

Lawson Bridge Studio News March 2026

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Club Games – Rates are for each player

Games: 6:20 pm at Ann Sather's Restaurant, 909 West Belmont Ave, Chicago, IL

Mar 2	1 st Quarter Club Championship 1–\$13	Apr 1	Charity Club Championship–\$14
Mar 4	1 st Quarter Club Championship 1–\$13	Apr 6	Charity Club Championship–\$14
Mar 9	District 13 STaC–\$15	Apr 8	Charity Club Championship–\$14
Mar 11	District 13 STaC–\$15	Apr 13	Charity Club Championship–\$14
Mar 16	Grass Roots FUNd–\$14	Apr 15	Charity Club Championship–\$14
Mar 18	Grass Roots FUNd–\$14	Apr 20	Charity Club Championship–\$14
Mar 23	1 st Quarter Club Championship 2–\$13	Apr 22	Charity Club Championship–\$14
Mar 25	1 st Quarter Club Championship 2–\$13	Apr 27	2 nd Quarter Club Championship 12–\$13
Mar 30	Club Game–\$13	Apr 29	2 nd Quarter Club Championship 12–\$13

NEGATIVE DOUBLE:

Partner (opener) has opened the bidding and RHO (intervener) has overcalled

Responder (opener's partner) needs

1. At least 4-card length and at least a fair response (6+ pts.) **AND**
2. bid sequence has been

Opener bids a suit, RHO overcalls in a suit – A double here shows the unbid suits, but if the unbid suits are a major and a minor, it promises the major and may not always have the minor.

Playing negative doubles also offers you the advantage of assigning a more specific meaning to a freebid of a new suit. If an opponent overcalls 1H, if responder bids 1S (instead of making a negative double), he promises a **5-card suit**.

When is the negative double "off"?

You and your partner can decide at which levels of bidding you'll use negative doubles. One popular agreement is that negative doubles are "on" if the opponent makes a suit overcall through the level of 3S. If you use this agreement, negative doubles are "off" (responder's double is for penalty) if the overcall is 4C or higher.

No matter how you choose to play negative doubles, they apply only if the opponent overcalls a **suit**. Responder's double of a 1NT overcall is always for penalty.

The higher the level of the overcall, the more strength responder needs to make a negative double. If partner opens 1C and the opponent makes a jump overcall of 2S, you'll want to have a little extra playing strength (not necessarily extra points) to make a negative double, which will force partner to the 3-level.

Opener's rebids

After responder's negative double, opener must make a rebid that describes both his strength and his support for the suit partner has shown with the double. In most cases, you'll bid your hand just as if partner had made a 1-bid in that suit:

- ♦ With a **MINIMUM** opening (13-15 pts.), make your natural suit or notrump rebid at a low level. If you have 4-card support for the suit partner has shown with the double, you should always show it.
- ♦ With an **INVITATIONAL** hand (16-18 pts.), **jump one level** to show extra strength (1C by you - 1H overcall - DBL by partner - P - 2S by you).
- ♦ With a **FORCING-TO-GAME** hand (19+ pts.), **jump to game**. (Or, if you're not sure of which game to play, **cuebid** the opponent's suit to force responder to tell you more about his hand.)

Reopening the bidding

Remember that responder cannot make an immediate penalty double of an opponent's overcall. If you open the bidding, your LHO makes an overcall and your partner passes, he may have a hand with strength in the opponent's suit. If you're short in the overcaller's suit, you should try to "protect" partner by reopening the bidding for him (such as making a takeout double that partner may pass for penalty)..

Be careful about reopening, though, if you have length in the opponent's suit.