

## NEGATIVE DOUBLES

- If your partner opens one of a minor and next player bids 1H or 1S, double promises at least 4 cards in the *other major*.
- If your partner opens 1C and next player bids 1D, double promises *exactly* 4 cards in each major.
- If your partner opens 1 of a major and next player bids 2 of a minor, double promises at least 4 cards in the other major.
- If your partner opens 1D and next player bids 2C, double *tends to* promise at least 4 cards in both majors.
- If your partner opens 1 of a major and the next player overcalls in the other major, double promises at least 4 cards in both minors.
- If your partner opens and next player overcalls, your bid of a major suit promises at least five cards in the suit. (but don't bid at the 2 level without at least 10 points.)
- A negative double is unlimited in high card points.
- If your partner makes a negative double and you have 4 cards in the implied suit: (1) With 12-15, just bid the suit at the lowest level, (2) with 16-18 jump in the suit.
- If you open, next player overcalls, and your partner and the next player both pass, consider that your partner might have a trump stack against overcaller. If you are short in overcaller's suit, double for takeout, which your partner can pass if holding a trump stack. If you are not short in overcaller's suit, pass unless you have a big hand (18-19.)