# Negative Doubles Part 2

Our Discussion Continued From Last Week

#### The Negative Double Above the 2level

- Last week we considered the negative double when the opener's response will come at the one or two level.
- Now, we will look at the negative double when the opener's response will be at the 3 level or higher.

### **First Consideration**

- On the back side of the convention card, there is a section titled "Special Doubles."
- In that section, you indicate how high you play negative doubles.
- Some pairs play negative doubles through:
  - 2 spades
  - 3 spades
  - All levels.
- Personally, I think you should play negative double through 3 spades or through all levels.

### A Partnership Agreement

- Talk it over with partner and agree on the level through which you play negative doubles.
- For our discussion, we will talk about playing negative doubles through three spades.

### **Consider This Auction**

Responder's Hand ▲ K Q 7 4 ♥ 4 2 ◆ A 10 9 7 3 ♣ Q 3 north east south west 1♣ 3♥ dble

An almost perfect hand for a negative double.

- If you were not playing negative doubles here, you would not have a bid.
- With negative doubles, your hand can support almost any hand partner has.
- With this hand you will pass whatever partner bids.

## Another Example

Responder's Hand

- **≜** J 4
- ♥ A J 4 2
- •973

37

♣AJ93

north east south west

1♠ 3♦ dble pass

 With 13+ points, once partner has chosen a suit, you can bid on to game.

 Once again you are getting to the same contract you would have bid, had east been silent.

#### When Opener's Response Will Be At the Four Level

Responder's Hand

- **≜**84
- ♥ A 3
- K J 7 5

♣ A 10 9 7 4

north east south west

1♥ 3♠ dble pass

4 pass

- If partner's response will be at the 4 level, you must have opening count to make a negative double.
- You might be right on the edge here, but you surely want to give game a try.

Responder's Hand ▲ Q 8 6 5 4 ♥ 4 2 ◆ A 5 2 ♣ Q10 9 north east south west

**1♥** 2♦ pass

- You must pass with this hand.
- You might want to bid 2<sup>♠</sup>, but it would be wrong with this hand.
- You might want to double, but that, too, would be wrong with only 3 clubs.
- Partner still has a bid.

Responder's Hand

- ♠Q4
- ♥A42
- A 8 7 5 2
- **♣** 10 9 3

north east south west

1**▲** 3**♣** dble

- You can double with this hand, but it is not ideal.
- If partner rebids diamonds, pass
- If partner rebids hearts, sign off at 3 spades.

Responder's Hand ♠ Q 4 ♥ K Q J 8 4 2

- ↓ J 8 7
  ◆ 10 3
- north east south west
  - 1**♠** 3**♣** dble

- This is another difficult hand.
- 9 points. Too weak for a direct 3♥.
- You can double, because you have the hand to handle it.
- If partner bids hearts, give game a try
- If partner bids diamonds, bid 3♥.
- If partner bids spades pass.

- Responder's Hand
  ▲ A 10
  ♥ Q 9 7 5
  ◆ A J 10 7
  ♣ A 3
  north east south west
  - 1**≜** 3**♣** dble

- This is another difficult hand.
- You have 9 points, the two unbid suits, and a good enough hand to handle anything at the 3 level.
- You'll pass whatever partner bids.

Responder's Hand K 10 7 4 2

- ♥A75
- 🔶 A K J 3
- **♣** 3

north east south west

1**♣** 3**♥** 3nt

- You have enough to bid 3 spades, but no trump might be the best contract even if partner has support for spades.
- Again, these are borderline hands.
- I'm suggesting what I think might be best.
- No guarantees. .

Responder's Hand
▲ K J 10 7
♥ A
♦ K Q J 3
♣ Q J 7 3
north east south west
1♣ 3♥ dble

- You have a massive hand.
- Slam is a good possibility, but you have to find out what partner has.

Responder's Hand
▲ K10 7
♥ 2
♦ J 3
♣ K J 9 8 6 3
north east south west
1♣ 3♥ dble

- This if far from ideal, but, you have to do something.
- If you bid partner's clubs, you eliminate the possibility of playing in spades.
- If you double and partner bids diamonds, you will bid game in clubs.

#### What if They Overcall at the 4 Level?

- Four level is beyond the level many people play negative doubles.
- A double after a 4-level overcall is penalty oriented, but partner may bid if he deems it best.
- That means when you double, you must be prepared for partner to bid or pass.
- You must have transferrable values values that will work whatever partner elects to do.

Responder's Hand

- **▲** Q J 6
- **9864**
- Q 10 8 5
- **♣** 6 3

north east south west

1**♣** 4**♦** pass

- If you double and partner passes, you are almost sure to beat 4.
- If partner bids on, your hand will be a big disappointment.
- You must pass.
- Partner still has a bid coming. If she doubles, you can happily pass.

Responder's Hand ▲ K Q 6 ♥ A J 10 4 ♦ Q 8 5 ♣ A 10 5 north east south west 1♣ 4• dble

- Double with this hand, but you would rather partner pass.
- If partner chooses to bid on, your hand is more than adequate.

Responder's Hand ▲ K Q 6 ♥ A J 10 4 ◆ Q 8 5 ♣ A 10 2 north east south west 1♣ 4 dble

- Double with this hand, but you would rather partner pass and play defense.
- But, if partner chooses to bid on, your hand will not disappoint.

Responder's Hand ▲ K Q 6 2 ♥ A J 10 4 ◆ 5 ♣ A Q10 3 north east south west 1♣ 4 dble

- Double with this hand, but you would rather partner bids on, especially if partner has a 4-card major.
- But, if partner chooses to play defense, your hand will not disappoint.

# **Final Thoughts**

- Whenever you make a negative double, you must have some idea of where the hand is going to go.
- Give a thought to partner's likely bids and what you will do when he makes one of them.
- Doubles at a high level (4 level or higher) should be made with transferrable values. Values that work on offense and defense.
- When you open and partner doubles a 4 or 5 level overcall, think carefully about your hand, but you should pass most of the time.
- You will bid on only with a highly distributional hand.