

ETM BOTS Club System for Bridge Bidding

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Release 1.1

ETM BOTS Club Introduction and Notes

Introduction

Everything That Matters BOTS is a bridge bidding system designed for high definition/high frequency (HD/HF) actions. The ETM BOTS “Big or Three Suited” Club system is composed of unique ideas, especially the two-way 1♣ opening, and the 1♦ opening for intermediate hands that are balanced or semi-balanced without a major suit singleton/void. The ETM BOTS system can be played in almost all events of the ACBL (American Contract Bridge League), as it meets the constraints of the General Convention Chart (GCC), but it will seem strange to tournament directors and opponents.

ETM BOTS 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. Having a HD/HF style, ETM BOTS is a highly effective system that permits the partnership to bid to the right spot.

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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
NV	Not vulnerable (V is vulnerable)
OM and om	OM is Other Major, om is other minor
1-2NV	In first or second seat NV (3-4 is in third or fourth seat)
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 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 BOTS Opening Style

[Introduction]

The approach ETM BOTS takes with semi-balanced hands in the 10-13 window is not like standard, having instead the 1♦ opening handling much of the work if there is no major suit singleton/void. This section provides some examples using 5-4-3-1 hand types.

[5-4-3-1 Opening Examples]

♠ AQT43
♥ KQT2
♦ J87
♣ 2

This is a minimum 1♠ opening. However make the ♦ J the ♦ 2 and it's a 1♦ opening (10-11 if a five card major and/or a minor suit singleton/void, but no major suit singleton/void). The reason for opening 1♦ is that the sequence 1♠-1NT;-2♥ would be too wide ranging if it increased from 12-16 to 10-16.

♠ 2
♥ KQT2
♦ 874
♣ AQT43

This is a pass. However make the ♦ 7 the ♦ J and it's a 1♣ opening (12-16 three suited or 17+ any).

♠ 874
♥ KQT2
♦ 2
♣ AQT43

This is a 1♦ opening. If the ♦ 2 was the ♦ J it would still be a 1♣ opening.

♠ J87
♥ AQT43
♦ 2
♣ KQT2

This is a 1♥ opening. However make the ♠ J the ♠ 2 and it's a 1♦ opening (10-11 if a five card major and/or a minor suit singleton/void, but no major suit singleton/void).

♠ 2
♥ AQT43
♦ T87
♣ KQT2

This is a 2♥ opening (can have just 5♥s if 10-11). If the ♠ 2 was ♠ Q the hand would open 1♥, but if the ♦ 7 was the ♠ 3 (2-5-2-4 shape), then it would be a 1♦ opening.

ETM BOTS Club Opening Bids and Responses

ETM BOTS Club Opening Bid Overview

Opening	Style	Description
1♣	Big or Three suited	a) 12-16, three suited, 4-4-4-1, 5-4-3-1, 5-4-4-0 or 5-5-3-0 shapes possible, but 5 card suit can only be a minor; OR b) 17+ any.
1♦	Intermediate, Semi-bal	10-13 semi-balanced and if balanced without a five card suit (or a six card minor) then 11-13. Never has a major suit singleton/void. Can be any 5-4 without a major suit singleton. Must be 10-11 if has a minor suit singleton or void, and/or if has a five card major or six card minor.
1♥, 1♠	Natural	Five card or longer major, 12-16, only a 5-3-3-2 if 12-13. 1♠ opening can be exactly 5-5 in majors, 10-11.
1NT	Strong	14-16 balanced, includes 5-4-2-2s with a five card minor (they have no other opening bid).
2♣	Natural	6+♣s, 10-16, if 10-11 must be any 6-4 or 7+♣s.
2♦	Natural	6+♦s or 5-5 minors, 10-16, if 10-11 must be any 6-4 or 7+♦s.
2♥, 2♠	Natural	5 or longer major, 7/8-11, not 4+ in other major. If just 5 in major must be 10-11 and has a five card or longer minor and/or a singleton/void in the other major.
2NT	Minors	10-12, 5-5+ minors.
3X	Preemptive	Random, but a decent suit promised if vulnerable.
3NT	Majors	6-5/5-6+ in majors, 10-13.
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 BOTS Club Balanced Ladder (can have five card major)

Range	Opening	Notes
0-10	Pass	Can upgrade 10s with a five card suit into 1♦
11	1♦	
12-13	1♦, 1♥, 1♠	Open 1♦ unless a five card major, then 1♥/♠
14-16	1NT	
17-19	1♣ then 1NT	
20-21	1♣ then 2NT	
22-24	1♣ then 2NT	
24/25+	1♣ then 2♥	

ETM BOTS Club One Club Opening – Big or Three Suited (BOTS) Club

[1♣ Opening Style]

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

- 12-16, three suited, 4-4-4-1, 5-4-3-1, 5-4-4-0 or 5-5-3-0 shapes possible, but 5 card suit can only be a minor; OR
- 17+ any.

[Responding to the 1♣ Opening]

Response	Style	Description/Follow-ups
1♦	Negative or constructive	0 to 7 HCP any, OR 8 without a four card major, OR 9-11 balanced with exactly 3-3 in the majors.
1♥/♠	Natural, Positive	4 or longer in the suit bid, 7/8+ points, forcing. Must be five or longer in major if 12+.
1NT	GF	12+, any GF without a five card major, and not a hand for a 2♥ or higher response.
2♣	Natural Positive	9-11, 3+♣s, no four card major, if fewer than 6♣s must be 4-5 in minors or balanced with 3-5 in each minor and a major suit doubleton. Not forcing.
2♦	Natural Positive	9-11, 5+♦s, no four card major, if exactly 5♦s, must have 4 or 5♣s. Not forcing.
2♥/♠	Game Force Short	12+, GF, singleton/void in bid major, exactly 3 in OM. 2NT asks, 3m: 6+, 3♥: 5♣-4♦, 3♠: 5♦-4♣, 3NT & 4♣: 5-5 minors.
2NT+	Game Force Minors	12+, GF, 5-5+ in minors. 2NT=values in majors, 3♣=doubleton ♥, 3♦=doubleton ♠, 3♥=6♣s no doubleton, 3♠=6♦s, no doubleton.

For 1♦ to 2♦ response structures, see tables below.

Note that 7/8+ opposite 17+ establishes a game force.

[Structure after 1♣-2♣(9-11, 3+♣s, no four card major)]

Rebid	Meaning	Description/Follow-ups
Pass	To play	12-13 three suiter not short in ♣s.
2♦	12-16	12-16 three suiter without 5♣s but not short ♦s.
2♥/♠, 3♦	17+	17+, GF, 5 or longer.
2NT	GF, asks	GF ask: 3♣: 6+♣s, 3♦: 4-5 minors, 3♥/♠: balanced, doubleton M.
3♣	Game invite	Game invite with 5♣s or 4-4-1-4.
Games	To play	To play.

[Structure after 1♣-2♦(9-11, 5+♦s, no four card major)]

Rebid	Meaning	Description/Follow-ups
Pass	To play	12-13 three suiter not short in ♦s.
2♥/♠	17+	17+, GF, 5 or longer.
2NT	GF, asks	GF ask: 3♣: 5-4 minors, 3♦: 6+♦s, 3♥/♠: 5-5+ minors, short M.
3♣	Natural	4-5♣s with short ♦s, 12-16.
3♦	Game invite	Game invite with 3+♦s.
Games	To play	To play.

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

Rebid	Meaning	Description/Follow-ups
1♥/♠	Natural 17-22 OR 12-16 & 3 or 4 in M	Either: a) 17-22, less than a GF, 4+ in M, unbalanced, can have longer ♦s b) 12-16, three suiter, 4 in M or a 5-4-3-1 with 3 in M & short in OM OM After this: Pass: 0-3 1♠: 3-7, 3-4♠s. Over 1♠ as over 1NT except 1NT = 14-16. 1NT: 4-8, can be unbalanced, can have 3 in M if not 8. - over 1NT, pass, 2♣ or 2♦ = 12-16, 2M = 17+ 5+ in M, 2OM = 17+ natural, 3M: 6+ in M, extras, 2NT, 3♣/3♦ = natural with exactly 4 in M, longer ♦s. 2♣: 8-11, 3 in M, balanced. - pass, 2♦, 2♥, 3♣: 12-16, 2NT GF 4M, rest 17+ GF 5+ in M. 2♦: 5-8, 3 in M, 6 or longer in another suit. - Cheapest new suit = 12-16 wants to play in 6 or longer suit, 2M NF but 7-8 bids again, rest GF natural 2M: 3-7, 4 in M. New suits now game tries. 2♥: 3-7, 6+♥s, fewer than 3♠s. New suits and 2NT forcing. 3♣/♦: 6/7-8, 6+ minor, fewer than 3 in M. All bids now GF.
1NT	17-19	17-19 balanced. 1NT System on.
2♣	Natural, 17-22	5+♣s, 17-22, 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). Bids above 3♣ show value location with 8-11.
2♦	Natural, 17-22, no four card major	5+♦s, 17-22, less than a GF, no four card or longer major. Responder should show a five card major if one held unless if 0-2. Bids above 3♦ show value location with 8-11.
2♥	22+ natural or balanced	2♥ shows 22+, balanced or 5+♥s with a second suit. Now: 2♠: no five card or longer major, 0-8. Over 2♠: - 2NT 22-24, 3♣ GF balanced responder bids as if Stayman, 3♥ 5+♥s & ♣s GF, rest natural GF with 5+♥s. 2NT: 8-11, balanced, 3-3 majors. 3♣: 5+♠s. 3♦: 5+♥s. Over 3♣ and 3♦ showing a five card major, responder bids 3M if balanced and less than GF, and all other bids GF.
2♠	Natural 21/22+	5+♠s, 21/22+, forcing but does not promise rebid. 3♣ by responder is now negative, 0-2, without 3♠s. 2NT promises 3-7.
2NT	20-21	20-21 balanced. 2NT system on.
3♣	Natural, GF	5+♣s, 22/23+, GF, can have a four card major. 3♦ asks for a major but can be just waiting, other bidding natural.
3♦	Natural, GF	5+♦s, 22/23+, GF, denies 4♠s (bid 3♠ if one). Now 3♥ natural 4+, 3♠ waiting.
3♥	Natural, GF	6+♥s, GF, no second suit.
3♠	Natural, GF longer ♦s.	4♠s, 5 or longer ♦s, 22/23+, GF. Natural bidding now.

[Structure after 1♣-1♥(7/8+ points, 4+♥s)]

Rebid	Meaning	Description/Follow-ups
1♠	Natural/ Semi-natural	3-4♠s, 12-16, singleton/void in ♥s.
1NT	Balanced	17+ balanced/semi-balanced. Now 2♣ shows 4♥s, 2♦ 5♥s, 2♥ 6+♥s. After this opener replies in 2 point steps (e.g. after 2♣, 2♦: 17-18, 2♥: 19-20 etc.).
2NT	Balanced	22/23-24 balanced. Bidding now natural.
2♣	17+, ♣ or ♦	♣s or ♦s, 17+ . Now 2♦ shows 4♥s, 2♥ 5♥s, 2♠ 6+♥s. After this opener makes cheapest bid with 5+♣s, rest=5+♦s.
2♦	17+ ♠s	17+, 5+♠s.
2♥	♥ Raise	12-16, 3-4♥s, not 4♥s if 15-16.
2♠	♥ Raise	16/17+, 4+♥s, game force with singleton/void, 2NT asks short.
2NT	♥ Raise	17+, 4+♥s, game force, no singleton/void.
3♣/♦/♥	♥ Raise	14/15-16, 4♥s, shows shortness, 3♥=♠ shortness.

[Structure after 1♣-1♠ (8+ points, 4+♠s)]

Rebid	Meaning	Description/Follow-ups
1NT	Balanced	17+ balanced/semi-balanced. Now 2♣ shows 4♠s, 2♦ 5♠s, 2♥ 6+♠s. After this opener replies in 2 point steps (e.g. after 2♣, 2♦: 17-18, 2♥: 19-20 etc.).
2♣	Short ♠s	3+♠s, three suited short ♠s, 12-16.
2♦	17+, ♣ or ♦	♣s or ♦s, 17+ , Now 2♥ shows 4♠s, 2♠ 5♠s, 2NT 6+♠s. After this opener makes cheapest bid with 5+♣s, rest=5+♦s.
2♥	Natural	Natural, 17+, 5+♥s.
2♠	♠ Raise	12-16, 3-4♠s, not 4♠s if 15-16.
3♣	♠ Raise	16/17+, 4+♠s, game force with singleton/void, 3♦ asks short.
2NT	♠ Raise	17+, 4+♠s, game force, no singleton/void.
3♦/♥/♠	♠ Raise	14/15-16, 4♠s, shows shortness, 3♠=♣ shortness.

[Structure after 1♣-1NT(12+, any GF without a five card major)]

Rebid	Meaning	Description/Follow-ups
2♣	Three suited	12-16, three suited. 2♦ asks short suit (2NT=♦s).
2♦	Balanced, semi-bal	17+ balanced or semi-balanced with no major suit singleton/void. 2NT shows 4♥s, and 2♥ asks range in two point steps (2♠=17-18).
2♥/♠	Natural	17+, 5 or longer major.
2NT	17+ ♦s	17+, 5 or longer ♦s.
3♣	17+ ♣s	17+, 5 or longer ♣s.
3♦	Short ♠s	17+, 1-4-4-4 exactly.
3♥	Short ♥s	17+, 4-1-4-4 exactly.

[After Interference Over 1♣]

Generally the approach is that the 12-16 opener keeps quiet if not short in the last bid suit, while 17+ opener bids, and that if responder takes immediate action it shows 7/8+, enough for a game force if opener has the 17+ hand types. The scheme is to use a few cheap bids or raises to show the 12-16 hands, and allocate all the other bids to describe the 17+ hands. Opener can upgrade 16 to 17+ if the bidding has increased playing value.

If the opponents bid directly over 1♣, or double 1♣, responder's suit and notrump bids are natural. At the one level suit bids show 7/8+, at the two level 9/10+, and at the three level or higher 11/12+ and are game forcing. 1NT is 7/8-10, 2NT 11-12, and 3NT 13-15. The notrump bids are still natural even if the opponents' methods hide what suit or suits they might have.

When responder has a 7/8+ hand with no bid available, then a double or redouble is made. Occasionally at high levels this will get the partnership to overreach, but the advantage is if responder passes, opener in the 17-18 range is not under pressure to act again. The one exception is when responder is long in the suit just bid – in that case responder can pass assuming opener will reopen if short and/or if 17+, and otherwise the opponents will be in a poor spot.

After responder doubles, if the next opponent passes, opener's cheapest two bids show the 12-16 hand type – opener picks the most descriptive one. All other bids except for the cheapest two bids show 17+ and are game forcing. If one of the two cheapest bids is 3NT, opener can downgrade a 17 or 18 to 3NT, although this might miss a slam.

After responder bids a suit, if the next opponent passes, opener's cheapest bid shows 12-16 with no fit for responder, and this could be just a three card suit if the hand is a 5-4-3-1 with shortness in responder's suit. If opener has a fit, it is shown by raising the suit with 12-14, or with 15-16 jump raising, or if that would be above 3NT, by cuebidding what the opponents have shown. All other bids aside from the cheapest bid and raises show 17+ and are game forcing.

If the opponent bids after responder acts or passes, then opener can still raise if there is a fit with a suit responder has bid, and otherwise can make one of two bids: pass if not short in the suit the opponents have bid, or double for takeout if the opponents have bid a suit (or redouble for takeout if opener is bidding over a double). If the opponent has bid notrump just before opener is to bid, then only raises and pass show 12-16, all other bids including double showing 17+ hands.

When opener has shown a 12-16 hand type, if the auction is not already game forcing, responder must cuebid a suit the opponents have shown, jump the bidding, and/or bid game to establish a game force. This allows for the bidding to end in the partscore when there are not enough values to go higher.

ETM BOTS Club One Diamond Opening – Intermediate Semi-Balanced

[ETM BOTS Club 1♦ Opening Style]

10-13 semi-balanced and if balanced without a five card suit (or a six card minor) then 11-13. Never has a major suit singleton/void. Can be any 5-4 without a major suit singleton. Must be 10-11 if has a minor suit singleton or void, and/or if has a five card major or six card minor.

[Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 4 and no 4 card or longer major, and with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit, less than a GF, non-forcing but can be good invite values (up to 13). 1NT rebid 11-13. 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. Opener's 2♣/♦ shows 5 or 6 card suit, fewer than 4 in M and fewer than 4♠s over 1♥. 1♦-1♠;-2♥ is 10-11, 5♥s, fewer than 4♠s. 2M raise can be 3 trumps, 2NT asks, 3X (but not 3M)=just 3
1NT	Natural	No four card major, to play if opener balanced.
2♣	Artificial GF	2♣ is Artificial GF that wants to learn more. Opener bids one under a 4/5 card major they have, or bids 2♣ with no 4 card major, or bids 2NT (♦ shortness) or 3♣ (♣ shortness) with singleton/void in a minor & 4-4+ in majors. After any response the cheapest bid asks opener to bid naturally. All other bidding is natural.
2♦	Majors	5+♠s, 4+♥s, up to game invite values opposite 11-13. If opener bids 2♥ or 2♠, responder bids again if invite. 2NT over 2♦ asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♠s, 3NT=max.
2♥, 2♠	To play	5 or longer, to play.
2NT	Invite	GI with no four card major, might have long minor. 3X by opener is GF, 3m showing 6 card suit, 3M showing exactly 5.
3X	To play	Sets contract
3NT	To play	Doesn't want to know opener's hand type.
4X, 5X	To play	To play.
4NT	Invite	Asks partner to accept invite if 12-13

[In Competition]

Responder assumes opener is balanced and bids correspondingly. Non-jump suit and notrump bids by responder are natural and non-forcing. If responder has only passed, any bid by opener shows a shapely hand. Doubles by opener or responder show values and no other good bid, asking partner to describe hand. To force to game responder, at some point, must bid game or cuebid one of the opponents suits. 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 BOTS Club One of a Major Opening

[ETM BOTS Club 1♥/♠ Opening Style]

Five card or longer major, 12-16, only a 5-3-3-2 if 12-13. 1♠ opening can be exactly 5-5 in majors, 10-11.

[Responding to 1♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-5 with no good bid.
1♠	Natural	4+♠s, 5+ HCP, forcing. 1NT shows 12-14 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 6 to 11, semi-forcing. Opener always passes with 12-13 balanced or semi-balanced and just 5 in M, 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. 1♥-1NT—2♣/♦/♥-2♠ is artificial, forcing with good hand (available since responder would not bid 1NT over 1♥ if 4+♠s). 1M-1NT—2NT shows 6 in M, another 4 card suit and extras. 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 nd 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♣=3 in M good raise, 2♦=4 in M, good raise.
2M	Raise	3 or more trumps, about 6 to 9 (only 3 trumps if maximum).
2♠/1♥	Strong	5+♠s, game force, and either 5-5, 3♥s, or 6+ quality ♠s. 2NT asks.
2NT	Raise	3+ trumps, GI+. 3M shows awful hand (flat 12). 3♣ = no accept GI (now 3M to play and 3♦ asks short, 3M=no, 3NT=♣, 4♣=♦). 3OM is natural, forcing (just to 3♠ if 3♥ rebid). 3♦ is waiting, with enough for game, and now 3♥ asks for one-under shortness bids (3♠=no, 3NT=♣, 4♣=♦, 4♦=short OM, 4♥=short OM & extras).
3♣, 3♦, 3♥/1♠	Invitational	Long suit, game invite. By passed hand, long suit, very weak hand.
3M	Raise	4+ trumps, just under game invite values (a "mixed raise").
3♠/1♥ 3NT/1♠	Raise	Unknown singleton, about 10/11/12-15, with more bid 2NT. Cheapest bid asks shortness.
3NT/1♥, 4♣, 4♦/1♠	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, 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 BOTS Club One Notrump

[1NT Opening Description]

14-16 balanced, includes 5-4-2-2s with a five card minor (they have no other opening bid).

[1NT Structure]

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

2♣: Stayman without GF values and not GI with 5♥s (unless 5-5+ majors). After opener's bid, by responder: 2♥ is signoff with both majors, 2♠ is game invite with 5+♠s. 3♣/♦ rebid is long minor GI. 3♥ rebid over 2♦ is GI with 5-5+ majors.

2♦: Special Stayman, either any GF or GI with 5+♥s. Opener rebids:

2♥: Minimum without 4♥s.

2♠: 4♥s, may have 4♠s.

2NT: Maximum without a four card major.

3♣: Maximum with 4♠s, not 4♥s.

New suits below game are 5+ and forcing, except for cheapest bid, which re-asks.

In particular, after 1NT-2♦—2♥-2♠ (re-asks):

2NT: Not 4♠s. Now 3♣ re-asks (3♦=5+♦s, 3♥=5+♠s, 3♠=minors, 3NT=flat).

3♣: 4♠s. Now 3♦ re-asks (3♥=♠s, 3♠=♦s, 3NT=4-3-3-3).

2♥/♠: To play.

2NT: Natural GI, no four card major.

3♣/♦: To play.

3♥: Natural, GF with 5+♥s.

3♠: To play.

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 BridgeMatters documents.

For run-outs, if opponents double, 2 level suit bids show suit bid and next suit, redouble asks opener to bid 2♣ and then responder passes with ♣s or bids single suit. If responder passes, it asks opener to redouble, and then responder either passes with values, or bids 2♣ to show ♣s & ♥s, 2♦ to show ♦s and ♠s, or bids 2M to invite with a major.

ETM BOTS Club Two Club Opening

[ETM BOTS Club 2♣ Opening Style]

6+♣s, 10-16, if 10-11 must be any 6-4 or 7+♣s.

[Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-9 with no good bid.
2♦	Ask	Opener replies: 2♥: 4♥s. 2♠: 4♠s. 2NT: 6♣s, no second suit, 12-14. 3♣: 6+♣s, minimum, if just 6♣s has 4+♦s. 3♦: 6+♣s, 4♦s, maximum. 3♥/♠: 6+♣s, singleton/void in bid major, 14-16, no second suit. 3NT: 6+♣s, 14/15-16, no major suit singleton/void. 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+.

[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 BOTS Club Two Diamond Opening

[ETM BOTS Club 2♦ Opening Style]

6+♦s or 5-5 minors, 10-16, if 10-11 must be any 6-4 or 7+♦s.

[Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-9 with no good bid.
2♥	Ask	Opener replies: 2♣: Any 6-4, extras if ♣s. 2NT asks, 3♣/♦: min ♣=♥, ♦=♠, 3♥/♠=nat, max, 3NT=4♣s max. 2NT: 6♦s, no second suit, 12-14. 3♣: 5-5+ minors. 3♦: 6+♦s, minimum, if just 6♦s has exactly 4♣s. 3♥/♠: 6+♦s, singleton/void in bid major, 14-16, no second suit. 3NT: 6+♦s, 14/15-16, no major suit singleton/void. New suits (not shown by opener) by responder are forcing.
2♠	Natural	Five or longer ♠s, to play except opposite shortness and shape.
2NT	Puppet, minor signoff or GF two suiter without ♦s	Opener bids 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	Good raise to 3♦, opener can bid again if maximum.
3♣	Transfer	Transfer to ♥s with any strength. Opener bids 3♦ if would accept GI, 3♥ if not. Now 3♥ is to play, rest is GF.
3♥	Transfer	Shows ♠s with at least GI values. Opener declines GI with 3♠ bid.
3♠	GF ♣s	Shows GF with long ♣s.
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 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 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 BOTS Club Two of a Major Opening

[ETM BOTS Club 2♥/♠ Opening Style]

5 or longer major, 7/8-11, not 4+ in other major. If just 5 in major must be 10-11 and has a five card or longer minor and/or a singleton/void in the other major.

[Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-13 with no good bid.
Cheapest bid	Ask	Opener replies: 3♣/♦: Natural, second suit. 3OM now asks if 6 in M (3NT=no). 3M: 6+ in M, no second suit, not 3 in OM, minimum. 2♥-2♠—2NT: 6+♥s, 3♠s. 3♦ now asks if max. 3♣ both minors. 2♠-2NT—3♥: 6+♠s, 3♥s. 2♥-2♠—3♠: 6+♥s, not 3♠s, maximum. 2♠-2NT—3NT: 6+♠s, not 3♥s, maximum 4♣/♦: 6-5+. 4M: 7 in M with a singleton/void but no second suit.
2NT/2♥ 3♣, 3♦, 3♥/2♠	Transfers	Transfers to cheapest unbid suit. If transfer suit is below 3M, opener bids transfer suit if no fit, and all other bids promise a fit. If transfer suit is above 3M, opener bids 3M with no fit minimum, 3NT if no fit maximum, bids transfer suit if fit & minimum, and cuebids if fit and maximum.
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+.

[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 BOTS Club 2NT Opening

[ETM BOTS Club 2NT Opening Style]

10-12, 5-5+ minors.

[2NT Structure]

Pass: Rare, but can be best spot, at least when not yet doubled.

♣/♦: Any minor bid is to play.

3♥: Asks:

3♠: 2♠s.

3NT: 2♥s.

4♣/♦: 6+ in bid minor, no major suit doubleton.

3♠: To play 3♠ if opener has singleton/void in ♠s, otherwise 4♠.

Games: To play.

4NT: Natural slam invite.

ETM BOTS 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: 6-5/6-5+ in the majors, 10-13. Game bids to play. 4♣ asks opener to bid one-under longest major (or best major if 6-6). 4♦ is RKCB with ♠s trump, 4NT is RKCB with ♥s trump.

4X: Preemptive, if minor opening usually broken suit with little outside values. 4NT is RKCB for opener's suit.

ETM BOTS Club Short Major/Long Clubs Opening Note

Note that with less than 12, and a singleton in a major, three or four in the other major, then pass unless 6-4+ or a 7 card minor. If partner cannot open either we don't have enough points to compete and/or the opponents have the higher ranking suits and we the lowest ones.

ETM BOTS Club Upgrading to 10 Note

ACBL regulations require 10 or more High-Card-Points for the conventional 1♦ opening – do not upgrade 8 or 9 point hands to a 1♦ opening.