

ETM's BASH System for Bridge Bidding

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Release 1.1

ETM BASH Introduction and Notes

Introduction

Everything That Matters BASH “Bid Average Starting Hands” is a bridge bidding system designed to permit the opening of most hands. The BASH System reflects on the landmark 1977 Bridge book “You Ought to Bid an Average Hand featuring the Kamikaze Notrump” by John Kierein, though with BASH the Kamikaze is not used (in large part because 9 point 1NT openings are effectively not permitted in the ACBL – the restriction is one cannot play conventions over a 1NT opening with less than 10 points). The BASH system combines some of these ideas with a lighten version of the Polish Club to produce this pressure system. The BASH 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), but the system must be pre-alerted to the opponents, and some Tournament Directors will not be pleased with the featherweight opening style.

ETM BASH 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. One preeminent tactic is to keep BASHing by constantly opening the bidding to deny the opponents their well-practiced constructive methods in non-competitive auctions.

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BASH One Level Suit Opening Style

All of the one level suit openings in BASH have a minimum balanced/semi-balanced possibility that has a high frequency of occurring. These opening bids also have stronger, often more shapely, hand types as well. The general style of bidding in the system is for the minimum flat hands to keep relatively quiet after opening – passing next if that is possible or, when not possible, making low rebids. By contrast the stronger, often shapely hands, look for opportunities to reveal themselves at the next turn to bid after opening. The opponents can attempt to stop this from happening by jamming the bidding, but if they find opener has a frequent minimum flat hand, it can turn out they just preempted themselves instead. Thus embedding the minimum flat hands into the one level openings in a sense protects them from interference, as the opponents are compelled to bid constructively in case they have the majority of the points.

Release Notes

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.

ETM BASH Opening Bids and Responses

ETM BASH 1st and 2nd Seat Opening Bid Overview

Opening	Style	Description
1♣	Somewhat big or 10-13 balanced or 10-14 4-4-4-1	a) 10-13 balanced/semi-balanced with no five card major, can be 10 only if 2 or fewer ♦s; OR b) 10-14 with any 4-4-4-1 (exactly 4-4-1-4 if 10); OR c) Unbalanced, and 15+ with any 4-4-4-1 or long suit ♣s, 16+ with a five card or longer major, or 17+ if ♦s; OR d) 17+ balanced, but not 20-21.
1♦	Natural	3+♦s, 8 to 16. If 8 to 10 then balanced or semi-balanced (can have longer ♣s), or a 4-4-4-1 with 4♦s. If 11-16 then 5+♦s and not balanced.
1♥, 1♠	Natural	Five card or longer major, 8 to 15. If 8 to 10, balanced or semi-balanced, without 4 in other major, or 10 can be part of 10-15 with 5-4+ in the majors. If 14-15 not balanced.
1NT	14-16 Balanced	14-16 balanced, includes 5-4-2-2s with a five card minor. Can have a five card major.
2♣	Natural	5+♣s, 9/10-14, can be 5-4 in the minors or have a major.
2♦	Natural	5+♦s, 6/7/8-10, can have a four card major, 6 or longer decent ♦s if 6-7
2♥, 2♠	Natural	5 or longer major, 6/7/8-10, can have four in the other major if not 10, and 6 or longer decent major if 6-7
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

Note: some partnerships, when vulnerable, may increase opening requirements by 1 point

ETM BASH 1st and 2nd Seat Balanced Ladder

Range	Opening	Notes
0-7	Pass	
8-9	1♦, 1♥, 1♠, Pass	Open 1♥ or 1♠ if five card major, 1♦ if 3+♦s, and pass otherwise
10	1 of a suit	Open 1♥ or 1♠ if five card major, 1♦ if 3+♦s, and 1♣ if 4/5♣s and just 2♦s
11-13	1♣, 1♥, 1♠	Open 1♥ or 1♠ if five card major, 1♣ otherwise
14-16	1NT	
17-19	1♣ then 1NT	
20-21	2NT	
22-24	1♣ then 2NT	
25+	1♣ then 2♥	

ETM BASH One Club Opening

[1♣ Opening Style]

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

- 10-13 balanced/semi-balanced with no five card major, can be 10 only if 2 or fewer ♦s; OR
- 10-14 with any 4-4-4-1 (exactly 4-4-1-4 if 10); OR
- Unbalanced, and 15+ with any 4-4-4-1 or long suit ♣s, 16+ with a five card or longer major, or 17+ if ♦s; OR
- 17+ balanced, but not 20-21.

[Responding to the 1♣ Opening]

Response	Style	Description/Follow-ups
1♦	Negative or Minors	0 to 7 HCP any, OR 8 to 10 with both minors, at least 5-4/4-5. See follow-up structure next page.
1♥	Natural	4 or longer ♥s, 8+ points, forcing. Not 2♥ response type hand.
1♠	Natural	4 or longer ♠s, 8+ points, forcing. Not 2♠ response type hand.
1NT	Balanced Not Forcing	8-11 balanced, no four card major, not forcing. Opener passes if less than 15, and bids natural if 15+.
2♣, 2♦	Natural, Forcing	4 or longer minor, no four card major, game invite or better (11+) – 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 less than 15 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 15+ 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	8-10 with 5 or longer major, fewer than four in the other major. Opener when 10-14 will usually pass, or if a good fit can bid 3M or 4M. Opener when 15+, bids a new suit (forcing), or 2NT (non-forcing invite), or bids 4M to play, or makes a jump bid to show fit for M 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 less than 15, and if 15+ to bid 3X naturally (3♣/♦ can be four card suits).
3♣, 3♦	Natural, Not Forcing	8-10, 6 or longer minor, no major. Opener passes if less than 15. If 15+ (or great fit) 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 8 points. Opener places contract, or can bid 4♣ as RKCB for the major.

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

Rebid	Meaning	Description/Follow-ups
1♠	Natural	4+♠s, either 10-14 with exactly 4♠s or 16+ unbalanced (and if just 4♠s 17+). After this responder uses the two-way minor approach: 1NT: to play there if opener is 10-14 2♣: asks opener to bid 2♦ if 10-14, and then can pass to play in ♦s or can make any bid to show an invite hand 2♦: shows a game force 2♥, 2♠, 3♣: to play there opposite 10-14. If responder makes a bid to play opposite 10-14, any bid by opener shows 16+ and establishes a game force. If opener bids 2♣ to force 2♦ (if 10-14), opener bids above 2♦ to show 16+ and this establishes a game force. If responder bids 2♦ to establish a game force, opener rebids 2♠ to show 5+♠s and 16+.
1NT	Balanced	10-14, not 4 in responder's major, not 4♠s over 1♥ (14 only possible over 1♠, and will be exactly 1-4-4-4) – responder assumes opener is 11-13. Over 1NT two-way new minor forcing - 2♣ forces opener to bid 2♦, and then responder can pass or can bid anything as an invite. 2♦ over 1NT establishes a game force. 2 of either major or 3♣ are to play, but 2M implies a mild invite since did not response 2M directly over 1♣.
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, 15+	2♣ shows 15+ with 5+♣s (or 1-4-4-4 exactly over 1♠), forcing just to 2NT or 3♣, but if either player bids above 3♣ at any point, then a game force is established.
2♦	♦s or Balanced	2♦ asks responder to bid 2♥ if just 4 in M and 2♠ if 5+ in M – then 2NT shows 22+ balanced, and rest of bids show 5+♦s and 17+ game force - 1♣-1♠—2♦-2♥—2♠ is artificial and shows 4♥s – jump to 3♠ with 4♠s.
2♥/1♠	Natural	Natural, 16+, 5 or longer ♥s, game forcing.
2M Raise	10-14 Raise	10-14, 4 in the major.
3X, 4X, 2♠/1♥	15+ Raise	15+, 4 or longer in the major, game force, value showing bid, or if above 3M shows shortness with 5 or longer in the major.

ETM BASH 1♣ Examples

a)

♠ QT3	♠ K984	1♣-1♠—	1♠ is 8+, 1NT is 10-14, 2♣ forces
♥ AJT2	♥ Q7	1NT-2♣—	2♦ if opener is 10-14, then 2NT is
♦ KQ7	♦ A8652	2♦-2NT—	an invite, an opener is close to
♣ 842	♣ KT	?	bidding 3NT.

b)

♠ QT3	♠ K9842	1♣-2♠	2♠ is 8 to 10 and opener stops
♥ AJT2	♥ Q7		there
♦ K7	♦ 8652		
♣ Q642	♣ KT		

c)

♠ AQJ932	♠ 5	1♣-1♥—	1♥ is 8+, 1♠ is natural 10+, 2♥ is
♥ A42	♥ KJ873	1♠-2♥—	“signoff” but mild invite since
♦ AJ	♦ K73	4♥	more than 1♣-2♥. Opener places
♣ 42	♣ A983		contract.

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

Rebid	Meaning	Description/Follow-ups
1♥, 1♠	4 or longer & 15-19 OR 10-14 & 3 or 4 in the suit	<p>Either:</p> <p>a) 15-19, 4 or longer in the major, unbalanced, can have a longer minor.</p> <p>b) 10-13 and 3 or 4 in major, balanced/semi-balanced</p> <p>c) 10-14 with 4 in the major and a 4-4-4-1</p> <p>Opener is to rebid 1♥ if 4-4 in the majors.</p> <p>After this:</p> <p>Pass: 0-4</p> <p>1♠/1♥: 5-7, 4+♠s, can have 3♥s.</p> <p>1NT: 5-10, no six card or longer suit, can have 3 in M if balanced.</p> <p>2♣/♦: 5-10, 5 or longer suit, can have 3 in M.</p> <p>2♥/1♠: 5-7, 5 or longer ♥s.</p> <p>2M: 4-7, 4 in major.</p> <p>Cheapest bid over 2M (2♠/1♥, 2NT/1♠): 6+♦s & 4♣s, 8-10.</p> <p>3♣: 5-5+ in the minors, 8-10.</p> <p>With 6+♠s & 4♦s, 8-10, responder bids 2♣ first, then 3♦.</p> <p>After responder's rebid, opener passes with 11-13, or can bid 3♦ over 3♣, or, after cheapest bid over 2M, either minor.</p> <p>With 15+, opener bids naturally, but can pass the 5-7 range bids.</p> <p>Responder with 8-10 & 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.</p>
1NT	17-19	17-19 balanced. 1NT System on.
2♣	Natural, 15-22	5+♣s, less than a GF, no four card major. Responder should show a five card major if one held, or can bid 2♦, waiting (does not promise ♦s). 3♦, 3♥ and 3♠ all show 8-10 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 8-10 with both minors, short in bid major. With 8-10 both minors but no shortness, bid 3♣ forcing over 2♦.
2♥	Natural 20+ or 25+ balanced	2♥ shows 4+♥s, 20+ or balanced 25+. Responder now bids 2♠ if 0-7, and then 2NT is 25+ balanced GF (2NT system on) and 3 X are all natural with ♥s and bid suit, non-forcing but close to game forcing values. 3♣/3♦ over 2♥ shows 8-10, 5+ suit, both minors.
2♠	Natural 20+	4+♠s, 20+, forcing but does not promise rebid. 3♣ by responder is now negative, 0-3, without 3♠s. 2NT promises 4 or more points.
2NT	22-24	22-24 balanced. 2NT system on.
3♣	Natural, GF	5+♣s, 22/23+, no four card major.
3♦	Natural, GF	5+♦s, 22/23+, no four card major.
3♥, 3♠	Natural, GF	5 or longer in the major, pure game force.

[After Interference Over 1♣]

Generally the philosophy is that the less-than-15 (referred to on this page as 14-) opener keeps quiet if possible, while 15+ 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 16+, 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 14-. 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 unless 15+ and very shapely.

If ♣s are doubled or redoubled, opener with 14- 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 14- bids a major suit (three cards if necessary). If ♥s are doubled, opener with 14- passes with 4♥s and bids ♠s or NT otherwise. If ♠s are doubled, opener with 14- passes with 4♠s, and bids NT otherwise, even without a stopper in the opponent's suit or suits. All bids that do not show 14- show 15+.

Suit bids by responder are natural, and are to be passed if opener has the 14- hand type, except if responder bids a major below game, then opener is to raise the major one level to show 14- and 4 card support. Except for that one case, if opener bids again it shows 15+, 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 8+ points, so enough for a game force opposite 16+, or they are distributional so will have a rebid if opener shows 15+. After opener makes a bid that shows 15+, 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 16+. Over the cuebid, opener if 14- bids a major or cheapest notrump, while all other bids show 15+ and establish a game force.

If the opponents interfere just before opener's rebid, opener is to pass with 14-, even if responder had doubled – responder can always double again to bring opener back into the auction. Any action, including double or redouble, shows 15+. 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 8-10 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 14-, while if 15+ will strive to make a bid if the bidding level permits it. A double by opener of a suit bid is 15+ and takeout. A double of a notrump bid is 15+ and enough values to hurt the notrump contract. Since responder knows opener will try to bid with 15+, if the opponents interfere on the two or three level directly over 1♣, responder can pass with 7-11 points and an awkward hand, knowing opener will strive to get into the auction if 15+.

- 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 15 or less, but want opener to bid again if 16+.

ETM BASH One Diamond Opening

[ETM BASH 1♦ Opening Style]

3+♦s, 8 to 16. If 8 to 10 then balanced or semi-balanced (can have longer ♣s), or a 4-4-4-1 with 4♦s. If 11-16 5+♦s and not balanced. Where it says “game invite” below it means game invite values opposite the most frequent hand type: the 8 to 10 hand type.

[Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 7 with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit, 5 or more points. 1NT or 2M by opener now shows 8-10, all other rebids promise 11-16. 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. 1♦-1♥—2♦ is artificial, showing 11-16 and 3 or 4♥ support. 1♦-1♠—2♥ is artificial, showing 11-16 and 3 or 4♠ support. ** for both these sequence if 15-16 will just have 3 card support and will bid again naturally if responder bids 2M next. 2NT over these sequences asks if 4 in M, 3M (minimum) or 4X = yes. 1♦-1♥—2♣ is artificial, showing 11-14 5+♦s and no good bid. 1♦-1♠—2♣ is natural, 5+♦s and 4+♣s, 11-16 (not 5-5 if 15-16). 3♣ shows 5-5+ in the minors, 14-16. 3♦ shows 6+♦s & 14-16 not 3 in M 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 8-10.
2♣	Natural	Game invite or better with no other good bid, 3+♣s. Opener bids 2♦ with all 8-10, and now all bids but 2♥ are game invites, while 2♥ forces opener to bid 2♠, and then all bids are game forcing. If opener does not bid 2♦ it shows 11+ and establishes game force.
2♦	Natural	5-13, 4-5♦s, no four card major, opener to always pass if 8 to 10.
2♥	Majors	5+♣s, 4+♥s, less than game invite values. 2NT asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♠s, 3♠=3/4♦s, 3NT=max.
2♠	♦ Raise	Game invite or better raise in ♦s, 4+♦s, no four card major.
2NT	Game Invite	Balanced game invite, no four card major.
3♣	Natural	6 or longer ♣s, not enough for game opposite 8-10.
3♦	Block Raise	5 or longer ♦s, not enough for game opposite 8-10.
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]

If responder bids a new suit in competition, opener is to pass with 8 to 10. Opener with game invite or better must jump the bidding to force, or make a negative double first. Cuebid is used to show a good hand with no other good bid, often a ♦ raise. 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 both three card support and 11-16 with 5+♦s.

ETM BASH One of a Major Opening

[ETM BASH 1♥/♠ Opening Style]

Five card or longer major, 8 to 15. If 8 to 10, balanced or semi-balanced, without 4 in other major, or 10 can be part of 10-15 with 5-4+ in the majors. If 14-15 not balanced.

[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 8-10 without 4♠s. 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 14, semi-forcing, denies 3 or longer in major. Opener passes if flat 8-10, 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 14-15 with 5-5+. 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 Forcing	3+ in suit except 2♥ promises 5+♥s. Either has 3 or longer in opener's major & 10+ or enough for game force if opener is 10-15. 2NT rebid shows 6+ in M, no 2 nd suit. 2M rebid shows 8-10 balanced or semi-balanced – now over 2M, responder can invite with 3M, 2NT, or 3 of own suit. Over any rebid by opener, cheapest bid in M below game is invite, non-forcing, and is the only not game forcing bid if opener does not rebid 2M.
2M	Raise	3 trumps, about good 5 to bad 10.
2♠/1♥	Strong	5+♠s, game force, and either 5-5, 3♥s, or 6+ quality ♠s. 2NT asks.
2NT	Natural, Game Force	Opener is to show 4 or longer in OM, or 6 or longer in M, or a minor if 13-15. Otherwise opener, often 8-10, bids 3NT.
3♣, 3♦, 3♥/1♠	Natural Invitational	Long suit, game invite opposite 11-13.
3M	Block Raise	3+ trumps, opener to bid game only if 14-15 and shapely.
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	3+♥s, singleton/void in ♠s, less values than 3♠ over 1♥.
4M	Raise	3+ trumps, to play
4OM	To play	To play with long OM.
4NT	Asking	Keycard ask in major.
5♣, 5♦	Preemptive	Very long suit, to play.

[In Competition]

If responder bids a new suit in competition, opener is to pass with 8 to 10. Opener with game invite or better must jump the bidding to force, or make a negative double first. Cuebid is used to strong a good hand with no other good bid, often a M raise. If responder bids 1♠, and the opponents double or make a non-jump bid, then a double or redouble by opener is a support double/redouble, showing both three card support and 11-16 with 5+♥s.

ETM BASH One Notrump Opening

[1NT Opening Description]

1NT shows 14-16 balanced, can have a five card major.

[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♠.

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 BASH Two Club Opening

[ETM BASH 2♣ Opening Style]

5+♣s, 9/10-14, can be 5-4 in the minors or have a four card major.

[Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-10 with no good bid.
2♦	Ask	Opener replies: 2♥: 4♥s, can be exactly 4-4-0-5. 2♠: 4♠s. 2NT: 5♣s and 4♦s. 3♣: 6+♣s, up to 11. 3♦: 6+♣s, 4♦s, 12-14. 3♥/♠: 6+♣s, values in major bid, 12-14. 3NT: 6+♣s, spread out values, 12-14. 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 12-14

[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 BASH Two Diamond Opening

[ETM BASH 2♦ Opening Style]

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

[Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-14 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 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 BASH Two of a Major Opening

[ETM BASH 2♥/♠ Opening Style]

5 or longer major, 6/7/8-10, can have four in the other major if not 10, and 6 or longer decent major if 6-7.

[Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-14 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

[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 BASH 2NT Opening

[ETM BASH 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 BASH 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.

ETM BASH 3rd and 4th Seat Opening Bids and Responses

Opening	Style	Description
1♣	Any 18+	Responder is to bid naturally above 1♦ if 7+. If 0-6 responder bids 1♦, and now 1NT=18-20, 2NT=23-24, suits are natural non-forcing, 2♥ is GF in ♥s or balanced (2♣ asks which, 2NT=balanced), other suit jumps natural and game forcing.
1♦	Natural	3+♦s, 8 to 17, can be balanced, can have longer ♣s. Responder is to make a non-jump suit bid with either a 5 card or longer major, or 6+♣s, or 5+♦s. Otherwise with 7-9 responder is to bid 1NT.
1♥, 1♠	Natural	4 or longer in major, 8 to 17, can be balanced. Responder is to make a non-jump suit bid with either the OM (1♠ over 1♥ shows 4+♠s, 2♥ over 1♠ shows 5+♥s), or 6 or longer minor. If 5-9 bid 2M with 4 card support. Otherwise with 6-9 responder is to bid 1NT.
1NT	Balanced 8-17 in 3 rd seat not vulnerable, 13-17 in 4 th seat or if vulnerable	No conventions are played over this (i.e. no Stayman, no transfers etc.). Responder usually passes or bids a five card or longer suit (3♣ shows 6+♣s), or bids 2♣ which is natural with 3 or longer and 8-9 points – over 2♣ opener bids naturally, passing if ♣ fit and not 15-17, and jumping to show top maximum. Since rescue systems are not allowed when 1NT is 8-17 (allowed when 13-17), if just 4-4 in two suits consider opening a suit to find a fit instead of 1NT.
2X	Natural	5 or longer in suit opened, no chance of game if responder passes this. Responder is to raise the suit opened with a 6+ points and a 3 card or better fit.
2NT	20-21	21-22 Balanced
3X	Preemptive	Random
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	Random
Games	To play	Preemptive, wide ranging
4NT	Asking	Specific ace asking, bid 5♣ with no ace, otherwise bid suit with ace, 5NT shows two aces held

If partnership style is to add 1 point to 1st and 2nd seat vulnerable openings, then play vulnerable 3rd and 4th seat 1NT as 16 to 18, with system on.

ETM BASH 3rd and 4th Seat Opening Examples

a)

♠ T93	♠ K854	P-1NT—	1NT is 8-17 (assuming here 3 rd seat not vulnerable). 2♣ is 3+♣s
♥ JT2	♥ Q7	2♣-2♦	8-9. 2♦ is natural.
♦ Q7	♦ A8652		
♣ AQ842	♣ KT		

b)

♠ QT3	♠ K9842	P-1♠—	1♠ is 4+♠s, 1NT is 6-9, 2♦ and 2♣
♥ JT	♥ Q7	1NT-2♦—	both natural
♦ KT72	♦ AQ53	2♣	
♣ J642	♣ KT		