## Negative Double Requirement

- □ We **open a suit** at the one level (any seat)
- Opponent suit overcalls (less than game)
- □ Responder **doubles** a "negative double"
- □ Points Needed (bare-bones minimum, no maximum)
  - □ One level → Six points
  - Two level → Eight Points
  - Three level → Ten points

### One Unbid Major

- The negative double shows 4+ cards in the unbid major.
- 5+ cards are possible if Responder is too weak to bid the suit (showing 10+ points at the twolevel; game-forcing at the three-level).
- After a "one Heart" overcall:
  - "Double" shows exactly four Spades.
  - □ "One Spade" shows *five+* Spades.

# Neither or Both Majors Bid

- After a "One Diamond" overcall, double shows both major suits (4-4 typical; 5-4, 6-4 also OK).
- After a higher overcall, double shows four+ cards in at least one major suit. If Opener bids the "wrong" major:
  - □ Return to Opener's first suit
  - Bid notrump.
- If both majors are bid, double show the minors.

#### Rebids (Opener's & Responder's)

- Opener's Rebid
  - □ 13-15: Non-jump
  - □ 16-18: Jump (invitational if below game)
  - 19-21: Bid game or cue-bid enemy suit to explore.
- Responder's Rebid (after Opener's non-jump)
  - □ 6-10: Pass, prefer Opener's suit, bid own long suit
  - 11-12: Raise with fit or bid 2NT. (both invitational)
  - 13+: Bid game or cue-bid enemy suit to explore.

# Board 1 North Deals N-S Vul

A 1083 75 A K 10 5432

4 by East Lead: Q J7 QJ62 J983 K87

Negative Double

N W E S

Q94 A 10984 6 QJ106 K 652 K 3 Q 7542 A 9 Board 2
East Deals

N-S Vul

J97 108 AQJ1096 KJ Negative Double

K Q 43

3

K 852

9763

N W E S 10865

J9752

7

1085

A 2 A K Q 6 4 4 3

A Q 4 2

3 NT by North Lead: 7 Board 3
West Deals
Both Vul

6 A QJ9 A KJ85 432

4 by West Lead: K

N W E S

A 1032 K 1042 74 Q86

Board 4 South Deals E-W Vul

> K 96 A J 8 6 3 KJ2

107

3 NT by South Lead:

Negative Double K 543 AQJ4 1054 Q4

AQ102 K 92 A 98765 J9862 8753 Q 7 103