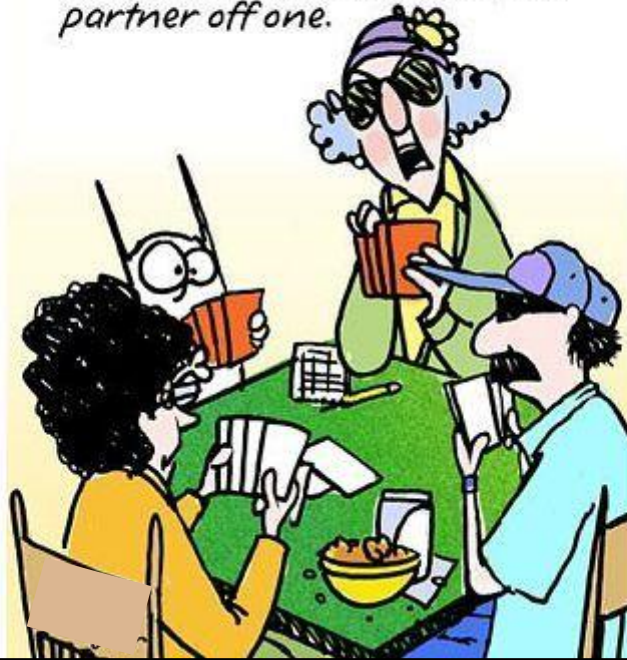


# Doubles – Negative and Responsive

*They call it "bridge" because it makes you want to shove your partner off one.*



Learn Bridge  
with Tom Snow

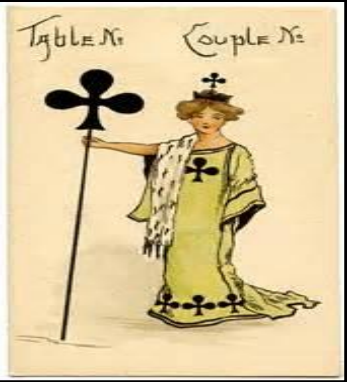


# Time for a Joke

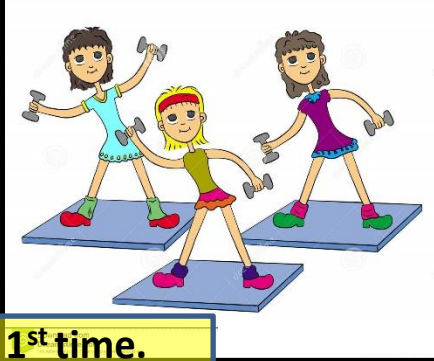


**“Poor Old fool,” thought a well-dressed gentleman as he watched an old man fish in a puddle outside a pub. So, he invited the old man inside for a drink.**

**As they sipped their whiskeys, the gentleman thought he’d humor the old man and asked, “So how many have you caught today?” The old man replied, “you’re the eighth.”**



# Brain Aerobics



Partner has ♣'s and ♠'s and couldn't bid the 1<sup>st</sup> time.

• Is this a Penalty or Take-out Double?

1D - P - 1H - P  
2H - P - P - Dbl

Take-out

• What do you need to make a Take-out Double?

Overall values and 3+ of the unbid suits

• Is this a Penalty or Take-out Double?

1S - P - 2S - P  
4S - P - P - Dbl

Penalty

• Is this a Penalty or Take-out Double?

3S - P - 4S - Dbl

Take-out

• Is this a Penalty or Take-out Double?

P - P - 1C - P  
1S - P - P - Dbl

Take-out

Partner has ♦'s and ♥'s and couldn't bid the 1<sup>st</sup> time.

• Is this a Penalty or Take-out Double?

1S - P - P - 2C  
Dbl

Take-out

Partner has 3+ ♦'s and 3+ ♥'s and extra values.

• What do you bid with?

♠53 ♥Q5 ♦KQ943 ♣AQ53

1S - ???

2D

• What do you bid with?

♠53 ♥KJ52 ♦Q43 ♣J953

1C - 1D - ???

1H

# Negative Doubles



Partner is usually not allowed to pass a Neg. Dbl.

**Negative Double** are made when it's your first bid, your partner has opened the auction and the opponent on your right (RHO) overcalls or jump overcalls.

- Shows the 2 unbid suits, or at least the unbid major.
- Can be played to as high a level as you agree with partner.
- **You need at least enough for the level!**

6+ for the 1 and 2 levels  
9+ for the 3 level  
12+ for the 4 level

	North	East	South					
1)	1D – 1H – Dbl*			♠K984	♥AJ52	♦2	♣J963	Too weak to bid 2D.
2)	1H – 1S – Dbl*			♠K64	♥2	♦A7624	♣Q872	Too weak to bid 2H.
3)	1C – 1S – Dbl*			♠K75	♥AJ952	♦4	♣9763	Shows both majors and 6+ HCPs.
4)	1C – 1D – Dbl*			♠K862	♥A952	♦8	♣8652	Enough HCPs.
5)	1C – 3H – Dbl*			♠KQ62	♥92	♦953	♣AQ52	

# Negative Doubles (Cont'd)



**TAKE-OUT DOUBLES ARE MADE BY OVERCALLERS.  
NEGATIVE DOUBLES ARE MADE BY RESPONDERS.**

**A)**

\* Shows the other 2 suits

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1C	1H	Dbl*
West	♠QJ107 ♥J5 ♦A943 ♣875			

**B)**

\* Shows 5+ spades

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1C	1H	1S*
West	♠Q10762 ♥75 ♦A43 ♣Q95			

**C)**

\* Shows 4+ ♥'s

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	Pass	1D	1S	Dbl*
West	♠Q7 ♥AJ543 ♦Q943 ♣85			

\* If partner bids ♣'s, correct back to ♦'s .

**D)**

\* Shows 4+ in each major

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1C	1D	Dbl*
West	♠K1073 ♥AJ84 ♦AQ3 ♣85			

**Yes, you can double with more HCPs.**

**E)**

\* Shows 4+ in each major

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1D	2C	Dbl*
West	♠QJ107 ♥K865 ♦K43 ♣85			

**Weak jump overcall (pre-empt)**

**F)**

\* Shows the other 2 suits

	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1H	2S	Dbl*
West	♠53 ♥5 ♦AQ943 ♣KJ853			

# Negative Doubles (Cont'd)



1) So how do we penalize RHO for overcalling if we want to?

North East You

1D – 2S – ??? ♠KJ94 ♥K5 ♦1065 ♣Q963

Pass. Partner should reopen with a Dbl if he's short in RHO's suit. Then you pass.

2) What if I only have one of the unbid majors?

North East You

1C – 1D – ??? ♠K4 ♥KJ95 ♦1065 ♣Q963

Bid 1H. It only promises 4. The bid is forcing for one round.

3) What does this show?

North East You

1C – 1H – 1S\*

\* 5+ spades. You would make a Negative Dbl with only 4.



# Responding to a Negative Double

## Response

1)

North	East	South	West
1C	1S	Dbl*	Pass
???			

North

♠KJ42 ♥43 ♦K2 ♣AQ642

1NT

2)

North	East	South	West
1H	2C	Dbl*	Pass
???			

North

♠AQ4 ♥AK542 ♦43 ♣972

2S

3)

North	East	South	West
1D	2C	Dbl*	Pass
???			

North

♠A84 ♥Q72 ♦AKJ1082 ♣4

2D

4)

North	East	South	West
1S	2C	Dbl*	Pass
???			

North

♠AKJ42 ♥A92 ♦AK4 ♣43

3C\*

Cue bid to explore. With 5+ ♥s, South will bid 3H.

# Rebids by the Doubler



1)

North	East	South	West
1C	1D	Dbl*	Pass
2C	Pass	???	

South

♠K1098 ♥A86543 ♦72 ♣2

2H

2)

North	East	South	West
1D	2C	Dbl*	Pass
2NT	Pass	???	

South

♠AQ74 ♥K754 ♦6542 ♣5

3D

3)

North	East	South	West
1H	2D	Dbl*	Pass
2H	Pass	???	

South

♠AJ94 ♥Q2 ♦A52 ♣9876

3H

Invite to game.

4)

North	East	South	West
1D	1S	Dbl*	Pass
2D	Pass	???	

South

♠972 ♥AK84 ♦K4 ♣K976

2S\*

A cue bid says, "Pard, we have enough for game. Keep bidding."

If pard bids 2NT, bid 3NT.



# Responsive Doubles

How the hell do I tell them I have no idea where we're going?



Take-out Doubles are made by overcallers.  
 Negative Doubles are made by responders.  
 Responsive Doubles are made by responders.

A Negative Double is made by a responder **after his partner has opened the bidding** in a suit and RHO bids a new suit (see below).

A Responsive Double is made by a responder **after his partner overcalls or makes a Take-out Double**, and RHO raises opener's suit.

\* Showing BOTH majors and 8+ HCPs.

## NEGATIVE DOUBLES

1)

North	East	South	West
Pass	1C	2D	???
Also applies over opp's jumps.			
West	♠Q1097 ♥AJ53 ♦Q43 ♣85		

Dbl\*

West

If partner bids ♣'s, correct back to ♦'s.

2)

North	East	South	West
Pass	1D	1S	???
West	♠Q107 ♥AJ53 ♦Q943 ♣85		

Dbl\*

West

\* Showing the two unbid suits.

## RESPONSIVE DOUBLES

A)

North	East	South	West
1D	1S	2D	???
West	♠3 ♥KJ92 ♦A5 ♣J9764		

Dbl\*

West

Partner, what suit do you like?

B)

North	East	South	West
1D	Dbl	5D	???
West	♠K873 ♥KJ62 ♦A5 ♣AJ4		

Dbl\*

West

# PLAYTIME

