

CONVENTIONS

D.O.N.T. Compete v. 1NT Opening

Bridge Lab

with the Monroes

When your opponent opens the bidding One NoTrump, they have well-defined bidding systems to help the partnership comfortably reach the best contract, such as quantitative raises, Stayman and Jacoby Transfers. The most effective way to compete is to disrupt their comfort.

Should We Compete?

GOAL	INTERFERE with the opponent's NT auction and find a fit with partner.
SAFETY	<p>MINIMIZE RISK compete with distributional (not balanced) hands. The more SHAPE (not strength) the better for competing.</p> <ul style="list-style-type: none"> One-suited = 6+ cards Two-suited = prefer 5-5 (minimum 5-4). <p>VULNERABILITY? Have decent suits when vulnerable.</p>

D.O.N.T. CONVENTIONAL OVERCALL	<p>Natural method to interfere and easy to remember. Primarily used with a preemptive type hand to find an 8-card or better fit and safely compete to the two level - even with very little strength.</p> <ul style="list-style-type: none"> The D.O.N.T. bidder is the OVERCALLER, partner is the ADVANCER. Shows all one-suited and two-suited hands at the 2-level (stay low). Safety is the goal – find your best fit and compete with LOTT raise. 	
	<p>Opponents open 1NT and we are next to compete in the auction (“DIRECT” seat or “BALANCING” seat when responder and partner pass 1NT). The partner with “SHAPE” is the one who competes.</p>	
	DOUBLE	<p>ONE-SUITED HAND</p> <ul style="list-style-type: none"> Requests ADVANCER to bid 2♣ THEN Pass with ♣ or name the single suit.
	2♣ 2♦ 2♥	<p>TWO-SUITED HAND = THE SUIT BID & A HIGHER-RANKING SUIT</p> <ul style="list-style-type: none"> WITH SUPPORT ADVANCER PASSES. WITHOUT SUPPORT ADVANCER BIDS the next higher-ranking suit to ask for the D.O.N.T higher ranking suit.
	2♠	<p>NATURAL SINGLE SUIT. DOUBLE THEN 2♠ is a better hand.</p>

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In the long run it's better to get all one- and two-suiters into play and not worry about how big your plus score is; the focus is on how low your minus score is! Get in, get out, and you'll be a winner.

Larry Cohen

What if Responder (Opener's Partner) DOUBLES the D.O.N.T. bid?

- **Pass** by Advancer = **Play** - willing to play in the bid suit.
- **Redouble** by Advancer = **Rescue** - not willing to play in the bid suit.
- **New Suit** by Advancer = **Natural** to play (good 6+ card suit).

**MODIFICATION. Some players may open a weaker NT range as their system, and it is recommended the double be used for "penalty" in those cases.*

D.O.N.T - Compete vs. Opponent's 1 NoTrump

East Deals

	♠ J 10 5 4		
	♥ 9 5 4		
	♦ Q 3		
	♣ 10 9 3 2		
♠ K Q 9 8	<div style="display: inline-block; width: 20px; height: 20px; background-color: green; border: 1px solid black; text-align: center; vertical-align: middle;">N W E S</div>	♠ A 7 3 2	
♥ 7 2		♥ K Q J	
♦ K 7 6		♦ 9 8 2	
♣ K 8 5 4		♣ A Q J	
	♠ 6		
	♥ A 10 8 6 3		
	♦ A J 10 5 4		
	♣ 7 6		

EW 4♠; EW 2N; EW 3♣; NS 1♥; EW 1♦; Par -420: EW 4♠

West	North	East	South
		1 N ¹	2 ♦ ²
Pass? ³	2 ♥ ⁴	Pass	Pass ⁵

All pass

1. 15-17, standard NT.
2. D.O.N.T. ♦ and a higher suit, either ♥ or ♠. Preemptive.
3. Double? Pass? Other options?
4. Prefer either major suit to ♦.
5. Pass with ♥ or correct to ♠.

Contract: 2 ♥ North **Opening Lead:** ♥ K, Top of Honor Sequence, Lead Trump
Tricks Needed: 8 **Losing Tricks:** ♠=1, ♥=2, ♦=1, ♣=2 **Eliminate:** 1

What are West's options after the D.O.N.T. bid? 28 combined points = game.

- 3 NT is a guess by West, which should fail by one trick. Plus score to N/S.
- Double is a standard flexible bid to show 8+ points for takeout or penalty double.
- Pass. If the partnership plays "stolen bid" doubles, West is not able to use the double to show this hand. The 2 ♦ bid is not forcing, and "pass" may end the auction.
- Cuebid 3♦. Stayman? All-purpose forcing? Asking for a ♦ stopper?

Plan the play and count losing tricks from the hand with the long trump suit (South). South has 6 losers, one too many to make the contract. Can one loser be eliminated?

The ♦ suit offers four tricks, and there are three tricks available in ♥s. There are no short suits available to ruff by North (the short hand) and no extra tricks available in the North hand to discard losers. The contract should be down one.

Is that a good result? North/South can make 4 ♠.

Defense. The best time to lead trump: When Dummy rates to be short in a side suit, or your side has a lot of strength. *Marty Bergen*

In the long run it's better to get all one- and two-suiters into play and not worry about how big your plus score is; the focus is on how low your minus score is! Get in, get out, and you'll be a winner. *Larry Cohen*

D.O.N.T. - Defense Over 1 NT Opening

Do Not Double With Equal Hand

Board 1
South Deals

♠ A K J 5 ♥ 8 7 6 ♦ A K 7 2 ♣ 9 4		♠ 10 9 7 4 ♥ J 10 3 2 ♦ 5 4 ♣ A J 7	♠ 8 6 3 ♥ Q 9 5 ♦ J 9 6 3 ♣ 10 3 2
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6 15 3 16	♠ Q 2 ♥ A K 4 ♦ Q 10 8 ♣ K Q 8 6 5		
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West	North	East	South
		1 N	
Db1 ¹	Pass	Pass	Pass

1. Equal Hand

Contract: 1NTX South, 7 Tricks
Lead: ♠ A Top of 3-card Sequence
Sure Tricks: 2-♥s, 5-♣= 7 tricks
Play: West and South compete for tricks. West cannot defeat the contract. Their partners are of no help.

Compete with a Shapely Hand

Board 1
West Deals

♠ Q 2 ♥ A K 4 ♦ Q 10 8 ♣ K Q 8 6 5		♠ A K J 5 ♥ 8 7 6 5 ♦ A K 7 ♣ 9 4	♠ 7 4 ♥ J 10 3 2 ♦ 5 4 ♣ A J 7 3 2
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15 16 6 3	♠ 10 9 8 6 3 ♥ Q 9 ♦ J 9 6 3 2 ♣ 10		
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West	North	East	South
1 N	Pass	Pass	2 ♦ ¹
Pass	2 ♥ ²	Pass	2 ♠

All pass
 1. ♦s & higher
 2. What is your major?

Contract: 2♠ South, 8 Tricks
Lead: ♣ K, 2-card seq, East plays ♣ A
Losers: 1-♠, 2-♥, 2-♦, 1-♣ = 6.
Play: East plays ♥ J at trick 2 and South loses the 1st 3 tricks. No ♠ finesse is taken (nine-never) and the ♠ Q drops.

♣s and a Higher Suit

Board 2
East Deals

♠ K 6 4 3 ♥ J 5 3 2 ♦ J 4 3 2 ♣ 9		♠ Q 10 7 2 ♥ A 6 ♦ 9 7 5 ♣ J 10 8 6	♠ A J 8 5 ♥ Q 7 ♦ K 10 8 6 ♣ A K 3
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7 5 17 11	♠ 9 ♥ K 10 9 8 4 ♦ A Q ♣ Q 7 5 4 2		
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West	North	East	South
		1 N	2 ♣ ¹
Pass	Pass ²	Pass	

1. ♣s and a Higher Ranking Suit
 2. Likes ♣s better than ♥s and ♦s.

Contract: 2♣ South, 8 Tricks
Lead: ♠ 3, 4th highest, East plays ♠ J
Losers: 1-♠, 3-♥, 1-♦, 2-♣ = 7.
Play: East wins the ♠ J and leads the ♠ 5. South ruffs, draws trump (loses ♣ AK), finesses the ♦ K, and wins some ♥s.

6+ ♠s

Board 3
East Deals

♠ A 2 ♥ 9 7 4 ♦ K 9 8 2 ♣ 9 8 4 2		♠ J 10 7 ♥ K J 10 ♦ J 10 3 ♣ Q J 10 7	♠ 8 6 ♥ A Q 8 6 ♦ A Q 7 4 ♣ K 5 3
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9 7 15 9	♠ K Q 9 5 4 3 ♥ 5 3 2 ♦ 6 5 ♣ A 6		
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West	North	East	South
		1 N	2 ♠ ¹

All pass
 1. Similar to a Weak 2♠ Bid

Contract: 2♠ South, 8 Tricks
Lead: ♦ 2, 4th highest, East plays ♦ A
Losers: 1-♠, 2-♥, 2-♦, 1-♣ = 6.
Play: South loses two ♦s, draws trump, loses the ♥ Q finesse, promotes one ♥, and wins the ♣ K (East does not cover) finesse.

D.O.N.T. - Defense Over 1 NT Opening

Good 6+ Card Suit Overrides DONT

Board 4

West Deals

	♠ 9 7		
	♥ Q J 8 4 3		
	♦ A 10 9 6 3		
	♣ 10		
♠ K 6	N	♠ 8 3 2	
♥ A K 6	W	♥ 10 9 2	
♦ K Q 5	E	♦ J 8 2	
♣ Q 6 5 3 2	S	♣ K J 9 8	
	♠ A Q J 10 5 4		
7	♥ 7 5		
17 5	♦ 7 4		
11	♣ A 7 4		

West	North	East	South
1 N	2 ♦ ¹	Pass	2 ♠ ²

All pass

1. ♦s and a Higher Suit
2. Good 6+card ♠ Suit

Contract: 2 ♠ South, 8 Tricks

Lead: ♥ A, Supported Ace, East plays ♥ 2

Losers: 1-♠, 2-♥, 1-♦, 2-♣ = 6.

Play: South ruffs a ♣ in Dummy, wins two Aces (♦ A & ♣ A), and wins five ♠s.

5-4, Vulnerable, Poor Suits

Board 5

South Deals

E-W Vul

	♠ A J 9		
	♥ Q 8 6 5		
	♦ 6 4 3		
	♣ 8 3 2		
♠ 10 7 6	N	♠ Q 4 3 2	
♥ K 9 7 3	W	♥ 10 2	
♦ 7	E	♦ A J 10 8 2	
♣ A J 9 6 4	S	♣ K 10	
	♠ K 8 5		
7	♥ A J 4		
8 10	♦ K Q 9 5		
15	♣ Q 7 5		

West	North	East	South
Pass ¹	Pass	Pass	1 N

1. 5-4 hand, no DONT, poor suits

Contract: 1 NT South, 7 Tricks

Lead: ♣ 6, 4th highest, East plays ♣ K

Sure Tricks: 2-♠, 1-♥ = 3.

Play: E/W win five ♣ tricks. South does not make contract. The ♠ suit is frozen, whoever leads ♠s may give up a trick.

What is the 2nd Suit?

Board 6

East Deals

	♠ Q J 10 2		
	♥ J 10 2		
	♦ K J 10 7 6		
	♣ 7		
♠ 9 8 7 5	N	♠ A 6 4	
♥ 8 4	W	♥ A Q 7	
♦ Q 9 4	E	♦ A 8 3 2	
♣ Q J 10 2	S	♣ K 6 3	
	♠ K 3		
8	♥ K 9 6 5 3		
5 17	♦ 5		
10	♣ A 9 8 5 4		

West	North	East	South
Pass	2 ♦ ²	Pass	2 ♣ ¹

All pass

1. ♣s and a Higher Suit
2. What is Your Other Suit?

Contract: 2 ♥ South, 8 Tricks

Lead: ♣ Q, Seq., East plays ♣ 6

Losers: 1-♠, 2-♥, 1-♦, 4-♣ = 8.

Play: South wins the ♣ A, ruffs a ♣, and promotes ♠s. Defenders may play ♥s, but South has good ♠s.