

# **ETM Change of Heart**

## **Everything That Matters (ETM) Change of Heart Component**

### **A Strong One Heart Opening Component for a System**

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Release 1.1

## **ETM Change of Heart Introduction and Notes**

Everything That Matters Change of Heart Component is an adjustment that can be made to some systems to allow for a strong, forcing, one heart opening. The purpose of making this change is two fold. First, by opening hands with five or longer hearts and less than 15 points on the two level, it makes it harder for the opponents to come into the bidding, especially with a spade overcall. Second, a forcing one heart opening allows 17-19 balanced hands to rebid on the one level, and this system changes means that the other one level openings just need to handle 11-16 balanced in various ways.

The ETM Change of Heart system can be played in mid-chart events of the ACBL (American Contract Bridge League), once approval is received for the suggested defense to the strong, forcing, one heart opening. It can be played as well in SuperChart events.

## **Component Requirements**

To use the Change of Heart Component, one needs

- a) 2♣, 2♦, and 2♥ available to convert to the Change of Heart Component, knowing that 2♦ is Multi and the 1♥ opening handles 22+ balanced and all game forces (i.e. hands usually handled by a strong 2♣ opening).
- b) A one level opening for a balanced hand with five hearts and less than 17. In ETM Gold this would be 1♣ for the weak notrump range, and 1NT for the stronger balanced range. In ETM Victory, this would be 1NT for the weak notrump range, and 1♣ for the stronger balanced range.

## **Release Notes**

Release 1.1 Notes

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

## **Contact Information**

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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
RKCB	Roman KeyCard Blackwood, asking for aces and king of trumps.
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.

## 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).

## ETM Change of Heart One Heart Opening- Strong and Forcing

### [1♥ Opening Style]

1♥ is an artificial, strong, forcing opening, with either:

- 1) 15+ with 5+♥s;
- 2) 16/17-19 balanced (can be modified to be 18-20);
- 3) 22+ balanced;
- 4) Any GF.

### [Responding to the 1♥ Opening]

Resp.	Style	Description/Follow-ups
1♠	Waiting	See next page.
1NT	Balanced, Positive	10+ balanced, GF. 2♣ is Stayman, 2♦ to 2NT promise 5+♥s, with 2NT showing 4+♠s. 3X is natural with original GF.
2♣	Spades, Negative	2♦ shows 5+♥s, 18+, forcing to 2♥, can have 3♠s. 2♥ is 5♥s, 15-17, not 3+♠s. 2♠ is 16/17-19 balanced or 3+♠s & 5+♥s 15-17. 2NT is 22-24 balanced without 3+♠s, not-forcing. 3♣, 3♦, 3♥ are natural with original GF, can have ♠ fit. 3♠ is 22-23 balanced with 3+♠s. 3NT+ is 23/24+ balanced with 3+♠s, descriptive.
2♦	Spades, Positive	2♦ shows 5+♠s, GF (about 9/10+). 2♥ is now 5+♥s, not 3+♠s. 2♠ is ♠ fit with ♥s or 16/17-19 balanced. 2NT is 16/17-19 balanced, not 3+♠s. 3X is natural with original GF or 22+ balanced.
2♥	Natural, Positive	2♥ shows 5+♥s, GF (about 8+). 2♠ shows ♥ fit with 5+♥s or 16/17-19 balanced with 3+♥s. 2NT is 16/17-19 balanced, not 3+♥s. 3X is natural with original GF or 22+ balanced.
2♠	Minors, GF	Shows a game forcing two suiter (5-5+) with ♣s and ♦s. Natural bidding now, with 2NT showing no good fit.
2NT	Majors, GF	Game forcing two suiter (5-5+) ♥s & ♠s. Natural bidding now.
3♣, 3♦, 3♥, 3♠	Two Suiters, GF	Shows a game forcing major/minor two suiter (5-5+) without the suit bid: 3♣=♦s and ♥s, 3♦=♠s and ♣s, 3♥=♠s and ♦s, and 3♠=♥s and ♣s. Natural bidding now, with 3NT showing no good fit.

### [After Interference Over 1♥]

- Responder tries to bid with 5+ points if bid is at 2♥ or lower, and 6+ points at any level.
- Game bids are to play, though partner can bid again with considerable extra values.
- Double by either responder or opener shows values and no clear bid. Partner is invited to pass the double if the hand is quite defensive in nature.
- Cuebids in opponents suit are natural – assume they do not have what they say they have.
- New suits (i.e. suits not already bid the partnership, suits bid only by the opponents still count as new suits) below game are forcing by responder – responder can continue to bid new suits below game to force the bidding.
- If responder has bid (something other than pass) a new suit by opener is forcing if it is below game, it is the first call the opener has made after opening 1♥, and it is not the cheapest ♥ bid.
- New suits by the opener at the two level promise 5+♥s – so a 2♦ bid would promise 4+♦s and 5+♥s. The bid is not forcing if responder has only passed, and forcing otherwise.
- Jump bids by either player below game are forcing, and by responder show a quality suit, and by opener suggests original game forcing values.
- If the opponents interfere just before opener's rebid, opener tries to pass with minimum hands that are not too shapely.

**[Structure after 1♥-1♠]**

<b>Rebid</b>	<b>Meaning</b>	<b>Description/Follow-ups</b>
1NT	16/17-19	1NT System on.
2♣	♥s 18+ or GF Balanced	2♦ asks hand type: 2♥ showing 18 to near GF with 5+♥s, not 5-3-3-2, not 4+♠s (now 2♥ opening system on). 2♠ shows 4+♠s, 5+♥s, 18 to near GF, with natural bidding after this, except 2NT like 1♥-1♠—2♦-2NT (see below). 2NT shows GF balanced, 2NT system on. 3X is natural with 5+♥s, GF. Also over 2♣, responder can show a weak hand with a long suit by bidding 3♣ or 3♦, or can show 3♥s in a very weak hand by bidding 2♥, or can show both minors signoff by bidding 2♠.
2♦	5+♥s, 4+♠s, 15-17	Pass, 2♥, 2♠ and 3♣ to play. 3♦, 3♥ and 3♠ invites. Games to play. 4♣ and 4♦ natural and forcing. 2NT asks: 3♣ or 3♦: Short in this minor. 3♥: 4-5-2-2, minimum. 3♠: 5-6+ minimum. 3NT: 4-5-2-2, maximum. 4♣: 5-6+, maximum. After reply, 4♣ is RKCB for ♥s, 4♦ RKCB for ♠s.
2♥	5+♥s, 15-17	5+♥s, not 4+♠s, not 5-3-3-2. 2♥ opening system on.
2♠, 3♣, 3♦	Natural, GF	Natural, but 3M over 3♦ shows a five card major, and 3♦ can be bid over 3♣ as a semi-natural waiting bid.
2NT	22-24	2NT system on
3♥, 3♠	Natural, GF longer ♦s.	Natural bidding.

For a comprehensive competitive method, see ETM Storm Appendix A on handling interference.

## **Suggested Mid-Chart Defense to Strong, Forcing 15+ 1 Heart Opening**

Note:

This defense is not yet approved by the ACBL.

Mid chart permits, under ALLOWED: 8. Any strong (15+ HCP) opening bid.

GCC permits, under RESPONSES AND REBIDS:

7. ARTIFICIAL AND CONVENTIONAL CALLS after strong (15+ HCP), forcing opening bids.

### Summary of Defense Approach

Double of Artificial Suit Bids show suit doubled.

Suit bids natural if opponents have not shown 5 or longer in suit.

Notrump bids, and doubles of notrump bids used to show two cheapest not-shown suits.

Bids in suits opponents have shown 5 or longer in are two suited takeout with the highest ranking suit not shown yet, and another not-yet-shown suit.

If the opponents have shown two suits 5 or longer, a cuebid in the cheapest available of their suits shows the other two suits and a preference for the lower ranking one, and a cuebid in the other of their suits shows the other two suits and a preference for the higher ranking one.

### Details – Directly Over Strong, Forcing 1H Opening

Note: 1H shows 15+ with Hearts, 16/17+ Balanced, or any near Game Force or better.

Doubles shows Hearts, Notrump bids show minors, rest natural, 2H & jumps being preemptive.

### Details – Over Responses to 1H

Over 1S waiting:

Double shows Spades, notrump bids show minors, rest natural, 2S & jumps being preemptive.

Over 1NT game force balanced or semi-balanced:

Double and notrump bids show minors, rest natural, jumps being preemptive.

Over 2C negative response with 5 or longer spades:

Double shows clubs, notrump bids show minors, spade bids show hearts and a minor, heart or diamond or clubs bids natural, with 3C and jumps being preemptive.

Over 2D positive response with 5 or longer spades:

Double shows diamonds, notrump bids show minors, spade bids show hearts and a minor, heart or diamond or clubs bids natural, with 3D and jumps being preemptive.

Over 2H positive response with 5 or longer hearts:

Double is takeout, notrump bids show minors, heart bids shows spades and a minor, spade or diamond or clubs bids natural, with jumps being preemptive.

Over 2S or higher response showing 5-5+ positive, two specific suits, not including the suit bid:

Double shows the suit bid (or if double of majors-showing notrump then shows both minors).

Notrump bids show the other two suits. Cheapest cuebid in one of the 5-5+ suits shows the other two suits, preference for the lower ranking of the other two suits. Not-cheapest cuebid in one of the 5-5+ suits shows the other two suits, preference for the higher ranking of the other two suits.

## ETM Change of Heart Two Clubs Opening – Both Majors

### [ETM Change of Heart 2♣ Opening Style]

Both Majors, at least 5-4 either way, 10-14 (must be 10+ HCP and at least 5-4 due to ACBL regulations). If 5+♠s, not 12-14 unless longer ♥s.

Note that using 2♣ with 10-11 and longer ♠s than ♥s or 5-5 allows 1♠-1NT—2♥ to promise 12+, reducing the range of this rebid.

### [Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass, 2♥, 2♠	Natural	To play
2♦	Asks	Asks for longer major, opener rebidding 2♥ if equal majors. Now pass is a signoff and all other bids are natural game invites.
2NT	Ask	Opener replies: 3♣: 5-4/4-5 10-11. 3♦ asks longest suit. 3♦: 5-5+, 10-11. 3♥: 4-5-3-1, 12-14. 3♠: 4-5-1-3, 12-14. 3NT: 4-5-2-2 exactly, 12-14. 4♣: 6-5+ majors, longer ♥s, 12-14. After reply, 4♣ is RKCB for ♥s, 4♦ is RKCB for ♠s.
3♣	Minors	Signoff with both minors, quite distributional.
3♦, 3♥, 3♠	To play	However 3♦ can be raised with a maximum and a fit, and 3M can be raised with a maximum and good distribution.
4♣, 4♦	Natural	Natural, forcing.
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 13-14.

### [In Competition]

After double, system still on, with redouble suggesting opener to double any runout by the opponents. If opponents bid, double is penalty, but can be pulled if shapely hand. All bids are non-forcing in competition, except for 2NT which still asks. Game bids to play.

## ETM Two Diamond Opening – Weak in a Major

### [2♦ Opening Style]

2♦ shows a weak two in either major, up to 11 if ♥s, up to 9 if ♠s (up to 10 if 2♣ opening not used with 10-12 and ♠s).

### [Responding to the 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	♦ suit, perhaps no better place to play. If 2♦ is doubled after responder passes, pass by opener shows tolerance for ♦s, while redouble shows no tolerance with long ♥s, and 2♥ shows no tolerance with long ♠s. If 2♦ doubled arrives back at responder, redouble says bid your major suit please, while all other suit bids are to play.
2/3♥, 2/3♠ 4♥	Pass or Correct	Pass or correct. NF, but can have constructive or better hand with long length in M. If bidding goes 2♦-2♥(p/c)—2♠(correct)-3♥ shows constructive hand with long ♥s, NF. 2♦-2♥(p/c)—2♠(correct)-2NT is forcing, asking for further description, can have good hand with ♥s. After 2♦-nM, if opener has OM & 5+ minor suit, can bid a 5+ minor or bid NT with extra values (doesn't show balanced hand, just good multi). Examples: 2♦-2♠—3♦ = ♥s & 5+♦s. 2♦-2♠—2NT = good ♥ multi
2NT	Ask	See next page.
3♣, 3♦	Natural	Natural & forcing to 3NT or 4m. Opener to bid suit under M, or after 3♦ then 3♠ with ♥s.
4♣	To be transferred	Asks opener to bid suit directly underneath opener's suit – to transfer responder to the suit.
4♦	Bid your major	Asks opener to bid opener's suit.
4♠	To play	To play in ♠s.
3NT, 5♣, 5♦	To play	To play.

### [2♦ Competitive]

All bids retain meaning from above except where noted.

Doubles by responder are for penalties, except for double of 2♥, 2♠, 3♥ and 3♠.

Doubles by opener shows suit if a major doubled, takeout if minor or notrump bid or major already known.

If 2♦ doubled, redouble means responder as either own long major, both minors or long ♣s.

Opener is asked to bid 2♥ (with or without ♥s), then responder will pass with ♥s, bid 2♠ with spades, bid 2NT with both minors, or bid 3♣ with long ♣s.

Double of direct 2♥, 2♠, 3♥, or 3♠ overcall is takeout, but is to be passed if opener holds this major, implies GI+ in OM if opener has the other major.

If an overcall of 3♥ or 3♠ directly over 2♦, bids in OM not correctable, use 4♣ or 4♦ to play in opener's major.

For further notes see ETM Gold Premium – Two Diamond Wagner Multi in Competition.

**[Structure after 2♦-2NT]**

Rebid	Meaning	Description/Follow-ups
3♣	Natural	<p>Minimum in ♥s or ♠s, or unbalanced &amp; good suit in ♥s or ♠s, but if ♠s no second suit or extra ♠ length.</p> <p>3♦ asks:</p> <p>3♥: Poor with ♠s or good suit ♠s, unbalanced. Now:  3♣: Please pass with poor ♠s, bid 3NT with good ♠ suit, unbalanced.  3NT: To play opposite poor ♠s, bid again if good ♠ suit, unbalanced.</p> <p>3♠: Poor with ♥s.  3NT: Good suit ♥s, unbalanced.  4X: Good suit ♥s, unbalanced, second suit or extra ♥ length.</p> <p>3♥: Pass or correct:  Pass: Poor with ♥s.  3♣: Poor with ♠s.  3NT: Good suit ♥s, unbalanced.  4X: Good suit ♠s, unbalanced, but not shapely enough for 4X over 2NT.</p> <p>3♠: Natural, forcing.  3NT: Pass with any ♠ holding, bid 4♥ if poor with ♥s, and bid 4♣ or 4♦ (semi-descriptive) with good suit with ♥s &amp; unbalanced.</p>
3♦	Hearts, not poor hand	<p>♥s and more than a minimum, not good suit ♥s.</p> <p>3♥: Asks hand type:  3♣: 5♥s, short ♠s.  3NT: 5♥s.  4m: Good 5-5 or better.  4♥: 6♥s.  3♠: Natural, forcing.</p>
3♥	Spades, not poor hand	<p>♠s and more than a minimum, not good suit ♠s.</p> <p>3♠: Asks hand type:  3NT: 5♠s  4X: Good 5-5 or better.  4♠: 6♠s</p>
3♠	Hearts	Good suit ♥s, balanced.
3NT	Spades	Good suit ♠s, balanced.
4X	Spades	Good suit, ♠s, unbalanced, descriptive

Once responder knows opener's major, the cheapest undefined minor bid at four level is RKCB for **M** (4NT is then a natural slam invite), while other bids in new suits are to be taken as natural, forcing if below game. After the response to RKCB and before or after any subsequent bidding, the cheapest bid in **M** is a signoff; also if opener shows 0 or 1 keycards, the cheapest NT is a signoff (make cheapest non-**M** suit ask to continue to ask).



## ETM Change of Heart Two Hearts Opening

### [ETM Change of Heart 2♥ Opening Style]

5 or longer ♥s, 11-14 (11 can also open 2♦ instead), not a 5-3-3-2, not 4+♠s.

### [Responding to 2♥ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-11 with no good bid.
2♠	Ask	Opener replies: 2NT: 6/7♥s, minimum, no second suit, no singleton if 7♥. 3♣ now both minors signoff, 3♦ asks if minimum (3♥=yes). 3♣: Natural, second suit. 3♦ asks if 6+♥s(3♥), 3♠s(3♠), 3NT=no. 3♦: 3♠ now asks if 3♠s (3NT=no). 3♥: 6+♥s, 3♠s, minimum. 3♥: 6+♥s, 3♠s, maximum. 3NT: 6+♥s and 4♦s. 4♣/♦: 6-5+. 4♥: 7♥s with a singleton/void but no second suit.
2NT, 3♣	Transfers	Transfers to next suit. Opener bids transfer suit if no fit, and all other bids promise a fit.
3♦	Transfer	Transfer to ♠s - opener bids 3♥ with no fit minimum, 3NT if no fit maximum, bids 3♣ if fit & minimum, and cuebids if fit and maximum.
3♥	Raise	Opener can bid again if shapely maximum.
3♠	Natural	Natural, 6+♠s, GF.
4♣	RKCB	Asks keycards in ♥s.
4♦	Transfer	Raise to 4♥ 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 13-14.

### [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 Change of Heart Two Spades Opening

### [ETM Savage 2♠ Opening Style]

Note: One can use the 2♠ opening as one wishes, given that 2♦ is Multi – here's one option: 5 or longer ♠s, 9/10-13, a singleton if only 5♠s, not good 13, not 4+♥s.

### [Responding to 2♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2NT	Ask	Opener replies: 3♣: Natural, second suit. 3♦ asks if 6+♠s(3♠), 3♥s(3♥), 3NT=no 3♠: Natural, second suit. 3♥ asks if 6+♠s (3♠), 3♥s(bid on four level), 3NT=no. 3♥: 6♠s & 3♥s. 3♠: 6/7♠s, no second suit, not 3♥s, minimum. 3NT: 6/7♠s, not 3♥s, maximum 4♣/♦: 6-5+. 4♥: 7♠s & 3♥s. 4♠: 7♠s with a singleton/void but no second suit.
3♣, 3♦	Transfers	Transfers to next suit. Opener bids transfer suit if no fit, and all other bids promise a fit.
3♥	Transfer	Transfer to ♠s - opener bids 3♠ with no fit minimum, 3NT if no fit maximum, bids 4♣ if fit & minimum, and cuebids if fit and maximum.
3♠	Raise	Opener can bid again if shapely maximum.
4♣	RKCB	Asks keycards in ♠s.
4♦	Transfer	Raise to 4♠ 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 12-13.

### [In Competition]

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

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