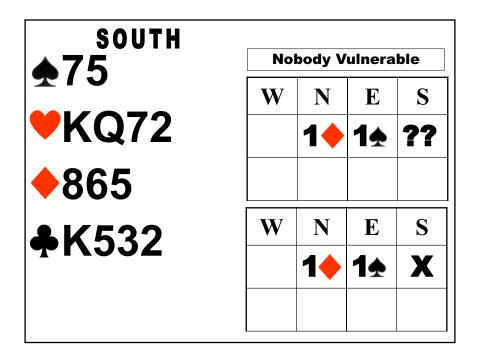
Opener They Responder

1 Suit (Suit Overcall)

Db1

Double is "Takeout" – with enough points to respond.

A negative double is ONLY done by the responder. It is a type of takeout double.



Double. Negative doubles focus on the other major, and here you have four hearts and enough to respond.

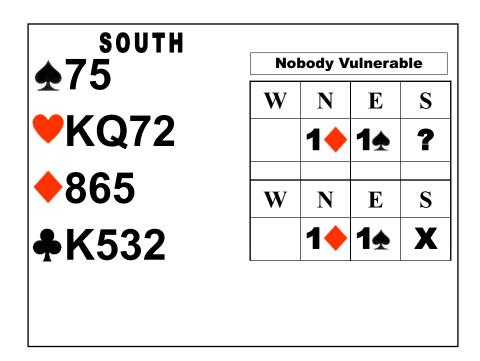
Opener They Responder

1 suit (Suit Overcall)

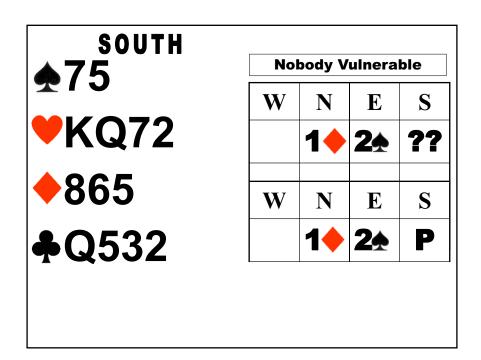
Db1

How many points?

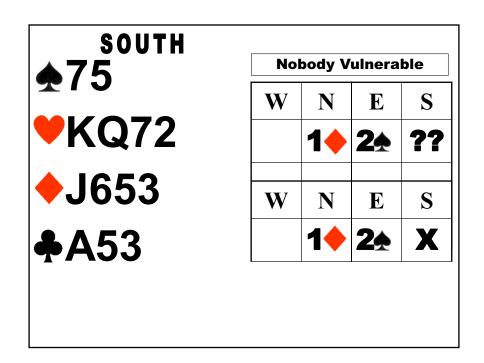
To double, you have to be comfortable forcing your partner to the next level. A double on the one level can just be a responsive hand (6+ points). Doubling on higher levels requires more.



We make a negative double after a the 1S overcall here. This is enough to force to the two level.



The same hand, but now we'd force partner to the 3-level. We don't have enough for that.



Double. This is what you need for a negative double of 2S.

Negative X

Opener They Responder

1 suit (Suit Overcall)

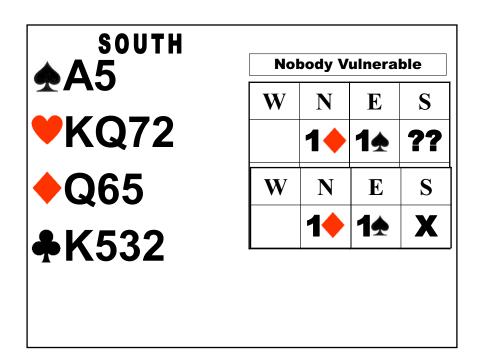
Db1

How many points?

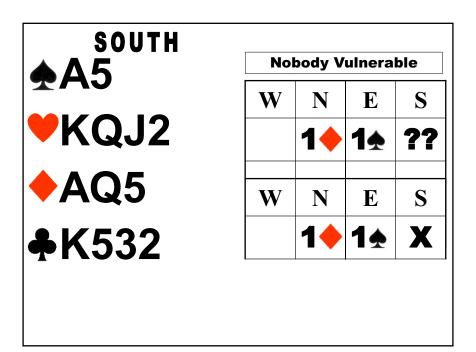
1-level: approx. 6+

2+level: approx. 10+

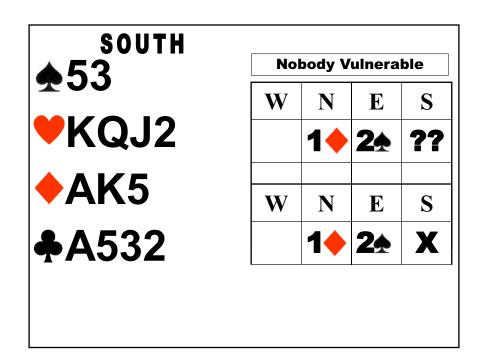
The more shape you have, the less you can have in high card points. Having a second place to play is helpful (either in opener's suit or the other minor).



Double. Double is unlimited and forcing.



Double. Sure, you have a bajillion points, but you can still start with a double to find your fit.



Double. This time, you have plenty to double and force your side to the 3-level. You are going to force your side to game.

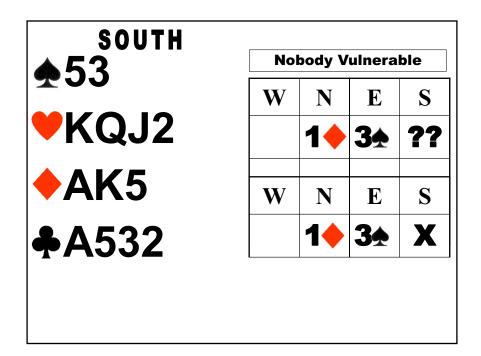
Opener They Responder

1 suit (Suit Overcall)

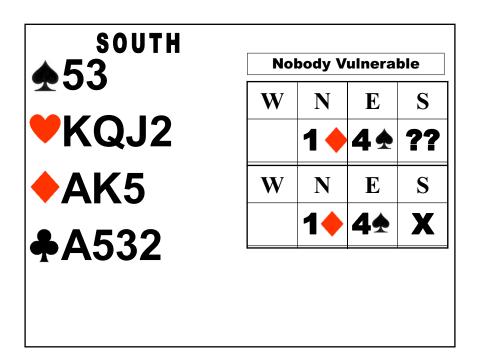
Db1

On What Level?

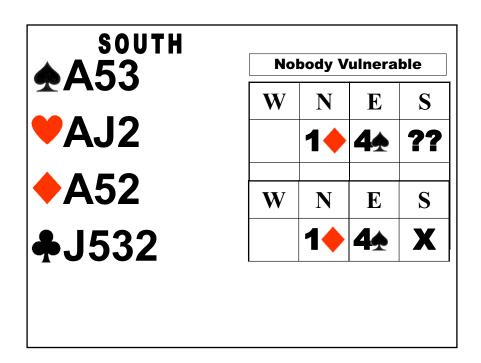
You need to agree how high double is takeout. We like it to be infinite.



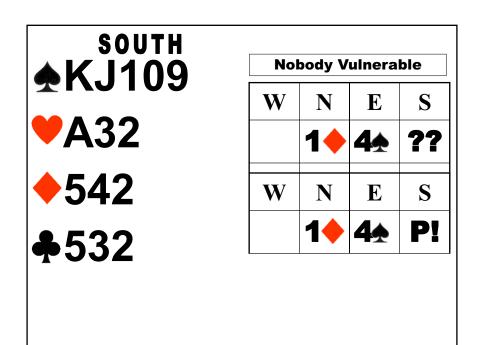
Double. Double here is still takeout, though once you get to this high a level, you might not have perfect shape.



This Double is NOT penalties. That said, partner can choose to pass with nothing special



Double is still takeoutish. You are telling partner you have enough points to compete at this level.



Pass. You don't think they are making 4S, but you can't double for penalties because your double is takeout.

Negative Doubles

Opener They Responder

1 suit (Suit Overcall)

Db1

What does it show in the unbid suits?

Opener They Responder

1 suit (Suit Overcall)

Db1

In general, the focus is on the OTHER MAJOR

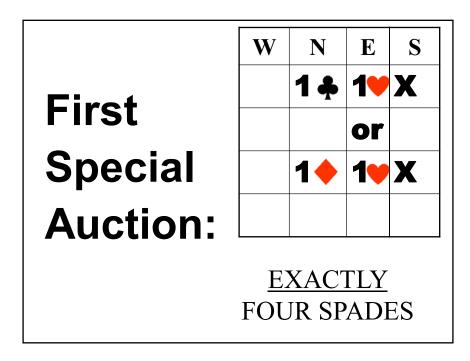
Negative Doubles

Opener They Responder

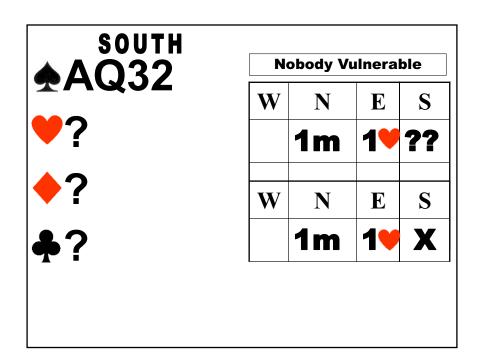
1 suit (Suit Overcall)

Db1

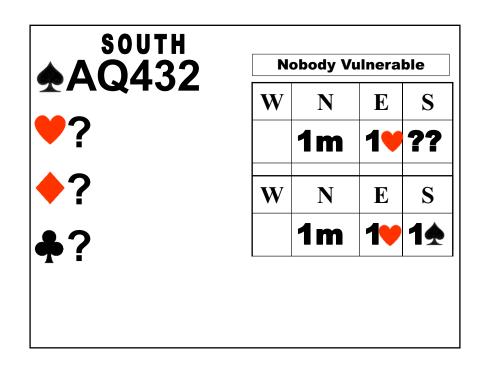
There are 2 "special" auctions



With either of these auctions, double is exactly four spades. Bidding 1S promises 5+spades.



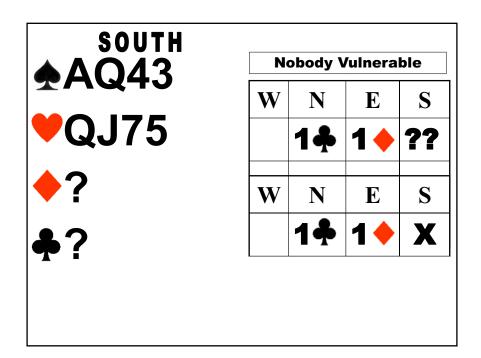
Note, that we don't need any more than the points we already have to bid at this vulnerability.



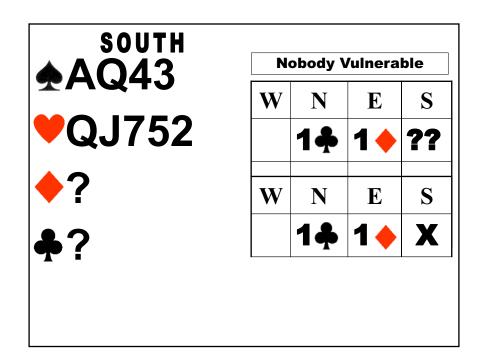
With 5+ spades, you must bid 1S and now partner can raise with three of them.



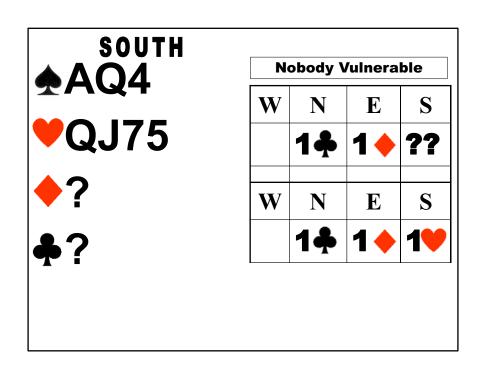
This is the only auction where double guarantees both majors.



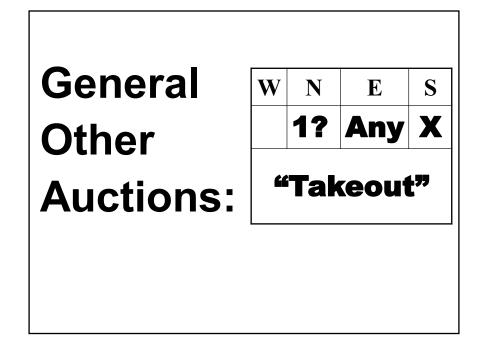
Double. You have four cards in each major.



Double. You want to find the major fit, and you should bring both of them into play.



You can show a four-card major by bidding it over a 1D overcall. You cannot double without both majors.



Excepting notrump bids, 1Suit- any (suit)-double is takeout

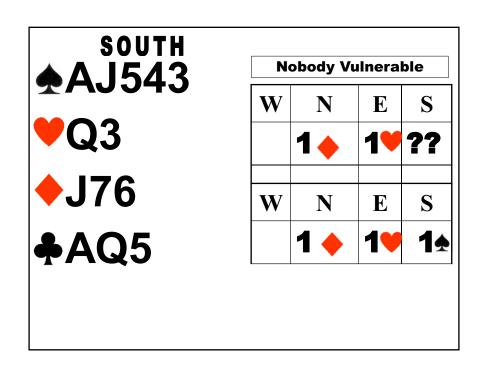
General Other Auctions:

Usually, the focus is on the unbid Major(s).

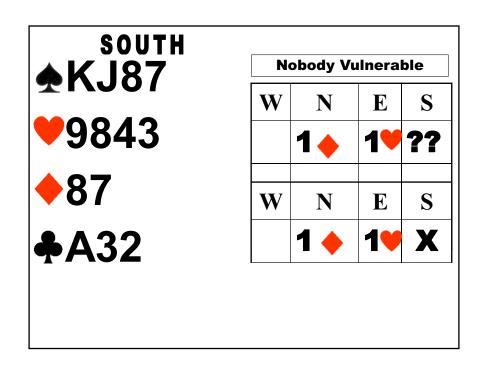
General
Other
Auctions:

Some hands will be difficult. Do the best you can.

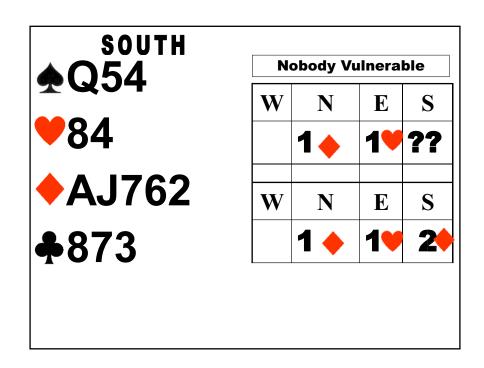
Double is a bid that we often forget, but if you want to do SOMETHING, double is often right.



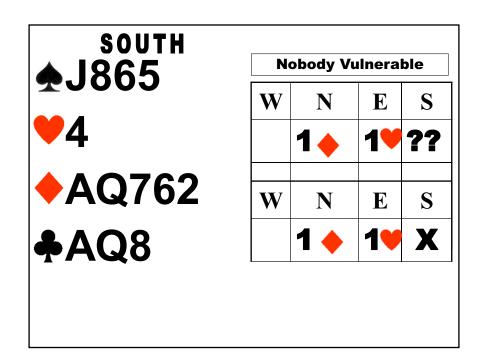
1S promises 5 spades and is forcing. You will get to game eventually.



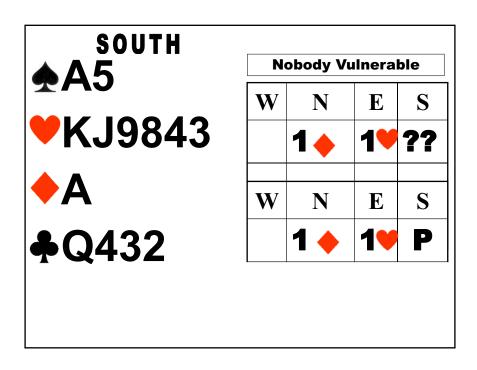
Double shows exactly four spades and 6+ points.



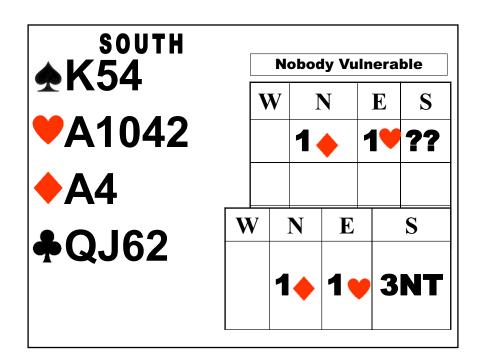
You should raise with 5 diamonds and no major.



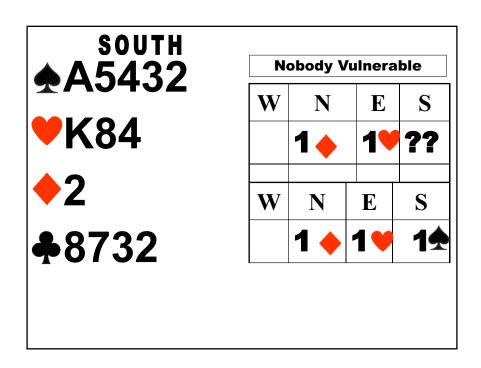
Double. You want to mention your four spades. You will force to game eventually.



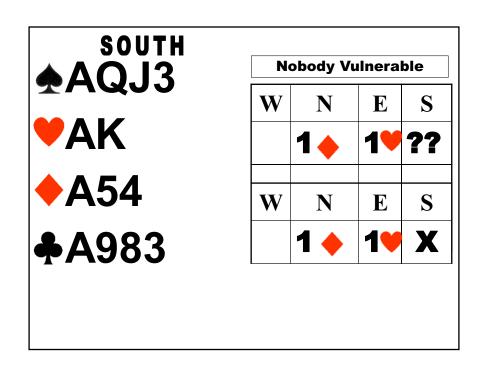
Pass and hope partner can balance with a double. This is called a "penalty Pass"



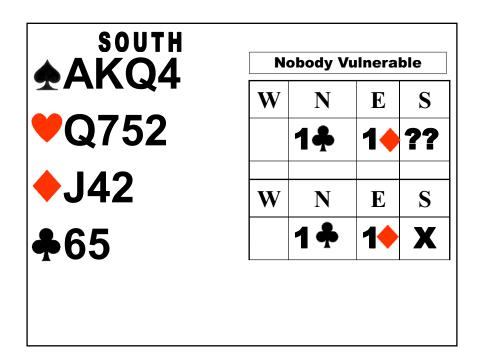
You know what game you likely belong in. Nothing else accurately describes your hand.



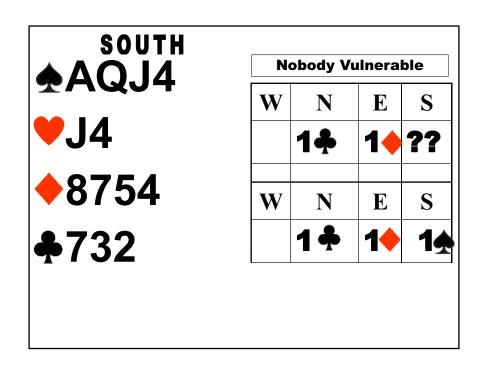
1S promises five spades and 6+ points. You've got that.



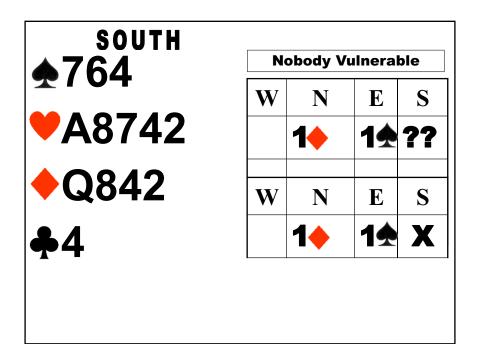
Double shows 4 spades and 6+ points. That + is very important as you may have a hand like this.



Double here guarantees 4-4 in the majors. You have extra values, but can show that later.



With only one four-card major you should bid it when the opponents overcall 1D.



Double. You can have 5 hearts if you don't have enough points to bid 2H (10+).

What's Next?

June 19: Decisions in Competitive Auctions

June 26: Stayman and Beyond

July 10: Takeout doubles, Responses to Takeout

Doubles, and the "Big Double"

July 17: Keycard Blackwood and followups

July 24: New Minor Forcing