

## Methods Vs. Notrump

### Introduction

Everyone seems to have yet another method of bidding over the opponents notrump. Here are three more that can be used against all types of notrumps and in direct or balanced seat. DONT NO is a version of DONT and is best used in direct seat against strong notrumps. CANT is best used in balance seat against all notrumps. WONT is best used in direct seat against weak or mini notrumps. If you just want to use one, DONT NO is recommended for general use. Here is a summary of the three approaches:

	<b>DONT NO</b>	<b>CANT</b>	<b>WONT</b>
Best Use:	Direct vs. Strong NT	Balance vs. ALL NT	Direct vs. Weak NT
Double	Both majors, any strength, the more HCP held the less shape necessary	Non-distributional 18+ hand or Values and either Cs OR Ds OR 4+ major & 4+ other suit.	Non-distributional 18+ hand or Values and either Cs OR 4+ major & 4+ other suit.
2C	Cs & either another suit or long Cs & extras	Ss and either Cs OR Hs	Ds OR Hs & another limited & distributional
2D	Ds & either another suit or long Ds & extras	Ds & either another suit or long Ds & extras	Hs
2H	Hs	Hs	Ss
2S	Any strong two suiter	Hs & Cs distributional hand or distributional strong hand	Minors, any strength
3X	Preemptive	Preemptive	Preemptive

### DONT NO Vs. Notrump

#### Overview

DONT NO is a method of bidding after the opponents open the bidding with notrump. It is called DONT NO (“what is that?” – “don’t know” etc.) as it is partly based on the popular DONT method. It has its roots in the MECKWELL methods used over strong notrump, where double is either both majors or a single minor suit hand.

#### Use

DONT NO can be used against all notrumps, both direct and in balance seat – but if their notrump is relatively weak, the minimum required for each bid goes up a bit.

## Details

- Double: Major(s) 4-4, 5-4, 5-5 etc. general rules: the weaker their notrump the better the hand has to be, and the less distributional the hand the more points necessary. Can even be 4-3 in majors with a super strong hand needing a bid to make.
- 2C: Clubs and another OR just clubs with extra values & length.
- 2D: Diamonds and a major, OR just diamonds or both minors with extra values & length.
- 2H, 2S: To play.
- 2NT: Big major/minor two suiter hand.
- 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.

After majors showing double:

- Pass: Lead your best major.
- Double: (if they bid), penalty, but if of minor, partner is to pull with weak 5-5.
- 2m: Pass if at least partial fit, otherwise bid.
- 2M: (or cheapest major suit bid) to play.
- 2NT: Asks for further description.
- 3m: Forcing, natural.
- 3M: GI, good fit.
- 3NT: To play based on longer minor, stopper in other minor.
- 4m: 4C transfers to 4H, 4D transfers to 4S.
- 4M: To play.

After 2C or 2D, cheapest bid is pass or correct, other bids natural NF, 2NT asks, jump bids natural & F below game. If opponents bid a suit at any level, double is negative, passable if suit is the other one held, but otherwise overcaller to show hand type, bidding cheapest notrump to show no extra values and highest possible second suit that cannot be bid on current level.

Example: 1NT-2C-2S-Double-Pass – overcaller passes with spades, but bids 2NT with hearts without extras, or 3C with just clubs (thus extras) or 3D with diamonds, or 3H with that suit and extras.

1NT-2C-2H-Double-Pass-2NT would show Ds, since Ss can be bid on two level.

After 2C or 2D, if responder bids 2NT Lebenshol, double by advancer shows interest in overcaller's second suit.

After 2C or 2D, if advancer raises first suit, then overcaller next suit bid is either natural and/or value showing for notrump.

Example: 1NT-2D-Pass-3D-Pass-3S: spades or spade values for notrump.