

CANT Vs. Notrump

Overview

CANT is another method of competing after a NoTrump opening bid by the opponents. It is designed to allow for a value showing double to find penalties and offers plenty of opportunities for the bidder to end up as declarer.

Use

While CANT can be used against all notrumps, both direct and in balance seat, it is best used in balance seat against any notrump.

Details

Double:

- a) 14+ with a 4+ major and another 4+ suit
- b) 18+ any not super distributional
- c) good minor suit and sure entry

- 2C: Spades and either Hearts or Clubs.
- 2D: Diamonds and another suit or long diamonds & extras but not appropriate for double.
- 2H, 2S: Natural.
- 2NT: Clubs & hearts distributional or any two suiter strong 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.

Over Double:

- Pass: We got them (until they run away).
- 2C: Waiting but not strong, doubler then passes with clubs, bids 2D with diamonds, bids 2M with 14-18 and 4+ in M, bids 2NT with 18-20, bids 3X with 18+ and a suit.
- 2D: Pass or correct. doubler pass with Ds, bids 3C with Cs, and all other bids as over the waiting 2C response.
- 2H, 2S: Natural, long suit, weak.
- 2NT: asks for description: 3C or 3D with minor, 3H or 3S with 14-18 4+ in M, 3NT+ with 18+.

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: long clubs or knows this is best spot.
2D: to play in partner's second suit.
2H: transfer to spades.
2S: To play in spades.
2NT: Asks.

These methods are to get the NT bidder on lead, usually more appropriate the weaker the notrump bid – however if memory is a problem alternatively over 2C:

2D: Long diamonds
2H: To play in partner's second suit
2S: To play in spades.
2NT: Asks.

Over 2NT:

2c, 3H:: Choice between Hs and Cs. □ Now suit bids show that suit & another with a strong hand.
3D, 3H: Long suit, constructive but not forcing.
4C: Game invite in Cs.
4H: to play in Hs opposite Hs and Cs.
Other game bids: □ to play opposite Hs and Cs.

Over 2D and higher bids see DONT NO.