble	Pass				?
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	1♣	Dble	Pass																														
			?																														

In Example 4, South should bid 2♥ as he knows North has four of them. Note that this is not a *reverse* (see §23) but denotes a minimum opening bid. North may well Pass this bid.

In Example 5, South should bid much more than a minimum 2♥. With 17 points and a good fit it would be craven to bid less than 3♥ and most would bid game, jumping to 4♥ immediately.

The same principle applies over these Negative Doubles as applies over take-out Doubles in general; not only should you bid the appropriate *strain*, you should also bid it at the appropriate *level*.

Negative Doubles also apply should the opponents be so inconsiderate as to make a pre-emptive jump overcall. Consider the following two specimens (Examples 6 and 7):

<p>Ex 6.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table> <p>♠ K J 7 5 ♥ J 6 ♦ K 5 2 ♣ K 9 7 3</p>	N	W E	S	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>1♦</td><td>3♥</td><td>?</td></tr> </table>	West	North	East	South		1♦	3♥	?	<p>Ex 7.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table> <p>♠ 8 2 ♥ K Q 10 8 ♦ J 10 8 3 ♣ A J 5</p>	N	W E	S	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>1♣</td><td>3♣</td><td>?</td></tr> </table>	West	North	East	South		1♣	3♣	?
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In each case the only viable solution to the problem created by East's nuisance bid is to Double, showing length in the unbid major and sufficient values to enter the auction. To force partner to bid again at the three-level (Example 6) or the four-level (Example 7) you need to be both *shape-suitable* and to have decent values. It is true that such action could backfire opposite an unsuitable opening bid but pre-empts are designed to make life awkward and you just have to accept that they sometimes succeed in that aim.

Once again, we emphasise the need to bid to the right *level*. Take Example 8 – what is the right bid?

<p>Ex 8.</p> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table> <p>♠ A Q 10 6 ♥ A ♦ A Q 9 6 4 ♣ 10 8 2</p>	N	W E	S	<table border="1" style="margin-left: auto; margin-right: auto;"> <tr><td>West</td><td>North</td><td>East</td><td>South</td></tr> <tr><td></td><td>3♥</td><td>Dble</td><td>Pass</td></tr> <tr><td></td><td></td><td></td><td>1♦</td></tr> <tr><td></td><td></td><td></td><td>?</td></tr> </table>	West	North	East	South		3♥	Dble	Pass				1♦				?
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S																				
West	North	East	South																	
	3♥	Dble	Pass																	
			1♦																	
			?																	

Well, 3♣ would suggest a minimum opener and that would hang North out to dry. With a robust opening bid it is your responsibility to bid game – you must jump to 4♣ and take the pressure off your partner.

§44. Quiz A on Negative Doubles Part 1

In each case you are **South**

In Quiz A your partner opens the bidding and your right-hand opponent intervenes.
What is your best bid on these hands?

1.

N
W E
S

West	North	East	South
1♣	1♠	?	?

♠ 9 8 3
♥ K 9 7 5
♦ A Q 10 3
♣ 6 2

2.

N
W E
S

West	North	East	South
1♣	1♠	?	?

♠ 9 8 3
♥ K 9 7 5
♦ A 10 8
♣ Q 9 7

3.

N
W E
S

West	North	East	South
1♣	1♦	?	?

♠ A J 9 7
♥ K Q 10 3
♦ 10 8 4
♣ 8 2

4.

N
W E
S

West	North	East	South
1♠	2♦	?	?

♠ 9 8
♥ K 9 7 5
♦ J 10 8
♣ K Q 9 7

5.

N
W E
S

West	North	East	South
1♣	1♠	?	?

♠ A J 9 7 5
♥ Q 8 7
♦ K 9 7 4
♣ 3

6.

N
W E
S

West	North	East	South
1♠	2♥	?	?

♠ Q 3
♥ 8 7 5
♦ K J 9 7
♣ A 10 9 6

7.

N
W E
S

West	North	East	South
1♣	1♥	?	?

♠ A J 9 7 5
♥ Q 8 7
♦ K 9 7 4
♣ 3

8.

N
W E
S

West	North	East	South
1♣	1♦	?	?

♠ A J 9 8 7
♥ K Q 10 8 3
♦ K 4
♣ 2

9.

N
W E
S

West	North	East	South
1♣	3♥	?	?

♠ K Q 9 7
♥ 9 7
♦ A 10 8 7 2
♣ J 8

10.*

N
W E
S

West	North	East	South
1♣	3♠	?	?

♠ 4
♥ A 8 6 5
♦ A 9 7 5
♣ K 8 5 3

§44. Quiz A on Negative Doubles Part 1

Answers

1.

N		E
W		S

West	North	East	South
	1♣	1♠	?

♠ 9 8 3
♥ K 9 7 5
♦ A Q 10 3
♣ 6 2

Double. Dead centre for a *negative Double* – partner can rely on you for having enough points to want to bid and a four-card Heart suit. You have said your piece with this hand, though; should North make a minimum rebid (2♥, say) then you would Pass and let him play it.

2.

N		E
W		S

West	North	East	South
	1♣	1♠	?

♠ 9 8 3
♥ K 9 7 5
♦ A 10 8
♣ Q 9 7

Double. By making a *negative Double* you are promising the unbid major (Hearts in this case) but are not promising the fourth suit (Diamonds). North now knows you have some values and some Hearts – what partner does with that information is up to him.

3.

N		E
W		S

West	North	East	South
	1♣	1♦	?

♠ A J 9 7
♥ K Q 10 3
♦ 10 8 4
♣ 8 2

Double. When both minors have been bid it is usual that a *negative Double* shows both majors. Here, you have the perfect hand to make a take-out Double after the auction to date. North now knows of Spades and Hearts in your hand and can take appropriate action.

4.

N		E
W		S

West	North	East	South
	1♣	2♦	?

♠ 9 8
♥ K 9 7 5
♦ J 10 8
♣ K Q 9 7

Double. You are guaranteeing four Hearts with your *negative Double* along with enough points to justify bidding. You are not guaranteeing Clubs but here you happen to have a healthy four-card suit to back up your Hearts. Whatever partner does next will suit you.

5.

N		E
W		S

West	North	East	South
	1♣	1♠	?

♠ A J 9 7 5
♥ Q 8 7
♦ K 9 7 4
♣ 3

Pass. What's going on here? East has bid your long suit. You'd like to make a *Penalty Double* and make him toil away playing the hand in Spades. Well, that option isn't available – at least for now. The hand is a *misfit* and on misfit hands you should lie low and wait.

6.

N		E
W		S

West	North	East	South
	1♣	2♥	?

♠ Q 3
♥ 8 7 5
♦ K J 9 7
♣ A 10 9 6

Double. When both majors have been bid a *negative Double* suggests length and strength in the unbid minors – along with sufficient values to justify bidding. Once again, the ball is firmly in North's court as he now has a pretty fair idea of the contents of your hand.

7.

N		E
W		S

West	North	East	South
	1♣	1♥	?

♠ A J 9 7 5
♥ Q 8 7
♦ K 9 7 4
♣ 3

1♣. Double here would show precisely four Spades, not five. The corollary is that a bid of 1♣ shows a five-card suit, something that may prove helpful to partner should the auction get a little heated. *Negative Doubles* should be precise and not be used willy-nilly.

8.

N		E
W		S

West	North	East	South
	1♣	1♦	?

♠ A J 9 8 7
♥ K Q 10 8 3
♦ K 4
♣ 2

1♣. Double would be inappropriate here with a 5-5 hand. As with Q7 (and Q3, come to that), Double would show 4-4 in the majors. Here, you can bid Spades and follow up by bidding Hearts twice, eventually showing your 5-5 pattern. Partner should get the picture.

9.

N		E
W		S

West	North	East	South
	1♣	3♥	?

♠ K Q 9 7
♥ 9 7
♦ A 10 8 7 2
♣ J 8

Double. *Negative Doubles* apply over pre-emptive bids as well as over simple overcalls. Here, a Double of East's irritating 3♥ overcall shows four Spades and a desire to bid. Sure, it's risky to enter the fray at the three-level with this hand, but then so is Pass!

10.

N		E
W		S

West	North	East	South
	1♣	3♠	?

♠ 4
♥ A 8 6 5
♦ A 9 7 5
♣ K 8 5 3

Double. You could not be criticised for supporting Clubs with this hand, but Double allows you to get Hearts into the auction. By making a *Negative Double* of this infuriating pre-emptive overcall you are showing sufficient values to bid and a four-card Heart suit.

§44. Quiz B on Negative Doubles Part 1

In each case you are **South**In Quiz B you are the **Opener**. Your left-hand opponent intervenes and partner makes a negative Double or a bid. What is your best bid on these hands?

1.

N			
W		E	
S			

West	North	East	South
1♣	Dble	Pass	1♣
			?

♠ J 6 5
♥ A 8 4 2
♦ 8
♣ A K 9 7 5

2.

N			
W		E	
S			

West	North	East	South
1♣	Dble	Pass	1♣
			?

♠ 7 2
♥ A Q J 8
♦ K 9
♣ A K J 10 4

3.

N			
W		E	
S			

West	North	East	South
1♦	Dble	Pass	1♣
			?

♠ K Q 10 4
♥ A 5 2
♦ 6
♣ A Q 9 6 5

4.

N			
W		E	
S			

West	North	East	South
2♦	Dble	Pass	1♣
			?

♠ A J 10 6 2
♥ A 8
♦ 7 6
♣ A 10 6 4

5.

N			
W		E	
S			

West	North	East	South
1♥	Dble	2♥	1♣
			?

♠ 9 7 6 4
♥ 10 8
♦ A K
♣ A J 10 8 3

6.

N			
W		E	
S			

West	North	East	South
2♥	Dble	Pass	1♣
			?

♠ K J 9 4
♥ A Q 3
♦ A Q 2
♣ J 8 5

7.

N			
W		E	
S			

West	North	East	South
1♥	1♣	2♥	1♣
			?

♠ 6 4 2
♥ J
♦ A 10 6
♣ A K 9 7 6 4

8.

N			
W		E	
S			

West	North	East	South
1♥	Dble	3♥	1♣
			?

♠ K J 10 4
♥ A 5 2
♦ 9
♣ A Q 9 6 5

9.

N			
W		E	
S			

West	North	East	South
3♥	Dble	Pass	1♣
			?

♠ A 8 4 2
♥ A 5 3
♦ 9
♣ A K 10 4 2

10.*

N			
W		E	
S			

West	North	East	South
3♣	Dble	4♣	1♣
			?

♠ 7
♥ K Q J 9
♦ Q 3
♣ A Q J 7 4 2

§44. Quiz B on Negative Doubles Part 1

Answers

1.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
		West	North	East	South			
		1♠	Dble	Pass	1♣ ?			

♠ J 6 5
♥ A 8 4 2
♦ 8
♣ A K 9 7 5

2♥. North has shown four Hearts with his Double of 1♠, so you have to "support" him – the major difference being that you will be declarer. 2♥ is not a *reverse* (see §23) and does show a minimum hand. Partner is not obliged to bid again if his Double is a minimum.

2.

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N								
W E								
S								
		West	North	East	South			
		1♠	Dble	Pass	1♣ ?			

♠ 7 2
♥ A Q J 8
♦ K 9
♣ A K J 10 4

4♥. With a known eight-card Heart fit and game values (you have 18 points and partner probably has 8+) this is a simple case of bidding what you think you can make. 2♥ would be a ghastly underbid (see Q1) and 3♥ would leave your poor partner dangling in the wind.

3.

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N								
W E								
S								
		West	North	East	South			
		1♦	Dble	Pass	1♣ ?			

♠ K Q 10 4
♥ A 5 2
♦ 6
♣ A Q 9 6 5

2♠. Second choice: **3♠.** Partner's Double shows four Spades, so you know of a decent trump fit. Now it's a question of the right *level*. 1♣ would show a minimum hand, so you have to jump the bidding to show interest in game. If North has extras he will advance to 4♣.

4.

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N								
W E								
S								
		West	North	East	South			
		2♦	Dble	Pass	1♣ ?			

♠ A J 10 6 2
♥ A 8
♦ 7 6
♣ A 10 6 4

2♠. North's Double promises Hearts, not Clubs, so you cannot afford to venture to the three-level by bidding **3♣.** With a near-minimum opening bid (13 points), and no Heart fit, you should make a simple rebid of your five-card suit. Partner is able to bid again if strong.

5.

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N								
W E								
S								
		West	North	East	South			
		1♥	Dble	2♥	1♣ ?			

♠ 9 7 6 4
♥ 10 8
♦ A K
♣ A J 10 8 3

2♠. Yes, your Spades are terrible, but you have the luxury of knowing you have a 4-4 Spade fit. In these contested auctions it is common for both sides to be able to make a contract, so it is essential to compete when there is a known trump fit. Pass would be craven.

6.

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N								
W E								
S								
		West	North	East	South			
		2♥	Dble	Pass	1♣ ?			

♠ K J 9 4
♥ A Q 3
♦ A Q 2
♣ J 8 5

3NT. You are balanced, the Hearts are well stopped and you have sufficient values to suggest that you have at least 25 points between you. What more do you need before trying for 3NT? 2NT would put too much pressure on your partner, who may well Pass.

7.

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N								
W E								
S								
		West	North	East	South			
		1♥	1♠	2♥	1♣ ?			

♠ 6 4 2
♥ J
♦ A 10 6
♣ A K 9 7 6 4

2♠. Remember that the bid of 1♠ by North over 1♥ shows at least a five-card Spade suit. With precisely four Spades he'd make a negative Double instead. Thus, you are quite in order to contest the auction with 2♠ as you know of at least an eight-card Spade fit.

8.

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N								
W E								
S								
		West	North	East	South			
		1♥	Dble	3♥	1♣ ?			

♠ K J 10 4
♥ A 5 2
♦ 9
♣ A Q 9 6 5

3♠. You have to compete in these part-score deals; you can't hoist the white flag at the first sign of enemy aggression. You know of a decent Spade fit, so you have to bid the suit. 3♥, incidentally, is not to be taken seriously. These days it's probably pre-emptive.

9.

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N								
W E								
S								
		West	North	East	South			
		3♥	Dble	Pass	1♣ ?			

♠ A 8 4 2
♥ A 5 3
♦ 9
♣ A K 10 4 2

4♠. Partner has shown enough values to contest at the three-level (10+ points?) and a four-card Spade suit. The conclusion must be that you belong in Spades and that you should be in game. 3♠ would suggest a minimum opener and North would probably Pass.

10.

	<table border="1" style="margin: auto;"> <tr><td style="text-align: center;">N</td></tr> <tr><td style="text-align: center;">W E</td></tr> <tr><td style="text-align: center;">S</td></tr> </table>	N	W E	S				
N								
W E								
S								
		West	North	East	South			
		3♠	Dble	4♠	1♣ ?			

♠ 7
♥ K Q J 9
♦ Q 3
♣ A Q J 7 4 2

5♥. Pre-empts (and the opponents) are sent to try our patience. Here, you have no idea who can make what; they may be able to make 4♠ and you may be able to make at least 4♥. What to do? The usual answer is to bid when you have a good fit and hope for the best.

§44. Example hands 1 to 4.

Hand 1 Love all, dealer North

<p>♠ 9 ♥ K Q 6 2 ♦ K J 9 8 7 ♣ A 5 2</p> <p>♠ 7 6 5 4 3 ♥ 10 8 7 ♦ A 10 5 3 ♣ 8</p>	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ A J 2 ♥ A 5 ♦ Q 6 ♣ K 10 9 7 4 3</p> <p>♠ K Q 10 8 ♥ J 9 4 3 ♦ 4 2 ♣ Q J 6</p>	
N		E							
W		S							

West	North	East	South
Pass	1♦	2♣	Dble
Pass	2♥	Pass	Pass
Pass			
2♥ by North		Opening lead: ♠10	

After North opens 1♦ and East overcalls 2♣, South has a textbook *negative Double* to show both majors and sufficient points to want to bid (here he has 9 points). West has nothing to say and North has to find a rebid. No problem – with South sure to have Hearts, North can safely bid 2♥. Note that this does not show a strong hand and is not forcing. South has no reason to bid on, so 2♥ ends the auction. East has a repulsive choice of leads and chooses a Club. This may look to benefit declarer, but things are made awkward after he attempts to draw trumps. A Club lead ruffed, Spade to the ♠A and a further Club, ruffed, make it imperative to guess Diamonds. Tricky.

Hand 2 North-South game, dealer East

<p>♠ 10 5 4 ♥ A J 10 9 ♦ 9 6 3 ♣ K 5 3</p> <p>♠ K Q J 3 2 ♥ 5 4 ♦ K J 4 ♣ J 6 2</p>	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ A 7 6 ♥ 6 3 2 ♦ Q 5 ♣ Q 10 8 7 4</p> <p>♠ 9 8 ♥ K Q 8 7 ♦ A 10 8 7 2 ♣ A 9</p>	
N		E							
W		S							

West	North	East	South
1♠	Dble	2♣	1♦
Pass	Pass	Pass	3♥
3♥ by South		Opening lead: ♠K	

South opens 1♦, West has a clear-cut 1♠ overcall and North has to find a bid. Well, that's easy enough playing negative Doubles, North can try one of those. As this guarantees Hearts, South knows he can bid that suit. Unfortunately for him, East raises the ante with a 2♣ raise. Well, Passing is for wimps – South contests the auction with 3♥ and North wisely lets that go. The defence plays three rounds of Spades and the simplest way to play the hand is to make six trump tricks, the ♦A and the ♠A K. To that end, South ruffs the third Spade, plays off three rounds of Clubs, ruffing the third, and then draws trumps. The two ruffs in hand produce the extra tricks and 3♥ makes.

Hand 3 East-West game, dealer South

<p>♠ K Q J 9 2 ♥ 9 5 ♦ Q 10 2 ♣ K 7 3</p> <p>♠ A 7 6 3 ♥ Q 6 4 2 ♦ J ♣ A Q 10 9</p>	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ 10 8 5 ♥ A J 8 3 ♦ K 8 6 3 ♣ J 8</p> <p>♠ 4 ♥ K 10 7 ♦ A 9 7 5 4 ♣ 6 5 4 2</p>	
N		E							
W		S							

West	North	East	South
1♣	1♠	Dble	Pass
2♥	Pass	Pass	Pass
2♥ by West		Opening lead: ♠K	

West opens 1♣ (with these pesky 4-4-4-1 hands it is usually best to open the *suit-below-the-singleton*, certainly when the singleton is a red one) and North makes life awkward with a 1♠ overcall. Well, it's clear now how to bid the East cards – make a negative Double to show a four-card Heart suit. South has nothing to say and West can afford to bid 2♥, knowing of a fit. As this shows a minimum opening bid, East Passes with an easy conscience. After the ♠K lead the hand needs to be played with care – take the ♠A and try a Heart to the ♥J. Win the Club switch with the ♣A, draw trumps and knock out the ♣K. Now there are just five losers and 2♥ makes on the nose.

Hand 4 Game all, dealer West

<p>♠ K 5 4 ♥ 10 8 5 4 ♦ 9 5 3 2 ♣ A 4</p> <p>♠ Q J 9 2 ♥ K 7 2 ♦ Q 10 ♣ 10 9 8 2</p>	<table border="1" style="border-collapse: collapse; width: 60px; height: 60px;"> <tr><td style="text-align: center;">N</td><td></td><td style="text-align: center;">E</td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">S</td></tr> </table>	N		E	W		S	<p>♠ 10 8 7 6 ♥ 9 ♦ A K J 8 6 ♣ K Q 7</p> <p>♠ A 3 ♥ A Q J 6 3 ♦ 7 4 ♣ J 6 5 3</p>	
N		E							
W		S							

West	North	East	South
Pass	Pass	1♦	1♥
Dble	3♥	3♣	All Pass
3♣ by East		Opening lead: ♥A	

East opens 1♦ in third seat and South has an obvious overcall of 1♥. West makes a negative Double to show precisely four Spades (1♠ would show at least five) and North should attempt to gum up the works by raising Hearts. Nowadays, a jump in partner's suit is not a serious game try – it is a pre-emptive bid attempting a part-score snatch. East, under pressure, has to decide whether to hoist the white flag and defend 3♣ or to bid 3♣ where there is a guaranteed fit. As with Hand 2, it is generally right to bid – when you know of a trump fit. 3♣ scoops the pool and, after the ♥A lead, should make for the loss of two Spades, one Heart and the ♠A. Declarer should take trick two and attempt to draw trumps.

§44. Example hands 5 to 8.

Hand 5 North-South game, dealer North

<p>♠ A Q 9 3 ♥ K ♦ A 10 7 3 2 ♣ 8 4 3</p> <p>♠ 10 8 4 2 ♥ 9 8 5 4 3 2 ♦ Q 6 ♣ 6</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ 6 ♥ 7 6 ♦ K J 9 ♣ A K J 10 9 5 2</p> <p>♠ K J 7 5 ♥ A Q J 10 ♦ 8 5 4 ♣ Q 7</p>
N		E									
W											
	S										

West	North	East	South
Pass	1♦	2♣	Dble
Pass	2♠	3♣	4♠
Pass	Pass	Pass	
4♠ by North		Opening lead: ♠A	

North opens 1♦ and East overcalls 2♣. South, being 4-4 in the majors, has the ideal hand for a negative Double. North shows his Spades now and East competes further with 3♣. That can be brushed aside by South – an opening bid facing an opening bid makes game, so South raises to 4♠. The play here is tricky – East should start by playing three rounds of Clubs. Knowing that a low Spade would lead to an overruff, declarer should call for a Spade honour from dummy (*don't send a boy on a man's errand*). Careful now! A low Spade to the ♠A, a Spade to dummy, the marked finesse of the ♠9, cash the ♠Q and, finally, lead the ♥K and overtake with the ♥A.

Hand 6 East-West game, dealer East

<p>♠ 8 3 ♥ 10 8 5 4 3 ♦ Q 10 5 ♣ A 6 2</p> <p>♠ Q J 6 5 ♥ A K J 2 ♦ 7 6 3 ♣ 8 4</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ A K 10 9 ♥ Q 7 ♦ 4 2 ♣ K J 10 9 5</p> <p>♠ 7 4 2 ♥ 9 6 ♦ A K J 9 8 ♣ Q 7 3</p>
N		E									
W											
	S										

West	North	East	South
Dble	2♦	1♣	1♦
3♠	Pass	2♣	Pass
		4♣	All Pass
4♠ by East		Opening lead: ♦A	

East's 1♣ is overcalled with 1♦, allowing West to make a negative Double. North should try his best by competing with 2♦ but that can be brushed aside by East, who is entitled to bid 2♣. West has enough to raise invitationally to 3♠ and East has a marginal call of 4♣. The play is interesting in that East has to guess Clubs correctly. South leads three rounds of Diamonds, ruffed. Declarer draws trumps in three rounds, cashes four rounds of Hearts and then plays a Club. North plays low smoothly and East has to judge who has the ♠A and who has the ♣Q. Well, North has turned up with nothing except the ♦Q so far and yet has raised to 2♦. Surely he has the ♠A?

Hand 7 Game all, dealer South

<p>♠ J 10 7 6 ♥ K 4 3 ♦ J 4 3 ♣ Q J 5</p> <p>♠ 9 5 4 ♥ 7 ♦ A K Q 10 9 2 ♣ A 10 6</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ 3 2 ♥ Q 9 5 2 ♦ 7 5 ♣ 9 8 7 4 2</p> <p>♠ A K Q 8 ♥ A J 10 8 6 ♦ 8 6 ♣ K 3</p>
N		E									
W											
	S										

West	North	East	South
2♦	Dble	Pass	1♥
Pass	Pass	Pass	4♠
4♠ by South		Opening lead: ♦A	

South opens 1♥, West overcalls 2♦ and North's negative Double promises four Spades. Holding 17 good points and a four-card Spade suit, South should cut the cackle and bid game immediately without stopping to pick the daisies. West starts off with three rounds of Diamonds, which South ruffs. He draws trumps and plays a Club. West takes that and plays another Diamond, removing dummy's last trump. It's now a case of **Find the Lady** – where is the ♥Q? Well, if declarer cashes the ♣Q J he can **count the hand** – West has three Spades, six Diamonds and three Clubs, so only one Heart. South cashes the ♥K and finesses the ♥J with confidence.

Hand 8 Love all, dealer West

<p>♠ K Q J 10 8 4 2 ♥ 8 ♦ 9 3 ♣ 10 7 2</p> <p>♠ None ♥ A 7 6 4 ♦ A K 5 ♣ K Q 6 5 4 3</p>	<table border="1" style="margin: auto;"> <tr><td>N</td><td></td><td>E</td></tr> <tr><td>W</td><td></td><td></td></tr> <tr><td></td><td>S</td><td></td></tr> </table>	N		E	W				S		<p>♠ 7 5 ♥ K 9 5 3 ♦ J 7 6 4 2 ♣ A 9</p> <p>♠ A 9 6 3 ♥ Q J 10 2 ♦ Q 10 8 ♣ J 8</p>
N		E									
W											
	S										

West	North	East	South
1♣	3♠	Dble	4♠
5♥	Pass	Pass	Pass
5♥ by West		Opening lead: ♠K	

A high-level competitive hand, illustrating just how difficult the game can be when the opponents are prepared to mess you about. West opens 1♣ and North launches a missile with a 3♠ pre-empt. East counters that with a negative Double (showing four Hearts) and South raises the barrage by bidding 4♠. Not knowing who can make what, West is virtually forced into bidding 5♥ (although 4♠ Doubled would be two down). North leads a Spade and it all looks so easy: a 3-2 Heart break would make the hand simple. West ruffs the Spade lead, cashes the ♥A K and blanches. No need to worry about the 4-1 split, just play off the three top Clubs, dumping dummy's Spade. South can make his ♥Q J but nothing else.