

# WONT Vs. Notrump

## Overview

WONT is another method of bidding after the opponents open the bidding with notrump. It is called WONT since it is often used after the Weak Opponents Notrump (either the Notrump or the Opponents are weak!). It is designed to use transfers to get partner as declarer much of the time, and provides a value showing double.

## Use

While WONT can be used against all notrumps, both direct and in balance seat, it is designed for direct seat against weak and mininotrumps. The transfer methods are designed to make partner declarer in many circumstances – often the weak or mini notrump hand has to lead away from broken honor combinations so this provides considerable advantage.

## Details

Double: Values, and either:

- a) a two or three suiter not super distributional and 14+ HCP
- b) a club one suiter with a decent suit and an entry
- c) 18+ any or the hand that has NT usually beat on the lead

2C: Either Diamonds OR Hearts & other and a limited distributional hand.  
2D: Hearts, if minimum either one suiter or 4Hs & 6+Cs or 5+Ss.  
2H: Spades, if minimum either one suiter or 4Ss & 6+Cs.  
2S: Spades and a minor and a limited distributional hand.  
2NT: Both minors, any strength.  
3X: Preemptive, but the weaker the notrump bid, the better the preempt is.  
3NT: Big hand based on long minor.  
4X, 5X: Preemptive, to play.

Over Double:

Pass: To play.  
2C: Waiting, not strong,  
doubler now bids:  
Pass: Club one suiter, less than 18 HCP  
2D, 2H: Transfer to major with 4+ in major, 4+ in another suit, 14-18 HCP.  
When less than 3 is held in the major, the transfer is not completed,  
but instead the bid above the major is made to find the second suit.  
So, for example 1NT-Dbl-Pass-2C-Pass-2D(showing Hs)-Pass-2S to  
play in second suit.□  
2S & higher: 18+, 2NT showing 18-20.  
2D, 2H, 2S: Long suit, weak  
hand  
2NT: asks, rebids as over 2C response but one level higher (3C show Cs,  
3D & 3H transfers, etc.). All bids but 3C establish a game force.

If the opponents bid over the double, the next double by either player is takeout but passable. Any third or subsequent double is for penalties. Rule: second double passable takeout, third or later doubles penalty.

#### Over 2C:

- Pass: rare, long clubs, very weak hand.  
2D: not 11+ or great D fit. Over 2D, 2H shows Hs & other (2S is bid now to play in second suit), while with 6+Ds and a four card major 2S shows 4Ss and 2NT shows 4Hs.  
2H: too good for 2D, wants to play in Hs opposite Hs and other. If 2C bidder bids again shows Ds & bid suit.  
2S: like 2H but wants to play in the other suit opposite Hs and other. Now 3C or 3D show Hs and bid minor. 2NT shows Ds and is non-forcing but can be distributional. 3H and higher all show Ds and suit bid.  
2NT: 3C shows Ds, while 3D, 3H and 3S all show Hs & other, 3H showing Hs and Ds. 3NT shows Ds and extras, no second suit. After the 3C rebid showing Ds, 3D is not-forcing but only passed with poor minimum with no second suit.  
3C: long clubs, constructive but not-forcing.  
3D: game invite in Ds, asks partner to bid 3H if Hs and other (then 3S is to play in second suit).  
3H: game invite in Hs, asks partner to pass or bid 4Hs if Hs and other, otherwise bid 3S, 3NT or higher with Ds.

#### Over 2D:

- Pass: rare, long clubs, very weak hand.  
2H: to play in Hs if one suiter. Over 2H:  
2S: 5+Ss, 4Hs, NF.  
2NT: 6+C, 4Hs, minimum hand.  
3C, 3D: 5-5 or better with values, NF but constructive.  
3H: 6+Hs, extras.  
2S: natural, long suit, weak hand.  
2NT: asks:  
3C: long Cs & only 4Hs not strong hand  
3D: Ds & 5+Hs, values  
3H: 6+Hs, minimum hand  
3S: 5+Ss, 4+Hs  
3NT: Cs & 5+Hs, values  
4 level: natural with values.  
3C, 3D: long suit, constructive but not-forcing.  
3H: 4+Hs, GI.  
3S, 4C, 4D: fit showing for Hs, values in bid suit.  
Game bids: To play.

#### Over 2H:

- Pass: rare, long Ds, very weak hand.  
2S: to play in Ss if one suiter. Over 2S:  
2NT: 6+C, 4Ss, minimum hand.  
3C, 3D: 5-5 or better with values, NF but constructive.  
3H: 5+S & 4+Hs values, NF but constructive.  
3S: 6+Ss, extras.

2NT: asks:  
 3C: long Cs & only 4Ss not strong hand  
 3D: Ds & 5+Ss, values  
 3D: Hs & 5+Ss, values  
 3S: 6+Ss, minimum hand  
 3NT: Cs & 5+Ss, values  
 4 level: natural with values.  
 3C, 3D, 3H: long suit, constructive but not-forcing.  
 3S: 4+Ss, GI.  
 4C, 4D: fit showing for Ss, values in bid suit.  
 Game bids: To play.  
 Over 2S:  
 3C, 3D: Best minor. Now major suits show values and/or shortness in other major.  
 3H, 3S: Long suit, constructive but not forcing.  
 4C, 4D: Game invite in minor.  
 Game bids: To play.

### **DONT NO Vs. Stayman**

When the opponents bid Stayman, the DONT NO structure is recommended:

Double: Cs & another or long Cs & extras

Other: as playing DONT NO

With both majors, pass first, then bid later if appropriate, so

1NT-Pass-2C-Pass-Any-Pass-Pass-Double shows both majors, values and is often passed.