

DONT

Why Disturb Opponents No Trump?

- “A murderous contract to defend”...Marty Bergen
- Opening leads, on average, give up almost a trick

Strategy of bidding methods to get into the auction

- Getting to game not worth worrying about (opener has lots of points)
- Long suits should have bids available, especially majors
- Focus should be on two suited hands
 - Occur frequently
 - Flexibility of having two choices instead of one
 - They tend to play well in one of the suits, yet don't contribute much to 1NT defense

There are many conventions to do this: my favorite is **DONT**

- Double to show a one suited hand (usually 6 or more)
 - Partner required to respond 2C
 - Doubler passes if 2C is THE suit, otherwise bids THE suit
- 2C shows clubs plus a higher suit (ideal is 5-5, often 5-4)
- 2D shows diamonds and a higher suit (a major)
- 2H shows hearts and spades
- 2S shows spades
- NOTE: Two ways to show spades! Usually best to bid 2S directly to stifle opponents.

Responses to a DONT overcall

- After 2C,
 - With 3 or more clubs, pass unless you have 3+ cards in each of the other 3 suits
 - With 2 or fewer clubs, bid 2D to find a better fit
 - Partner will pass with diamonds as 2nd suit, so need as many or more diamonds
 - Danger: With a two 2 clubs and a two suiter of your own...why is this a problem?
 - If you bid 2H, you are showing a long heart suit of your own
 - If you bid 2S, again, you are showing a long spade suit of your own
 - Raise to 3C is preemptive!
- After 2D,
 - With 3 or more diamonds, pass, unless you have at least 3 in each major
 - If shape is 5-1-2-5, pass for fear of a red suited misfit
 - If shape is 4-2-2-5, bid 2H and hope partner has spades
 - Bidding 2H asks partner to pick between hearts and spades
 - Bidding 2S says you have a long spade suit
- After 2H,
 - Pass with better hearts, bid 2S with better spades
 - If equal hearts and spades, bid 2S if it puts NT opener on lead
- There is a set of bids to explore game after a DONT overcall, but this is such a rare situation (perhaps 1% of the time), they are not covered here

When should you intervene with a DONT bid? There are two cases:

- **Direct** position

- Add up the number of cards in your two longest suits
- Subtract the losers in your hand using the Losing Trick Count
- If the result is 2 or greater, make the appropriate DONT bid
- Examples:
 - K75, AQ865, K43, 76
 - K7532, K8654, 43, 7
 - AKJ73, Q82, Q7, K65
 - Q76, AK3, AT654, 85
- **Balancing** position
 - You know your partner has some points favorably located behind the NT opener
 - So, you can risk a bid with fewer points
 - If you have a void, OR a singleton, OR two doubletons, BID!
 - Note: This implies a 2 suited hand suitable for DONT
 - Examples:
 - Q753, 9, AT5, J8642
 - A74, K962, KT3, K98
 - Fewer points the better here, finesses likely to lose

Note: Credit to Mel Colchamiro for the guidelines on when to intervene

Considerations:

- Vulnerability
- Can you set them? On lead?