

NEGATIVE DOUBLES (from Steve Gaynor)

♠ 5 3
 ♥ K Q 9 8
 ♦ K 8 7 5
 ♣ J 5 4

♠ —		♠ —		♠ —
♥ —		♥ —		♥ —
♦ —		♦ —		♦ —
♣ —		♣ —		♣ —

♠ —
 ♥ —
 ♦ —
 ♣ —

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	?		1♣

Partner opens 1♣, and your RHO bids 1♠. You rarely want to double 1♠ for penalties, so the double is called 'negative' meaning you have the unbid suits or, at least, the unbid major and about 7-10 HCP. This would be a classic negative double situation. It is most important to be disciplined in these hands so partner knows when to bid again or to pass.

♠ A 3
 ♥ K Q 9 8 6 5
 ♦ 3 2
 ♣ Q 5 4

♠ —		♠ —		♠ —
♥ —		♥ —		♥ —
♦ —		♦ —		♦ —
♣ —		♣ —		♣ —

♠ —
 ♥ —
 ♦ —
 ♣ —

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	?		1♣

Here you have your direct heart bid whether West overcalls 1♠ or 2♠. Partner will appreciate this hand for a direct heart call. A spade bid now by partner would ask you for a stopper for a NT contract. BID 2♥ (or 3♥ if West overcalls 2♠).

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♠ 5 3
 ♥ K Q 9 8 6 5
 ♦ 3 2
 ♣ Q 5 4

♠ —		♠ —	
♥ —		♥ —	
♦ —		♦ —	
♣ —		♣ —	

♠ —
 ♥ —
 ♦ —
 ♣ —

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	?		1♣

Doubling and then bidding a suit tells partner you do not have enough to bid your suit freely, but you have 5+ cards in it. This is not forcing, nor should you ever entertain bidding hearts directly without at least 10 HCP, or at least a beefy 9. Changing the ♣Q to the ♣A would justify a direct 2♥ call. DOUBLE.

♠ 3
 ♥ K Q 9 8 6 5
 ♦ Q J 7 6 5
 ♣ 2

♠ —		♠ —	
♥ —		♥ —	
♦ —		♦ —	
♣ —		♣ —	

♠ —
 ♥ —
 ♦ —
 ♣ —

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	?		1♣

Start by bidding a DOUBLE. If partner rebids clubs, you bid hearts in either case. Nothing you can do about a diamond fit if you have one.

NEGATIVE DOUBLES (from Steve Gaynor)

♠ A J 10
 ♥ K J 10 4
 ♦ 3 2
 ♣ Q 6 5 4

♠ —		♠ —	
♥ —		♥ —	
♦ —		♦ —	
♣ —		♣ —	

	♠ —		
	♥ —		
	♦ —		
	♣ —		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	?		1♣

With your near opener, you have enough to force to the 3 level. Over 3♦ you may try 3NT with double stops in both majors and the likelihood of 5 club tricks. DOUBLE.

♠ A J 10
 ♥ K J 3
 ♦ A 5
 ♣ K 9 7 4 3

♠ —		♠ —	
♥ —		♥ —	
♦ —		♦ —	
♣ —		♣ —	

	♠ —		
	♥ —		
	♦ —		
	♣ —		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1♠	?		1♣

Sometimes it is tough to bid good hands with interference. You probably have a play for 6♣ and should aim for that eventually. First, however, you need to find out more about partner's hand. The best way to do that is to cue bid (bid the opponent's bid suit) and see what happens. If you double, partner may jump in hearts, since you really should have four of them in any case. BID 2♠.

NEGATIVE DOUBLES (from Steve Gaynor)

	♠ J 8 7 5 4 ♥ Q 9 8 ♦ A 5 4 ♣ 4 3				
♠ — ♥ — ♦ — ♣ —	<div style="background-color: black; color: white; padding: 10px; display: inline-block;"> N W E S </div>	♠ — ♥ — ♦ — ♣ —	♠ — ♥ — ♦ — ♣ —	♠ — ♥ — ♦ — ♣ —	♠ — ♥ — ♦ — ♣ —
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	<i>West</i>	<i>South</i>
1♠	?		1♣		

BID 1NT over 1♠. 1NT here shows your point count well and gives partner a clue as to what to do next (probably pass). PASS if West overcalls with 2♠, and if partner reopens with a double, do not leave it in as your spades are not close to being good enough. Over partner's reopening double, 2NT is your best call in that shows your values (6-9) and a stopper in their suit. Partner should have a pretty good hand to reopen over 2♠, and will carry on if appropriate.

	♠ K Q J 10 9 ♥ Q 9 8 ♦ A 5 ♣ Q 5 4				
♠ — ♥ — ♦ — ♣ —	<div style="background-color: black; color: white; padding: 10px; display: inline-block;"> N W E S </div>	♠ — ♥ — ♦ — ♣ —	♠ — ♥ — ♦ — ♣ —	♠ — ♥ — ♦ — ♣ —	♠ — ♥ — ♦ — ♣ —
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	<i>West</i>	<i>South</i>
1♠	?		1♣		

PASS. Now you are out for blood. If you get to defend a spade contract, you will start by drawing trumps and watch them go down a lot, probably more than the value of your game.