

# ETM's ABOMBS Club System for Bridge Bidding

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Release 1.2

## ETM ABOMBS Club Introduction and Notes

### Introduction

Everything That Matters ABOMBS “Any Big OR Major Balanced Small” Club is a bridge bidding system designed to incorporate some modern bridge bidding theories into an easy to learn and easy to play system – a system with high usability. The ABOMBS Club system is composed of a smorgasbord of ideas, the key one being that the one club opening is either Any Big Or Major Balanced Small (A-BOMBS), a modified form of the Swedish Carrot Club set of systems. The ETM ABOMBS Club system can be played in almost all events of the ACBL (American Contract Bridge League), as it meets the constraints of their General Convention Chart (GCC), although the one club opening will seem somewhat strange to Tournament Directors – it can be explained as a blend of the Polish and Precision one club opening styles.

ETM ABOMBS Club is a plug-and-play system and follows the chief objective of the “Everything That Matters” approach to bridge bidding – carefully finding and keeping what works, and eliminating the baggage that weights down a partnership during tournament battles. ETM ABOMBS Club is a sister of the ETM SOB system, but is designed to use the power of natural bidding for finding the best playing spots.

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## Release Notes

### Release 1.2 Notes

- Various typos fixed.

### Release 1.1 Notes

- First Major Release/First Internet release.
- As a first major release, expect to find typos, inconsistencies, missing information etc. – report any and all and assist in making a better subsequent release!

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## Definitions & Points Format

High card points are given in ranges, such as 10-12. The ranges are not absolutes that must be followed - the bidder is expected to make any adjustments due to hand characteristics.

Some ranges are given in the format nn/yy-zz or nn/xx/yy-zz. In this case it means that yy-zz is the normal range, but some hands of nn or xx points are included as well. For example 8/9/10-13 means the normal range is 10-13, but some 8 or 9 point hands are included depending on playing value or hand type.

Length in a suit is often given in the formats nn followed by suit symbol, or nn in suit, or nn+ in the suit, where nn is the length. For examples: 3+♥s, 4 in **M**, 5+ in the minor, 3♠s. Note that “4 in **M**” means 4 cards in the major suit bid, and does not mean 4 points in the major.

## Abbreviations

Code	Meaning
C	Constructive
F	Forcing
4cM	Four card Major
GF	Game Forcing – GF+ is game forcing or stronger
GI	Game Invitational – GI+ is game invitational or stronger
HCP	High Card Points
L	Limit (L+ = limit or better), the same as GI
M	Major
m	Minor
NF	Not forcing
NT	Notrump
OM and om	OM is Other Major, om is other minor
Ph	Passed Hand
R	Reverse
Uph	Unpassed Hand
W	Weak
X, Y, Z	Any Strain, such as 4X is any bid at the four level
[text]	Name of Conventional Call, Treatment, or Sub-Section Title

## Format of Bidding Sequences

When bidding sequences are given, the end of a round of bidding is shown by a long dash, not the usual hyphen. For example if two people were bidding (the opponents passing), it looks like this:  
bid-bid—bid-bid—bid-bid.

If the calls of all four people were shown, it looks like this:

call-call-call-call—call-call-call-call—call-call-call-call

Competitive sequences often use an equal sign instead of dash between calls, to highlight that the auction involves all four players. Thus in this case the sequences look like this:

Call=call=call=call—call=call=call=call—call=call=call=call

## Hand Shape Descriptions

For hand shapes, normally the format is N-N-N-N, where N is the length of each suit. If the lengths are not in descending order, that it is an exact shape. For example 3-4-3-3 is an exactly hand shape, since the lengths are not in descending order. When the lengths are in descending order, the word ‘exactly’ will be included when the shape is exact (so 4-3-3-3 means any suit could be the four card suit, while ‘4-3-3-3 exactly’ means four spades), or the equal sign will be used instead of the hyphen to indicate an exact shape (so 4=3=3=3 is an exact shape).

## General Rules

- Pass is always the weakest bid the partnership can make.
- Undefined doubles are value showing with no other good bid, tends towards takeout but passable with good defensive values to contract doubled.
- After suit opening and 2NT GI bid by responder at some point, return to opener’s last bid suit is NF, all other bids are forcing.

## **ETM ABOMBS Club Opening Bids and Responses**

### **ETM ABOMBS Club Opening Bid Overview**

<b>Opening</b>	<b>Style</b>	<b>Description</b>
1♣	Big or 11-13 balanced with a 4 card major	a) 11-13 with a four card major, no singleton/void (so balanced/semi-balanced) or 4-4-1-4 exactly – if hand has ♦s they are at most 4 and not a good suit; OR b) 17+ any, except not hand for 2NT opening.
1♦	Natural	4+♦s, 10/11-16, if balanced 11-13. Can have 4♦s with 5♣s.
1♥, 1♠	Natural	Five card or longer major, 10/11-16, OR four in the major with 14-16 & unbalanced with 4+♣s.
1NT	13/14-16 Balanced	13/14-16 balanced, includes 5-4-2-2s with a five card minor. Can have a five card major. 5♣s balanced with 13 opens 1NT.
2♣	Natural	5+♣s, 10/11-16, not a four card major if 14-16. If only 5♣s must have a four card major (and thus will be 11-13).
2♦	Natural	5+♦s, 6/7-10, can have a four card major, 6 or longer ♦s if less than 8
2♥, 2♠	Natural	5 or longer major, 6/7-10, can have four in the other major, 6 or longer major if less than 8
2NT	20-21	20-21 Balanced
3X	Preemptive	Random, but a decent suit promised if vulnerable
3NT	To play undoubled	Any sort of hand that wants to take a try at 3NT undoubled – might have a long suit with stoppers, or a few stoppers, or no stoppers, or two suits that might be a source of tricks, or just a bunch of points. Partner is not to pull 3NT if it is not doubled, unless has own long suit in a very distributional hand.
4♣, 4♦	Preemptive	Long broken suit, not much outside
4♥, 4♠	Preemptive	Preemptive, wide ranging
4NT	Asking	Specific ace asking, bid 5♣ with no ace, otherwise bid suit with ace, 5NT shows two or more aces held
5♣, 5♦	Preemptive	Very long minor suit, no outside ace or king

### **ETM ABOMBS Club Balanced Ladder**

<b>Range</b>	<b>Opening</b>	<b>Notes</b>
0-10	Pass	
11-13	1 of a suit, Pass	Open 1♦ if 4+♦s (or if a four card major and only 4 not good ♦s then 1♣). Open 1M if a five card major. Otherwise open 1♣ if a four card major. Pass if 11-12 with just ♣s and no other suit, or 13 and 3-3-3-4 exactly.
13/14-16	1NT	With 5♣s and 13 open 1NT.
17-19	1♣ then 1NT	
20-21	2NT	
22-24	1♣ then 2NT	
25+	1♣ then 2♥	

## ETM ABOMBS Club One Club Opening

### [1♣ Opening Style]

1♣ is an artificial, forcing opening, with either:

- 11-13 with a four card major, no singleton/void (so balanced/semi-balanced) or 4-4-1-4 exactly – if hand has ♦s they are at most 4 and not a good suit; OR
- 17+ any, except not hand for 2NT opening.

### [Responding to the 1♣ Opening]

Response	Style	Description/Follow-ups
1♦	Negative or Minors	0 to 7 HCP any, OR 7/8 to 10 with both minors, at least 5-4/4-5. See follow-up structure next page.
1♥	Natural	4 or longer ♥s, 7/8+ points, forcing. Not 2♥ response type hand.
1♠	Natural	4 or longer ♠s, 7/8+ points, forcing. Not 2♠ response type hand.
1NT	Balanced Not Forcing	7/8-11 balanced, no four card major, not forcing. Opener passes if 11-13, and bids natural if 17+.
2♣, 2♦	Natural, Forcing	4 or longer minor, no four card major, game invite or better (11-13+) – if game invite will be balanced or long minor, or if 2♦ 5-5+ in the minors, or if 2♣ 5-4/4-5 in the minors. Opener if 11-13 makes the cheapest bid available – now responder shows a game force by bidding above 3 of responder's minor (showing values if a major is bid) or using 1♣-2♦—2♥-2♠ as an artificial game force – invites are shown by bidding naturally, with 2 of a major after 1♣-2♣—2♠-2♦ showing 3 in major and 4-5/5-4 in the minors. Opener if 17+ makes any bid but the cheapest bid, with 2NT used as a replacement bid, 2NT over 2♣ showing ♦s, and 2NT over 2♦ showing ♥s.
2♥, 2♠	Natural, Not Forcing	7-10 with 5 or longer major, fewer than four in the other major. Opener when 11-13 can pass, or bid 3M or 4M if 11-13. Opener when 17+, bids a new suit, or 2NT, or bids 4M to play, or makes a jump bid to show fit for M and 17+ and slam interest (jump suit bids are splinter slam tries).
2NT	Balanced Game Force	13/14+ balanced, no four card major. Opener to bid 3NT if 11-13, and if 17+ to bid 3X naturally (3♣/♦ can be four card suits).
3♣, 3♦	Natural, Not Forcing	7-10, 6 or longer minor, no major. Opener passes if 11-13. If 17+ opener bids a game to play, or bids below game to describe.
3♠, 3♣	Natural Not Forcing	Six card or longer major, good suit, less than 7 points. Opener places contract, or can bid 4♣ as RKCB for the major.

### [Structure after 1♣-1♥/1♠ (7/8+ points, 4 or longer in major)]

Rebid	Meaning	Description/Follow-ups
1NT	Balanced	11-13, 4 in the other major. 2M, 3OM, 2NT now invites. Other two level bids are signoffs, other three level suit bids forcing.
2NT	Balanced	17-19 balanced. Bidding now natural, but note that 3M by responder is 10/11+ since did not bid 2M directly over 1♣.
2♣	♣s or 22+ Balanced	2♣ asks responder to bid 2♦, then 2NT shows 22+ balanced, rest of bids show ♣s.
Suit bids	Natural	Natural, 17+, usually 5 or longer, game forcing.
2M Raise	11-13 Raise	11-13, 4 in the major.
3X, 4X, 2♠/1♥	17+ Raise	17+, 4 or longer in the major, game force, value showing bid, or if above 3M shows shortness with 5 or longer in the major.

**[Structure after 1♣-1♦ (Negative or Minors)]**

Rebid	Meaning	Description/Follow-ups
1♥, 1♠	Natural 4 or longer & 17-22 OR 11-13 & Exactly 4	Either: a) 17-22, less than a GF, 4 or longer in the major, unbalanced, can have longer ♦s (bid 1♥ if exactly 4-4-4-1 or 4-4-5-0). b) 11-13 and 4 in major, balanced or if 1♥ can be 4-4-1-4 exactly. After this: Pass: 0-3 1♠/1♥: 3/4-7, 4+♠s, can have 3♥s. 1NT: 3/4-10, no six card or longer suit, can have 3 in M if balanced. 2♣/♦: 3/4-10, 5 or longer suit, can have 3 in M. 2♥/1♠: 3/4-7, 5 or longer ♥s. 2M: 3-7, 4 in major. Cheapest bid over 2M (2♠/1♥, 2NT/1♠): 6+♦s & 4♣s, 7-10. 3♣: 5-5+ in the minors, 7-10. With 6+♣s & 4♦s, 7-10, responder bids 2♣ first, then 3♦. After responder's rebid, opener passes with 11-13, or can bid 3♦ over 3♣, or, after cheapest bid over 2M, either minor. With 17+, opener bids naturally, but can pass the 3/4-7 range bids. Responder with 7-10 & both minors 5-4/4-5 can bid 1NT and next rebid 3♣/♦, or can bid a minor, then bid a new suit above that minor or bid 3NT.
1NT	17-19	17-19 balanced. 1NT System on.
2♣	Natural, 17-22	5+♣s, less than a GF, can have a four card major. Responder should show a five card major if one held, or if holding a four card major then bid 2♦, waiting (does not promise ♦s). 3♦, 3♥ and 3♠ all show 7-10 with both minors, major bids showing shortness.
2♦	Natural, 17-22, no four card major	5+♦s, less than a GF, no four card or longer major. Responder should show a five card major if one held unless if 0-2. 3♥ and 3♠ show 7-10 with both minors, short in bid major. With 7-10 both minors but no shortness, bid 3♣ forcing over 2♦.
2♥	Natural GF or 25+ balanced	2♥ shows 5+♥s, 22/23+ or balanced 25+. Responder now bids 2♠ if 0-7, and then 2NT is 25+ balanced GF (2NT system on) and 3X are all natural GF with 5+♥s (3♥ shows 6+♥s). 3♣/3♦ over 2♥ shows 7-10, 5+ suit, both minors.
2♠	Natural 22/23+.	5+♠s, 21/22+, forcing but does not promise rebid. 3♣ by responder is now negative, 0-2, without 3♠s. 2NT promises 3 or more points.
2NT	22-24	22-24 balanced. 2NT system on.
3♣	Natural, GF	5+♣s, 22/23+, can have a four card major. 3♦ asks for a major, other bidding natural but 4♦ shows 7-10 with both minors.
3♦	Natural, GF	5+♦s, 22/23+, denies a four card major (bid 3♥ or 3♠ if one). Now natural bidding but 4♣ shows 7-10 with both minors.
3♥, 3♠	Natural, GF longer ♦s.	4 in the major, 5 or longer ♦s, 22/23+. Natural bidding now but 4♣ shows 7-10 with both minors.

Note for 1♣ opening sequences, 7/8+ opposite 17+ establishes a game force.

**[After Interference Over 1♣]**

Generally the philosophy is that the 11-13 opener keeps quiet if possible, while 17+ opener bids. System is not on when the opponents interfere.

Over any interference at any level, double by responder is used to show a hand with values, enough for a game force if opener has 17+, and asks opener to describe hand. Opener is to pass a double of a major if holding four cards or longer in the suit doubled even if just 11-13. Thus the double of a major is not made if quite short in that major. A double of a minor can be passed if 5 or longer in the suit doubled at one or the two level, or 4 or longer if doubled on the three level. Doubles at the four level and higher are always passed if 11-13 or if 17+ unless very shapely.

If ♣s are doubled or redoubled, opener with 11-13 can bid a major at the same level, or ♦s at the same level to artificially show 4-4 in the majors. If ♦s are doubled, opener with 11-13 bids the major. If ♥s are doubled, opener with 11-13 passes with ♥s and bids ♠s otherwise. If ♠s are doubled, opener with 11-13 passes with ♠s, and bids NT with ♥s, even without a stopper in the opponent's suit or suits. All bids that do not show 11-13 show 17+.

Suit bids by responder are natural, and are to be passed if opener has the 11-13 hand type, except if responder bids a major below game, then opener is to raise the major one level to show 11-13 and 4 card support. Except for that one case, if opener bids again it shows 17+, and requires responder to make at least one more bid if the bidding is below game at that point. These suit bids by responder either have 7/8+ points, so enough for a game force opposite 17+, or they are distributional so will have a rebid if opener shows 17+. After opener bids to show 17+, responder, to establish a game force, can cuebid, or make a bid over the cheapest bid in responder's first bid suit, or just bid a game.

If the opponents make a suit bid over 1♣, a cuebid in the opponent's bid suit show shortness and values – this is a hand that does not want to double in case opener passes. It shows a game force opposite 17+. Over the cuebid, opener if 11-13 bids his major, except if the cuebid is in a major, then the cheapest notrump shows 11-13 and that major (may not have a stopper). All other bids show 17+.

If the opponents interfere just before opener's rebid, opener is to pass with 11-13, even if responder had doubled – responder can always double again to bring opener back into the auction. Any action, including double or redouble, shows 17+. Note that if the opponents have shown a suit by making a bid at the one level, a cuebid by opener in the opponents suit is natural – assume they do not have what they say they have. If the opponents interfere after the 1♦ response (showing negative or both minors), responder shows the 7-10 minors the next round by double, redouble, or a jump bid in a minor.

If the opponents bid directly over 1♣, and responder passes, opener will not bid again if 11-13, while if 17+ will strive to make a bid if the bidding level permits it. A double by opener of a suit bid is 17+ and takeout. A double of a notrump bid is 17+ and enough values to hurt the notrump contract. Since responder knows opener will try to bid with 17+, if the opponents interfere on the two or three level directly over 1♣, responder can pass with 7/8-11 points and an awkward hand, knowing opener will strive to get into the auction if 17+.

- If the opponents overcall in notrump, double asks opener to pass regardless of points.
- Jump bids by either player below game are natural and forcing.
- Double and then bidding a new suit (not shown by opener) is forcing if below game.
- Game bids by responder are to play opposite 11-13, but want opener to bid again if 17+.

## ETM ABOMBS Club One Diamond Opening

### [ETM ABOMBS Club 1♦ Opening Style]

4 or longer ♦s, 10/11-16, if balanced 11-13, can have 4♦s with 5♣s.

### [Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 5 with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit, 5 or more points. Over 1NT or 1♠ rebid play two-way new minor forcing (2♣ is ♦ signoff or any invite, 2♦ is any GF, signoffs are 2♥, 2♠ and 3♣) – not on by passed hand. 2♣ is 4/5♣s, can have just 4♦s, 10-16, but not 5-5+ if 14-16. 2♦ is 10/11-13, 5+♦s. 2OM is forcing, asks for further description. 3♣ shows 5-5 in the minors, 14-16. 3♦ shows 6+♦s and 3 in M, 14-16. 2OM is artificial, 6+♦s, not 3 in M, 14-16. 2NT asks description. 2M raise can be 3 trumps, 2NT asks, 3X (but not 3M)=just 3 2NT shows 4 trumps with extras and either short ♣s or no shortness - 3♣ asks which (both 3M and 3NT show no short). 3M shows 4 trumps, extras, and shortness in OM.
1NT	Natural	No four card major, to play opposite 11-13 balanced.
2♣	Natural	3 or longer ♣s, forcing to at least 2NT, 6+♣s if just game invite values. After 2♣: 2♦: 4♥s 2♥: 4♣s, fewer than 4♥s 2♠: 5+♦s, no second suit, and if 14-16 must be short in a major. 2NT: 6+♦s, no major singleton/void, 14-16. 3♣: Both minors or 3-3-4-3 exactly, 11-13. 3♦: Both minors, 13/14-16, no major suit singleton or 6+♦s & 4♣s. 3♥/♠: Both minors, singleton/void in major, 13/14-16. After opener's rebid (except 3♠), cheapest bid asks for further description, establishing a game force. 2NT is also game forcing. 3♣, if not cheapest bid, is game invitational with 6+♣s. Major suit bids by responder in a new suit shows values.
2♦	Natural	5-10, 4♦s, no four card major.
2♥	Majors	5+♠s, 4+♥s, less than game invite values opposite 11-13. 2NT asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♠s, 3NT=max.
2♠	♦ Raise	Game invite or better raise in ♦s, 4+♦s, no four card major.
2NT	Game Invite	Balanced game invite.
3♣	Natural	6 or longer ♣s, not enough for game opposite 11-13 balanced.
3♦	♦ Raise	5 or longer ♦s, not enough for game opposite 11-13 balanced.
3♥, 3♠	Natural	Natural, 6 or longer suit, game force.
3NT	To play	Doesn't want to know opener's hand type.
4X, 5X	To play	To play.
4NT	Minors	To play in opener's best minor.

### [In Competition]

Bidding as in standard, with new suits forcing, negative doubles, and cuebids to show good ♦ raises. If responder bids a major at the one level, and the opponents double or make a non-jump bid, then a double or redouble by opener is a support double/redouble, showing three card support.



## ETM ABOMBS Club One of a Major Opening

### [ETM ABOMBS Club 1♥/♠ Opening Style]

Five card or longer major, 10/11-16, OR four in the major with 14-16 & unbalanced with 4+♣s.

### [Responding to 1♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-6 with no good bid.
1♠	Natural	4+♣s, 5+ HCP, forcing. 1NT shows 10-13 balanced or singleton ♣, rest natural/semi-natural. Over 1NT, play two way new minor forcing, 2♣ with ♦ signoff or any invite, 2♦ with any GF.
1NT	Semi-Forcing Notrump	1NT is 7 to 12, semi-forcing, denies 3 or longer in major. Opener passes if flat 11-12, and bids otherwise, bidding a three card minor if necessary (or 2♣ if 4=5=2=2). After opener's rebid, responder's jump new suit rebids are forcing, and promise a fit for opener's second suit if at the four level. Opener's 3 of a minor jump rebid shows 14-16 with 6 or longer minor and shorter in opener's major. Opener's 2♣ rebid can be 14-16 with 4/5♣s and only 4 in M – if responder bids 2M opener bids again if just 4 in M or if 15-16. 1♥-1NT—2♣/♦/♥-2♣ is artificial, forcing with good hand 1M-1NT—2NT shows 6 in M, another 4 card suit and extras – and now 3♣ asks for suit, 3♠ showing ♣s.
2♣, 2♦, 2♥/1♠	Semi-Natural Game Force	3+ in suit except 2♥ promises 5+♥s. 2NT rebid shows 6+ in M, no 2 <sup>nd</sup> suit. 2M rebid shows no other good bid available, often flat or does not want to bid on the three level. By passed hand, 2♣=clubs, 2♦=3 in M, good raise.
2M	Raise	3 trumps, about good 5 to bad 10. 2♠ shows 14-16 & 4-4 majors. 3♣ shows exactly 5♣s & 14-16 & 4 in M. 2NT asks if good maximum, 3♦ says yes, 3♣ says no (2NT ask can be used if 6+♣s and 4 in M) – over 3♣, 3♦ tries for game with ♣ values.
2♠/1♥	Strong	5+♣s, game force, and either 5-5, 3♥s, or 6+ quality ♣s. 2NT asks.
2NT	Game Interest Raise	3+ trumps, some game interest, and if just 3 trumps then 10-12 (limit raise values). 3M and 4M to play, 3OM is natural and forcing to cheapest bid in M, 3NT offers choice of games, 3♣ asks: 3♦ shows 3 trumps, 3M constructive with 4 or longer, 4M with better than constructive and 4 or longer. After 3♦ reply to 3♣, 3OM by opener artificially shows 14-16 with 4 trumps only.
3♣, 3♦, 3♥/1♠	Natural Invitational	Long suit, game invite. By passed hand, long suit, very weak hand.
3M	Bad Raise	4+ trumps, no game interest, so less than constructive values.
3♠/1♥ 3NT/1♠	Some Short Raise	Unknown singleton, about 12/13-16 (with more bid a new suit on the two level and explore). Cheapest bid asks shortness.
3NT/1♥, 4♣, 4♦/1♠	Some Void Raise	3NT over 1♥ or 4♣ over 1♠ shows void in a minor – cheapest bid asks void. 4♣ over 1♥ and 4♦ over 1♠ shows void in OM.
4♦/1♥	Raise	4+♥s, singleton/void in ♣s, less values than 3♣ over 1♥.
4M	Raise	4+ trumps, to play, not short ♣s if 4♥ bid.
4OM	To play	To play with long OM.
4NT	Asking	Keycard ask in major.
5♣, 5♦	Preemptive	Very long suit, to play.

### [In Competition]

Competitive bidding as in standard with new suits by responder forcing if below game.

## ETM ABOMBS Club One Notrump Opening

### [1NT Opening Description]

1NT shows 13/14-16 balanced, can have a five card major. Note that 13 with 5♣s and balanced opens 1NT.

### [1NT Structure]

Use any notrump structure, such as the ETM Notrump Structures provided in separate documents. Here's a simple structure:

2♣: Stayman. 2♥ rebid by responder is signoff with both majors, 2♠ is game invite with 5♠s.

2♦, 2♥: Transfers. 2NT rebid by responder is GF asking for further description. 2♠ rebid by 2♦ transfer shows any GI with 5+♥s. 3X by responder shows a shapely GF hand. 3M by responder is forcing, with 6 in M, choice of game.

2♠: Transfer to ♣s or GI with long ♦s. Opener bids 2NT if likes ♣s, 3♣ if not. Now 3♣ is to play, 3♦ GI in ♦s, rest GF with ♣s, including major bids showing shortness.

2NT: Natural GI, no four card major.

3♣: Transfer to ♦s with signoff or game force. Major bids by responder show shortness.

3♦: Game force with both minors, 5-5+.

3♥/♠: Singleton/void in M, 5-4 either way in minors, game force.

3NT: To play

4♣: Transfer to ♥s.

4♦: Transfer to ♠s.

4♥: Gerber, ace asking.

4♠: To play.

### [1NT In Competition]

Use standard methods or see separate ETM documents.

## ETM ABOMBS Club Two Club Opening

### [ETM ABOMBS Club 2♣ Opening Style]

5+♣s, 10/11-16, only a four card major if 11-13, must have a four card major if just 5♣s.

### [Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-10 with no good bid.
2♦	Ask	Opener replies: 2♥: 4♥s, 11-13, can be exactly 4-4-0-5. 2♠: 4♠s, 11-13. 2NT: 6+♣s, no second suit, 13-14. 3♣: 6+♣s, minimum, may have ♦ second suit. 3♦: 6+♣s, 4♦s, maximum. 3♥/♠: 6+♣s, values in major bid, 15-16. 3NT: 6+♣s, spread out values, 15-16. New suits (not shown by opener) by responder are forcing.
2♥/♠	Natural	Five or longer major, to play except opposite shortness and shape.
2NT	Puppet, to play 3 of minor or show GF two suiter without ♣s	Asks opener to bid 3♣, then Pass: to play 3♦: to play 3♥: ♠s & ♦s, 5-5+ two suiter, GF 3♠: ♥s & ♦s, 5-5+ two suiter, GF 3NT or 4♦: both majors, 5-5+ two suiter, GF 4♣: Natural invite
3♣	Raise	Decent raise to 3♣, opener can bid again if maximum & shapely
3♦, 3♥	Transfer	Shows 6+ in next suit, at least GI values. Opener declines GI by bidding 3M.
3♠	GF ♦s	Shows GF with long ♦s
Games	To play	
4♣	Preemptive Raise	To play here or 5♣
4♦	RKCB	RKCB for ♣s
4NT	Invite	Natural Invite, opener accepting if 14-16

### [In Competition]

New suits non-forcing at two level, forcing at three level (still natural if a jump). Cheapest ♣ bid to play. Games to play. 2NT invites. Double by responder is penalty at four level or higher, at 2 or 3 level asks partner to describe hand, especially showing a second suit, if one held.

## ETM ABOMBS Club Two Diamond Opening

### [ETM ABOMBS Club 2♦ Opening Style]

5+♦s, 6/7-10, can have a four card major, 6 or longer ♦s if less than 8.

### [Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-15 with no good bid.
2♥	Ask	Opener replies: 2♠: 4♠s. 3♣ re-asks if maximum, 3♦=no. 2NT: 4♥s. 3♣ re-asks if maximum, 3♦=no. 3♣: 5/6♦s, 4/5♣s, can be minimum or maximum. 3♦: 6+♦s, no second suit, minimum. 3♥: 5/6♦s, maximum, values somewhere outside of ♦s. 3♠: 5/6♦s, maximum, values mostly in the ♦ suit. The 3♥ and 3♠ replies deny a second suit. After opener's rebid, new suits (not shown by opener) by responder are forcing.
2♠	Natural	Five or longer ♠s, forcing to 3♦.
2NT	Hearts	Five or longer ♥s, forcing to 3♦.
3♣	Natural	Five or longer ♣s, forcing to 3♦.
3♦	Raise	To play. Any hand not strong enough to ask. Always raise with 3+♦s unless a 4-3-3-3 shape.
3♥	Natural	Six or longer ♥s, game forcing.
3♠	Natural	Six or longer ♠s, game forcing.
Games	To play	If opponents bid, opener must either pass or double, which says interested in bidding more since shapely hand.
4♣	RKCB	RKCB for ♦s
4♦	Preemptive Raise	To play here or 5♦
4NT	Invite	Natural Invite, opener accepting if 9-10

If responder is a passed hand, there is no 2♥ ask – new suits are non-forcing and 2NT is an invite with 11/12-13.

### [In Competition]

New suits non-forcing at two level, forcing at three level (still natural if a jump). Cheapest ♦ bid to play. Games to play. 2NT invites. Double is penalty but can be pulled with shapely hand.

### [ETM ABOMBS Club Multi Option]

Where allowed one can play:

- 2♦ as a weak two in either major, Multi – see other ETM documents for details.
- 2♥ and 2♠ openings show 4 in the bid major, 5+♣s, 13/14-16.
- With 4-4-1-4 exactly & 14-16, open 1NT.

This change allows the 1♥ and 1♠ openings to always promise 5 or longer.

## ETM ABOMBS Club Two of a Major Opening

### [ETM ABOMBS Club 2♥/♠ Opening Style]

5 or longer major, 6/7-10, can have four in the other major, 6 or longer major if less than 8.

### [Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-15 with no good bid.
Cheapest bid	Ask	Opener replies: 3♣/♦: Natural, second suit. 3OM now asks if 3 in OM (3NT=no). 3M: 6 or longer in M, no second suit, minimum. 2♥-2♠—2NT: 5/6♥s, 4♠s. 2♠-2NT—3♥: 5/6+♠s, 4♥s. 2♥-2♠—3♠: 5 or 6♥s (usually 6), no second suit, maximum. 2♠-2NT—3NT: 5 or 6♠s (usually 6), no second suit, maximum. 4♣/♦: 6-5+. 4M: 7 in M with a singleton/void but no second suit.
2NT/2♥ 3♥/2♠	Other Major	5 or longer in other major (2NT shows 5♠s), forcing to three of opener's major
3♣, 3♦	Natural	5 or longer suit, forcing to 3M
3M	Raise	Opener can bid again if shapely maximum
3♠/2♥	Natural	Natural, 6+♠s, GF
4♣	RKCB	Asks keycards in M
4♦	Transfer	Raise to 4M inviting partner to double for penalty any bid.
Games	To play	If opponents bid, opener must either pass or double, which says interested in bidding more since shapely hand.
4NT	Invite	Natural Invite, opener accepting if 9-10

If responder is a passed hand, there is no cheapest bid ask – new suits are non-forcing and 2NT is an invite with 11/12-13.

### [In Competition]

After double, system still on. If opponents bid, double is penalty, but can be pulled if shapely hand. New suits are non-forcing in competition. Game bids to play.

## ETM ABOMBS Club 2NT Opening

### [ETM ABOMBS Club 2NT Opening Style]

20-21 balanced, can have a five card major.

### [2NT Structure]

Use any 2NT structure or this one:

- 3♣: Modified Stayman, 3♦ shows no major or 5♠s, 3M=4, 3NT=5♥s. Over 3♦:
- 3♥: To play in 3NT and/or to ask if 5♠s. 3♠=5, 3NT=no.
  - 3♠: 4♠s & 5♥s, GF.
  - 3NT: 5♠s & 4♥s, GF, not slam try (bid 3♥ transfer first if slam try).
- 3♦,3♥: Transfers. After 3♦ transfer, 4♣ shows both majors, and 3♠ shows ♥s and ♠s.
- 3♠: Transfer to 3NT, game force. After 3NT, pass to play, or bid 4♣/♦ with other minor, or 4M with both minors and M shortness.
- 3NT: To play.
- 4♣: Transfer to ♥s.
- 4♦: Transfer to ♠s.
- 4♥: Gerber, ace asking.
- 4♠: Slam invite with 4-4 minors.
- 4NT: Natural slam invite.

## ETM ABOMBS Club Three Level and Higher Opening Bids

- 3X: Usually quality six card suit or decent seven or longer suit. Over this:
- 3♦ over 3♣ by uph asks for a three card major, opener bidding 3NT with none.
  - New suits below game forcing by uph, non-forcing by ph.
  - Game bids to play.
  - By uph, cheapest unbid minor is RKCB for opener's suit.
- 3NT: Any sort of hand that wants to take a try at 3NT undoubled – might have a long suit with stoppers, or a few stoppers, or no stoppers, or two suits than might be a source of tricks, or just a bunch of points. Partner is not to pull 3NT if it is not doubled, unless has own long suit in a very distributional hand. Responder only bids if very distributional hand (needs more than just an average six card major suit) or wants to invite slam. 4♣ is artificial slam invite and 4X (or pass) says no to invite, 5X shows number of aces. 4NT is an ace ask – opener cannot pass this. If opponents double, redouble by responder says has some good values.
- 4X: Preemptive, if minor opening usually broken suit with little outside values. 4NT is RKCB for opener's suit.