

## What are the differences between the Negative Double and the Takeout Double?


A negative double is only used by the responder to the opener and can be looked upon as a kind of takeout double for the two as-yet unbid suits. It promises at least 4 pieces. Here are the guidelines:

- If partner opens a minor and your RHO overcalls the other minor, (1♣ - 1♦), then your negative double ABSOLUTELY promises both majors. If you bid one major it does not promise 5-cards - can be a 4-card suit.
- If partner opens a major and your RHO overcalls the other major, (1♥ - 1♠), then your negative double ABSOLUTELY promises both minors.
- If partner opens either minor and your RHO overcalls a major, your negative double ABSOLUTELY promises 4 pieces in the other major, and you could have tolerance for the other minor.
- If partner opens a minor and RHO overcalls 1♥, your bid of 1♠ there MUST be 5+ pieces, because you did not use the negative double.
- If partner opens a minor and RHO overcalls 1♠, your bid of 2♥ is very special! It shows 5+ pieces in ♥s AND at least 10 points. (*You took your partnership to the 2 level, so you need to have the majority of the points.*) If you have 5+ ♥s but fewer than 10 points, use the negative double. If you have only 4 ♥s but you have 10+ points, still use the negative double.

**Using the 2♥ bid there promises “(at least) 5 plus (at least)10!”**

NEGATIVE	TAKEOUT
1. Partner opened	1. An opponent opened
2. The double is made by the responder	2. The double is made by the overcalling side
3. Overcaller's suit is doubled	3. Opener's suit is doubled
4. 6 + HCP are needed at the 1-level, and more points at the 2-level.	4. 11+ HCP are needed at the 1-level, and more points at the 2 - level
5. Emphasis is on the unbid major[s]	5. All unbid suits are promised (at least 3 pieces)
6. You need not be short in the opponent's suit	6. You MUST be short in the opponent's suit
7. A negative double followed by a new suit is WEAK 6-9 HCP	7. A take-out double followed by a new suit is STRONG 18 HCP or more

**Board 2**      ♠ 10 9  
 East Deals      ♥ 3  
 None Vul      ♦ J 9 8 7  
                  ♣ K 8 7 5 4 2

♠ 8 5 4		♠ 7 6 3	
♥ K 10 7 6		♥ A Q 8 2	
♦ Q 5 2		♦ A K 10 6 4	
♣ A Q 3		♣ 6	

♠ A K Q J 2  
 ♥ J 9 5 4  
 ♦ 3  
 ♣ J 10 9

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♦	1 ♠
Dbl	Pass	2 ♥	Pass
3 ♥	Pass	4 ♥	All pass

Final Contract is 4 ♥ by East

**Auction Commentary:** When West makes a negative double, and then invites to game, it shows invitational values (11-12 HCP). East easily accepts and bids game.

**Opening Lead:** A♠ (promising at least the K♠ behind it)


**Planning the Play:** With that opening lead, declarer can see 3 ♠ losers off the top. No more losers are allowed in this game contract! If the trumps do not behave, and there are four to the J9♥ in North, we can't make this hand. But finding four to the J9♥ in south, we can pick it up. Take the safety play and win the first trumps in the hand with the 2 top trumps (AQ♥). When North shows out, you have a marked finesse through the South hand.

Looks like no ♣ losers, but there is a missing J♦. If those don't break nicely, we will need to find out. Plan to play the ♦s by winning from your hand, where you have 2 of the top ♦ honors first. Then cross to the Q♦, and you find the void in South. The North hand is marked with the J♦, so the finesse from dummy will win.

REMEMBER THIS - when you find that the ♥s suit did not divide favorably, do not expect that the ♦s will be any different!

**Board 4**

West Deals      ♠ 6  
 None Vul        ♥ 10 7 4 2  
                     ♦ K 5  
                     ♣ A K J 9 5 2

♠ A Q 9 3 ♥ K 5 ♦ A 10 7 3 ♣ 8 4 3		♠ K J 7 5 ♥ A Q J 6 ♦ J 8 4 ♣ Q 7
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♠ 10 8 4 2  
 ♥ 9 8 3  
 ♦ Q 9 6 2  
 ♣ 10 6

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♦	2 ♣	Dbl	Pass
2 ♠	Pass	4 ♠	All pass

Final Contract is 4 ♠ by West

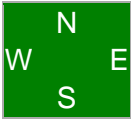
**Auction Commentary:** Responder cannot bid a 4-card major at the 2-level. The negative double conveniently promises at least one 4-card major, and it could be two. Once the fit is found, responder has enough strength to bid game.

**Opening Lead:** A♣ (promising at least the K♣ behind it)

**Planning the Play:** Counting losers in a suit contract, we find 2 ♣ losers right now, and 2 ♦ losers. But since ♦s can be discarded on the ♥ honors in the dummy, and declarer controls the ♦ suit, those slow losers will go away. Declarer must be careful trumping a ♣ in dummy. Knowing that advancer (South) is also short in the ♣ suit, declarer must ruff HIGH.

It is necessary to play a trump to the A♠ first so that you have created a finesse position against the 10♠, after you play to the King and they show out. You now finesse to the 9♠ to make your contract.

**Board 9**  
 North Deals  
 None Vul

<p>♠ J 10 3 2          ♥ 5 2          ♦ Q 4 3 2          ♣ 4 3 2</p>		<p>♠ A Q 9 8 7          ♥ A J 3          ♦ K 7 5          ♣ 10 9</p>	<p>♠ 5 4          ♥ K Q 10 9 6 4          ♦ 10 8          ♣ K J 6</p>
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♠ K 6  
 ♥ 8 7  
 ♦ A J 9 6  
 ♣ A Q 8 7 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♠	2 ♥	Dbl
Pass	2 NT	Pass	3 NT
All pass			

Final Contract is 3 NT by North

**Auction Commentary:** Responder holds an opening hand, but is not afraid to show partner both minors. If partner wants to go to NT, this is useful information. Opener cannot pass the negative double showing the minors, after all. Once opener bids the NT, responder does the math and bids the game.

**Opening Lead: Q♥!** It is world known that when you hold specifically K-Q-T-9, you are looking for the Jack. No one leads a Q without a Jack, right? So if partner is looking at the Jack in their own hand, they must throw it on the table so partner can continue the suit. If the Jack is not played on your Q, you should STOP! Declarer has it and wants you to continue the suit to give them 2 tricks! Moral of the defenders' story: TRUST PARTNER, not opponents, always. :)

**Planning the Defense:** Stopping the ♥ lead, now shift to the 10♦ and wait. You hope partner will get the lead so they can play a ♥ through declarer's hand.