

Negative Doubles

After a **suit** (not NT) overcall (up to 3♠) of partner's one-level opening, double is for takeout. Use it when the opponents overcall has prevented you from bidding your suit at the level you wanted and you are not strong enough to bid it at the next level.

After a non-jump overcall the negative double shows specific holdings as follows:

1. If there is exactly **one unbid major**, double promises 4+ cards in that major.

1♣	1♠	dbl	promises 4+ hearts
1♣	1♥	dbl	promises exactly 4 spades (with 5+ spades you bid 1♠)

2. If there are **two unbid majors**, double promises 4+ cards in one of the majors (may have both majors but only guarantees one) **except** after 1♣ 1♦ when double shows 4+ cards in both majors.

1♦	2♣	dbl	promises at least one major
1♣	1♦	dbl	promises both majors

3. If **both majors** have been bid, double promises 4+ cards in one of the minors (may have both minors but only guarantees one).

1♠	2♥	dbl	promises at least one minor
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Point counts required for negative double (there is no upper limit):

At the one level (i.e. after a 1 level overcall)	6+
At the two level (i.e. after a 2 level overcall)	8+
At the three level (i.e. after a 3 level overcall)	10+

After negative double opener rebids as follows:

- Any minimum bid is natural and shows a minimum hand.
- Any jump bid is natural and shows about 16-18 points (6 losers). It is invitational but not forcing.
- Pass converts the negative double to penalty double.

The negative double does not need to be alerted.

Note: After a **1NT overcall** double is for penalties (10+ points), not a negative double.