

D.O.N.T - Disturb Opponent's No Trump

When our opponent has opened 1NT, our side can compete for the contract. With **balanced hands**, we tend to pass and defend. With **unbalanced hands**, there are many conventions to show a long suit or a two-suited hand. One of the most popular is D.O.N.T.

This convention is based on having distributional hands with at least 9 cards in our two suits, so **even with fewer high card points than the opponents, we can still make our contract**. Again, competing against their 1NT works best with distributional hands — two-suited or single-suited.

When our RHO opens 1NT, and we have an unbalanced hand with 6+ HCP, we can enter the auction according to the D.O.N.T Convention:

Double	One suit 6+ cards (Partner will bid 2♣ and we'll pass to show clubs or correct to our actual suit)
2♣	Clubs and a higher suit
2♦	Diamonds and a higher suit
2♥	Hearts and spades
2♠	6+ spades and weaker hand than via a double

Requirements to use DONT

To show two suits, we must have at least 5 cards in one suit and 4 in the other. Don't enter the auction with balanced hands or too few points. If 4-4 in our two longest suits, we do NOT bid.

Usually with D.O.N.T we are competing for a part score. It is unusual to have game when our opponent has opened 1NT — but we can make it more difficult for them by entering the auction.

We can use D.O.N.T directly over 1NT, or if it goes 1NT - P - P and we are in 4th seat, it also applies.

Advancing when Partner has used D.O.N.T

If Partner Doubles, we bid 2♣ and Partner will pass or correct to their actual long suit.

If Partner makes a two-suited bid, we can decide to leave them in their first suit, or prefer to find out the second suit by bidding the next suit up. Partner will pass or correct.

If the Opponent Interferes Over Partner's D.O.N.T Bid

Normally we will pass to see what partner does next...but if we have support for suits that might be partner's unknown suit, we can X to ask what it is. Or we can raise the known suit. If the opponent X's the D.O.N.T bid, Advancer's XX asks partner to show their second suit.

What if Advancer Has Their Own 6+ card suit?

It's OK to ignore partner's suit(s) and bid your own suit if you have a good one.

What if Advancer has a Great Hand and is Interested in Game?

With strong hands, experts bid 2NT to advance a D.O.N.T bid, pushing the contract one level higher and expressing interest in game. The D.O.N.T bidder can bid game or sign off at the 3-level. Since your opponent already showed an average of 16 points, you would be looking to make game on a **great fit** with your partner and most of the missing HCP.

In summary:

D.O.N.T is an obstructive convention — kind of like a preemptive bid. It's designed to prevent your opponent from playing a nice, easy 1NT contract. You are seeking the best contract your way at the 2-level. You're usually not looking for game, but seeking the best part score.

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For the 1NT Opening Side:

My Opponents Used D.O.N.T and messed up my response to 1NT! Help!

There are many ways to deal with interference. Here is a simple method:

- If they X or bid 2♣, all systems are ON. We ignore the double and bid our hand. If they bid 2♣, we can X that for Stayman. And we can just go ahead and use transfers as well.
- If they bid 2♦ or higher, all our bids are NATURAL. No Transfers. Remember, in natural bidding in response to 1NT Opening bids, 2-level bids are non-forcing and meant to be passed; 3-level bids are forcing.
- If they interfere with 2♦ through 2♠, and you have a game-forcing hand but wanted to use Stayman, a cue bid of the opponent's known suit acts like Stayman. The 1NT opener will show a 4-card major; else bid 3NT.