Rescue Systems Over 1NT Doubled

When their 1NT opening is Doubled, many established pairs will have a rescue system in place for Responder to remove Opener from 1NT doubled as necessary.

This is especially important, if the pair is playing a weak 1NT. We will define "weak" as any 1NT which can be opened on 13 or fewer HCPs.

DONT

"Disturb Opener's NoTrump" or "DONT" is, primarily, a way of overcalling the opponent's 1NT opening.

Double shows any one-suiter, suggesting that Partner bid 2♣, so that Doubler can Pass (with Clubs) or bid his suit.

With a 2 or 3-suiter, one can (instead of doubling 1NT) bid the **cheaper** of the two suits.

DONT makes a very simple and effective rescue method, when **our** 1NT is doubled. Now we can:

Action	Explanation
Pass	Willing to play in 1NT.
Bid a suit	Weak, with two or three 4+ card suits, bid the cheaper/cheapest.
Redouble	1-suited run-out. Forces 2♣ from Opener. Responder passes (Clubs) or bids hir suit.

So we might see:

Advancer	Opener	Doubler		
	1NT	Double	Pass	To play.

Advancer	Opener	Doubler		
	1NT	Double	Re-Double	″Bid 2♣, please, Pard.″
	2♣	Pass	Pass	Weak 1-suiter with Clubs.

Advancer	Opener	Doubler		
	1NT	Double	Re-Double	″Bid 2♣, please, Pard″
Pass	2♣	Pass	2♠	Weak run-out to Spades.

Advancer	Opener	Doubler		
	1NT	Double	2♦	Weak, with Diamonds and a major.
Pass	2♥	Pass	2♠	Make that Diamonds and Spades.

Evaluation of DONT:

This method has the advantage of simplicity.

It can be explained to new partners without efforts. It shows two suits quickly if not explicitly; Opener sometimes won't know what the higher suit is.

Opener	♠ x x	♥ Q 10 x x	♦ K Q x	♣ A K J x

> After 1NT-Double-2♦-Double,
>
> can we risk 2♥, hoping that Partner's higher suit
> is Hearts ?   Unclear. ☺

Guoba/Truscott

Perhaps, the most famous rescue system over a Double against our 1NT is Guoba, known in parts of the United States as "Truscott". This method defines Responder's suits more exactly than DONT. Over 1NT doubled, we will see:

- **Bid** = Weak, Bid the Lower of touching two suits.
- **Redouble** = 1-suited run-out. Opener bids 2♣, then passes.
- **Pass** = Weak, ***non***-touching suits, ***or*** Strong.
      Forces a Redouble from Opener, whereupon:

- o   Pass shows the Strong hand.
- o   2♣ shows Clubs and Hearts, weak.
- o   2♦ shows Diamonds and Spades, weak.

In a nutshell, Responder redoubles for a 1-suited run-out, bids the cheaper of touching suits, or passes with any other type (i.e., either Strong, or Weak with non-touching suits).

"Touching" means adjacent suits: the minors, the reds, the majors, or the blacks (since 3♣ is the next suit above 2♠).

For example, 1NT-Double-2♦ shows the reds.   1NT-Double-2♥, the majors.

But, with the black suits, do we really need to bid 1NT-Double-2♠, forcing to 3♣, if that is our best fit?   No. Most pairs play that 1NT-Double-2♣ shows the minors *or* the blacks.

Opener	♠ K Q x	♥ Q x x x	♦ K J x x	♣ A x
Responder	♠ J T x x x	♥ J x	♦ T x	♣ x x x x

Advancer	Opener	Doubler		
	1NT	Double	2♣	Clubs and a black suit.
Pass	2♦	Pass	2♠	Clubs and Spades.

Evaluation of Guoba/Truscott:

Guoba has the advantage of always defining Responder′s suits *except* in the case of 1NT-Double-2♣, when Responder shows Clubs and either Diamonds or Spades.

Even so, 1NT-Double-2♣ is *slightly* better than the DON'T example, in that Opener knows, at least, that Responder doesn′t have Hearts.

In complexity, Guoba/Truscott ranks between DONT and BidPig.

Opener	♠ x x	♥ Q T x x	♦ K Q x	♣ A K J x

After 1NT-Double-2♦-Double, we *can* risk 2♥, knowing that Partner′s higher suit is Hearts.

BidPig

BidPig is based on two methods of overcalling *their* 1NT opening: DONT and Geneva. It is an acronym for ″Bid Is DONT, Pass Is Geneva.″ With a truly weak hand, Responder acts immediately according to DONT:

Redouble for a 1-suited Takeout, or Bid the cheaper/cheapest of 2 or 3 suits. See above.

But what if Responder is not bereft ?

Responder can Pass, forcing 1NT Opener to Redouble, if it is passed around to him.

Because this Pass by Responder shows *some* values, Opener can penalty double any suit that his RHO bids.

Advancer	Opener	Doubler		
	1NT	Double	**Pass**	Shows some values.
2♦	Double			Penalty, with Diamonds.

Assuming the double is passed around to 1NT Opener, s⁄he will Re-double. Responder can now Pass the redouble — especially with minor suit length. Otherwise, we might see:

Action	Explanation
2♣	4+ Hearts, allowing Opener to bid 2♦ to ask for a second suit. If so, Responder bids the suit, using a Lebensohl-style 2NTrelay, if weakish with a minor. If 2♠ Responder has 4+ Spades as well, Responder has a game-inviting or game-forcing hand (else bid 2♥ here).
2♦	4+ Spades, allowing Opener to bid 2♥ to ask for a second suit to be shown either directly (if strong) or after a 2NT relay.

	If 2♦ Responder has 4+ Hearts as well, Responder has a game-inviting or game-forcing hand (else bid 2♥ here) with longer Spades than Hearts.
2♥	Majors, limited. Does not invite a raise.
2♠	Spades, limited. Does not invite a raise.

Here are some examples of BidPig opposite Partner's 15-17 point 1NT:

Opener	♠K Q x	♥Q T	♦K J x x	♣A x x x
Responder	♠J T	♥J x x x x	♦A T x x	♣x x

Advancer	Opener	Doubler		
	1NT	Double	Pass	4+ HCPs.
Pass	Redouble	Pass	2♣	4+ Hearts.
Pass	2♦	Pass	2NT	Lebensohl.
Pass	3♣	Pass	3♦	Diamonds, minimum.

Opener	♠K Q x x	♥A T	♦A x x	♣A x x x
Responder	♠J T x x x	♥J x x	♦T x	♣x x x

Advancer	Opener	Doubler		
	1NT	Double	2♠	0-3 HCPs.
3♦	Pass			Opener knows NOT to compete here.

Opener	♠ K Q x x	♥ A T	♦ A x x	♣ A x x x
Responder	♠ J T x x x	♥ K x x	♦ T x	♣ x x x

Advancer	Opener	Doubler		
	1NT	Double	Pass	4+ HCPs.
Pass	Redouble	Pass	2♠	4-5 HCPs.
3♦	3♠			Here Opener *can* compete.

Opener	♠ K Q x x	♥ A T	♦ A x x	♣ A x x x
Responder	♠ J T x x x	♥ K x x	♦ T	♣ K x x x

Advancer	Opener	Doubler		
	1NT	Double	Pass	4+ HCPs.
Pass	Redouble	Pass	2♦	4+ Spades.
Pass	3♠	Pass	4♠	Accepting the invitation.

Evaluation of BidPig:

At the cost of considerable complexity, BidPig is certainly the most elaborate and effective rescue method examined here.

It allows the pair to not only find its fits, but permits Opener to double any run-out by RHO if Responder passes, or compete against any late balancing moves.