

ETM's CANDY System for Bridge Bidding

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Release 1.1

ETM CANDY Introduction and Notes

Introduction

Everything That Matters CANDY 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 CANDY Club system is composed of a smorgasbord of ideas, the key one being that the one club opening is either 17+ or 11-13 with a five card major and balanced or semi-balanced, a modified form of the Swedish Carrot Club set of systems. ETM CANDY follows Canape principles for the one-of-major suit openings, where the second longest suit is opened first.

The ETM CANDY 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 opening structure will seem somewhat strange to Tournament Directors.

ETM CANDY 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.

Table of Contents

ETM CANDY INTRODUCTION AND NOTES.....	1
INTRODUCTION.....	1
RELEASE NOTES.....	2
CONTACT INFORMATION.....	2
DEFINITIONS & POINTS FORMAT.....	2
ABBREVIATIONS.....	3
FORMAT OF BIDDING SEQUENCES.....	3
HAND SHAPE DESCRIPTIONS.....	3
GENERAL RULES.....	3
ETM CANDY OPENING BIDS AND RESPONSES.....	4
ETM CANDY OPENING BID OVERVIEW.....	4
ETM CANDY BALANCED LADDER.....	4
ETM CANDY ONE CLUB OPENING.....	5
ETM CANDY ONE DIAMOND OPENING.....	8
ETM CANDY ONE OF A MAJOR OPENING.....	9
ETM CANDY ONE NOTRUMP OPENING.....	10
ETM CANDY TWO CLUB OPENING.....	11
ETM CANDY TWO DIAMOND OPENING.....	12
ETM CANDY TWO OF A MAJOR OPENING.....	13
ETM CANDY 2NT OPENING.....	14
ETM CANDY THREE LEVEL AND HIGHER OPENING BIDS.....	14

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 CANDY Opening Bids and Responses

ETM CANDY Opening Bid Overview

Opening	Style	Description
1♣	11-13 5 card major balanced/semi or 17+	Either: a) 11-13 with a five card major, no singleton/void (so balanced/semi-balanced) and not 4 in OM ; b) 17+ any, except not hand for 2NT opening.
1♦	Limited, no four card major exactly	11-16, no four card major (exactly). If balanced will be 11-13 without a four card or longer major. If unbalanced, no four card major (exactly), and only a five card or longer major if 13/14-16 together with a 4 card or longer minor.
1♥, 1♠	4 Card Majors	Four card major, 11-16, can have longer second suit, or six or longer major 13/14-16, or if 1♠ opening 5-5 in majors 13/14-16. Balanced only if 11-13 with a four card major. 1♥ opening only has longer ♠s if 13/14-16.
1NT	14-16 Balanced	14-16 balanced, includes 5-4-2-2s with a five card minor. Can have a five card major.
2♣	Majors	10-13, 5+♠s and 4+♥s
2♦	Natural	9/10-13, 5+♦s, no 3 card or longer major
2♥, 2♠	Natural	5 or longer in M , 9/10-13, not 4+ in OM , if just 5 in M then must have a singleton
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 CANDY Balanced Ladder

Range	Opening	Notes
0-10	Pass	
11-13	1♦, 1♥, 1♠, Pass	Open 1♣ if a five card major, 1♥ or 1♠ if four card major, 1♦ if no four card or longer major.
14-16	1NT	
17-19	1♣ then 1NT	
20-21	2NT	
22-24	1♣ then 2NT	
25+	1♣ then 2♥	

ETM CANDY One Club Opening

[1♣ Opening Style]

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

- 11-13 with a five card major, no singleton/void (so balanced/semi-balanced) and not 4 in **OM**;
- 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	5 or longer ♥s, 7/8+ points, forcing. Not 2♥ response type hand.
1♠	Natural	5 or longer ♠s, 7/8+ points, forcing. Not 2♠ response type hand.
1NT	Balanced Forcing	7/8+ points, balanced, forcing. 2M shows 11-13 with 5 in the major. 2♣ is a puppet to 2♦, and then all suit bids are natural with 17+, game forcing – 1♣-1NT—2♣-2♦—2NT shows 5+♦s & 17+. 2♦ shows 17+ balanced/semi-balanced, establishes a game force, and asks for a four card major, responder to rebid 3X if 11+ (so 2NT reply to 2♦ is no four card major, 8-10).
2♣, 2♦	Natural, Forcing	4 or longer minor, 7/8+ points, forcing, unbalanced, not both minors unless 11+. Opener rebids 2M if 11-13 and 5 in M and then bid of OM is artificial, game forcing (so 2NT and 3M are non-forcing invites, 3m is constructive, and 3om is natural and forcing). Cheapest bid not a major is artificial, 17+, establishes a game force and asks responder to describe hand. All other bids are natural and game forcing with 17+.
2♥, 2♠	Natural, Not Forcing	7-10 with 5 or longer major, fewer than three in the other major. Opener when 11-13 can pass, or bid 3M or 4M. 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).
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, 5 or longer in major)]

Rebid	Meaning	Description/Follow-ups
1NT	Balanced	11-13, 5 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, 3 in the major.
3M, 4M	11-13 Raise	11-13, 5 in the major, 4M is bid with 5-4-2-2 12-13
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 5	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 5 in major, balanced or semi-balanced. After this: Pass: 0-3 1♠/1♥: 3/4-7, 4+♠s, rarely 3♥s. 1NT: 3/4-10, no six card or longer suit, not 3 in M. 2♣/♦: 3/4-10, 5 or longer suit, not 3 in M. 2♥/1♠: 3/4-7, 5 or longer ♥s, not 3♠s. 2M: 3-7, 3 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 the 3♣ rebid, or, after the 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 five cards or longer in the suit doubled even if just 11-13. Thus the double of a major is not made if very 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. 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 5 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 CANDY One Diamond Opening

[ETM CANDY 1♦ Opening Style]

11-16, no four card major (exactly). If balanced will be 11-13 without a four card or longer major. If unbalanced, no four card major (exactly), and only a five card or longer major if 13/14-16 together with a 4 card or longer minor (either can be longer).

[Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 4 with no other good bid, or 5-8 with a 6+♦s signoff
1♥, 1♠	Natural	Five or longer in the major suit, 5 or more points. 1NT or 2M by opener now shows 11-13. 2M has 3 in M, 1NT has 1 or 2 in M. 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♣ shows 5+♣s, 11-16, not 3 in M. 2♦ shows 5+♦s, 11-16, not 3 in M, 6+♦s if 11-13. 2♥/1♠ shows 5+♥s, 13/14-16, with a 4 or longer minor. 1♠/1♥ shows 5+♠s, 13/14-16, with a 4 or longer minor. 3♣ shows 5-5+ in the minors, 14-16. 3♦ shows 6+♦s & 15-16 and not 3 in M 2NT shows 3+ trumps with extras and either short ♣s or no shortness - 3♣ asks which (both 3M and 3NT show no short). 3M shows 3+ trumps, extras, and shortness in OM.
1NT	Natural	To play opposite 11-13 balanced. Can be short in a suit. If opener now bids 2M it shows 5 or longer M and 13/14-16 – then a bid of 3♣ is to play in opener's minor (pass or correct).
2♣, 2♦	Natural or semi-natural	3 or longer in minor suit, and if less than game invite values opposite 11-13, then 6 or longer in the minor. Opener can rebid the other minor now to show a hand that would accept a game invite. 2M rebids show 5 or longer M and 13/14-16.
2♥	Artificial Game Force	Artificial, game force, asks opener to bid 2♠ if 11-13, 2NT if 5+♣s, 3♣/♦ natural & 14-16, 3♥ if 5+♥s & ♣s, 3♠ if 5+♥s & ♦s. Over 2♠, 2NT asks for natural bidding. Over 2NT (5+♣s), 3♣ asks minor, 3♦=♦s, 3♥=♣s.
2♠	Minors	Shows 5-5 or better in the minors, game invite or better values.
2NT	Game Invite	Balanced game invite. Opener accepts with 5+ major with 3M.
3♣	Minors	Shows 4-4+ in the minors, weak hand that wants to play 3♣/♦.
3♦	Natural	6 or longer ♦s, game invite values opposite 11-13.
3♥, 3♠	Natural	Natural, 6 or longer suit, doubleton or less in OM, 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 11 to 13 balanced. 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.

ETM CANDY One of a Major Opening

[ETM CANDY 1♥/♠ Opening Style]

Four card major, 11-16, can have longer second suit, or six or longer major 13/14-16, or if 1♠ opening 5-5 in majors 13/14-16. Balanced only if 11-13 with a four card major. 1♥ opening only has longer ♠s if 13/14-16. If 4-4 in the majors, open 1♥.

[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 rebid shows 11-13 balanced or semi-balanced, and over 1NT, play two way new minor forcing, 2♣ with ♦ signoff or any invite, 2♦ with any GF.
1NT	Natural	After 1NT: Pass: 11-13 balanced or semi-balanced (4-4-4-1s/5-4-3-1s). 2♣/♦: 4 in M, 4/5 or longer in minor (4 in minor only if 14-16) 2M: 6+ in M, 13/14-16 2OM: 5 or longer in OM, 4 in M, if 2♥ 11-14, if 2♠ 13/14-16 2NT: If 1♠ opening, 5♥s and 4♠s, 15-16. 3♣/♦: 6 or longer minor, 4 in M, 15-16. 3♥: If ♠ opening, 5-5+ in the majors, 13/14-16
2♣	Natural or semi natural, game invite+	3+♣s, GI+. 2♦ is artificial negative, a hand that would not accept a game invite, with 4 in M and fewer than 5 in OM; after 2♦, 2♥ is artificial and establishes a game force – both 2NT and 3♣ over 2♦ are non-forcing. 1♠-2♣—2♥ shows 5♥s and 10+; now 2♠ artificially establishes a game force, while 2NT, 3♣ and 3♥ are just game invites. Rest of bids over 2♣ are natural and game forcing. By passed hand, 2♣=4 in M, good raise.
2♦, 2♥/1♠	Natural, game invite+	GI+, 4+♦s for 2♦, 5+♥s for 2♥. 2NT, 3♣, 3♦, and 3♥ over 2♥, are all natural minimums, non-forcing. 2M is an artificial game force, and asks responder, if not very distributional, to make cheapest bid, and then opener shows hand type. 1M-2♦—2OM is natural, game forcing if 2♠, forcing to 2NT if 2♥.
2M	Raise	4 or more trumps, about 6 to 10
2♠/1♥	Strong	5+♠s, game force. 2NT now shows weakest hand possible.
2NT	Raise	4+ trumps, GI+. 3M declines GI. 3♣ = 13+ but no accept GI (now 3M to play and 3♦ asks short, 3NT=no, 3M=♦). If accept GI 3NT=no short, 3OM short OM, 3♦=short ♣ or ♦ (3♥ asks, 3♠=♣),
3♣, 3♦, 3♥/1♠	Weak	Long suit, weak hand.
3M	Raise	4+ trumps, just under game invite values (a “mixed raise”).
3♠/1♥ 3NT/1♠	Raise	4+ trumps, unknown singleton, about 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	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, even if opener has some extras.
4NT	Asking	Keycard ask in major.
5♣, 5♦	Preemptive	Very long suit, to play.

[One of a Major - In Competition]

If responder bids a new suit in competition, opener is to pass with 11 to 13. 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 three card ♠ support.

ETM CANDY 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♠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 CANDY Two Club Opening

[ETM CANDY 2♣ Opening Style]

10-13, 5+♠s and 4+♥s

[Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	Long ♣s, no game interest
2♦	Asks	Opener replies: 2♥: 5+♥s 2♠: 5+♠s Now 2NT and 3X are natural invites.
2♥/♠	Natural	To play
2NT	Asks	Asks, establishes game force, replies are: 3♣/♦: shortness with 5♠s and 4♥s 3♥: 6+♠s & 4♥s 3♠: 5♠s & 5♥s 3NT: 5-4-2-2 exactly 4♣/♦: shortness with 6+♠s and 5+♥s
3♣	Asks	3♣ asks, establishes game force, replies are: 3♦: 5+♥s 3♥: 6+♠s 3♠: 5♠s & 4♥s
3♦	Natural	To play
3♥, 3♠	Natural	Natural, game invite
Games	To play	
4♣, 4♦	Shortness	Singleton/void, slam interest in a major. Opener bids 4♥ if hand has not improved by knowing singleton/void.
4NT	Invite	Natural Invite, opener accepting if 12-13

[In Competition]

Non-jump major bids and pass is to play. 2NT still asks. Redouble asks for description. Minor bids are natural and not-forcing (and 2♦ over double is to play). Games to play. Double by responder is penalty.

ETM CANDY Two Diamond Opening

[ETM CANDY 2♦ Opening Style]

5+♦s, 9/10-13, no three card or longer major, not 2-2-5-4 exactly.

[Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2♥, 2♠	Natural	To play
2NT	Ask	Opener replies: 3♣: 4+♣s. 3♦ re-asks: 3♥: 5-5+ in the minors, minimum. 3♠: 6+♦s & 4♣s, minimum. 3NT: 6+♦s & 4♣s, maximum. 3♦: 6+♦s, not 4+♣s, minimum. 3♥: 5-5+ in minors, maximum. 3♠: 6+♦s, not 4+♣s, maximum. 3NT: 6+♦s, great suit. New suits (not shown by opener) by responder are forcing.
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♦	Raise	To play
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 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.

ETM CANDY Two of a Major Opening

[ETM CANDY 2♥/♠ Opening Style]

5 or longer in **M**, 9/10-13, not 4+ in **OM**, if just 5 in **M** then must have a singleton. Good 13s can open on the one level.

[Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
Cheapest bid	Ask	Opener replies: 3♣: Natural, second suit. 3♦ now asks if 6 in M (bid 3 M), shortness (3NT if short ♦s). 3♦: Natural, second suit. 3♥ (even if 2♥ opening) asks shortness, with 3♣ showing short in OM , 3NT short in ♣s with 5 in M , 4♣ short in ♣s with 6 in M . 3 OM : 6+ in M , 3 in OM . If 3♥ bid, exactly 6♣s. If 3♣ promises maximum. 2♥-2♠—2NT: 6/7♥s, no second suit, not 3♣s. 3♣ now both minors signoff, 3♦ asks if max, 3♥=no. 2♥-2♠—3♥: 6+♥s, 3♣s, minimum. 2♥-2♠—3NT: 6+♥s, 4♦s. 2♠-2NT—3♠: 6+♠s, no second suit, not 3♥s, minimum. 2♠-2NT—3NT: 6+♠s, no second suit, not 3♥s, maximum 4♣/♦: 6-5+. 4♥ if OM : 7♠s & 3♥s. 4 M : 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 3 M , opener bids transfer suit if no fit, and all other bids promise a fit. If transfer suit is above 3 M , opener bids 3 M with no fit minimum, 3NT if no fit maximum, bids transfer suit if fit & minimum, and cuebids if fit and maximum.
3 M	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 4 M 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 12+

[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 CANDY 2NT Opening

[ETM CANDY 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 CANDY 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.