

# **ETM Gold**

## **Everything That Matters (ETM) Gold**

### **The System for Super Success**

© 2005, 2007 Glen Ashton BridgeMatters

Release 3.2

## **ETM Gold Introduction and Notes**

### **Introduction**

Everything That Matters Gold is a bridge bidding system designed around bidding productivity and success. It starts as a mostly natural system with many effective methods, and then adds depth by putting in place high frequency agreements to remedy common problems in standard bidding. It is designed to be the optimal combination of sophistication and simplicity, providing everything that matters in a bridge bidding system.

The enhanced version of Gold, called Gold Premium encompasses a set of optional agreements designed for top level competition. These are organized into modules that can be implemented piecemeal or as a cohesive whole. These modules offer considerable improvements over standard “2/1” methods, albeit at the price of more system complexity not appropriate to the casual player. If competing against national experts, it is recommended that some or all of these modules be implemented over time, but if competing at local or regional levels it is suggested that few or none of these be used by a partnership.

The ETM Gold base 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). The Gold Premium methods depend on the particular method, though most are intended to be GCC or mid-chart rated; please contact ETM for current ratings.

ETM Gold and Gold Premium represent years of work on bridge bidding systems, much of it trying out and abandoning methods that rarely occurred, or were too complex, or were ineffective. This is 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. The key factor is in the frequency of methods, for if a method has a low frequency of occurring, there is little reward for playing it, and lack of use will make memorization and understanding of the method burdensome. For methods to be comfortable for a partnership, they need to come up on a regular basis, and deliver good results often when they do. ETM Gold and Gold Premium is a collection of these productive methods.

In short, ETM Gold is the system for super success. It increases the likelihood of tournament success by using methods that have relatively high frequency and often deliver gains over other arrangements. It provides only enough complexity as necessary for the level of competition faced, avoiding the mental drain of unwieldy systems. It operates from a solid base framework, and implements new features following a set of underlying core principles and consistent philosophy. It is not a hodge-podge of bidding methods strewn together – instead it is a holistic integrated set that works together.

ETM Gold was not developed to win ‘best of breed’ for bidding systems, having the very latest of the new fangled toys one might want to learn about or experiment with – there are many other systems, including other ETM systems that can strive for this. Instead ETM Gold was developed for partnerships that want to win. It is the system for super success, and it wants every success to be yours.

## ETM Gold Key Features

Here are three key features of the ETM Gold system that drive distinctiveness from other systems:

### 1) One Heart and One Spade openings are not balanced

In ETM Gold, the 1♥ and 1♠ openings are not balanced – that is they never have some 5-3-3-2 shape. With a 5-3-3-2 shape and opening bid values, the hand is opened with whatever opening shows the corresponding point count and a balanced shape. Removing the balanced shape from the major suit openings allows second suits to be showed without resorting to fragments. For example, the system uses the 1NT forcing response to the One Spade opening, but there is no need for opener to rebid a three card minor with a 5-3-3-2 shape.

To assist in opener showing the second suit after the 1♥ opening, the system uses the Kaplan Inversion (also named Granville and other terms around the world). In this method, the 1NT response to 1♥ opening shows five or more spades, and now opener can rebid naturally. The 1♠ response to the 1♥ opening is like a 1NT Forcing response, in that it does not promise a suit (but denies five or longer spades), and asks opener to rebid to show hand type. In this method, the sequence 1♥-1♠-1NT shows four or longer spades, so opener can also show a second suit without distortion.

### 2) 18-21 Balanced Hands Open Two Clubs

Hands with 18-21 open 2♣ in ETM Gold, and not one of a suit or 2NT. By taking the 18-19 balanced hands out of the one level suit openings, it allows these openings to be less ambiguous for responder, especially if opener shows strength at the next turn to bid. In addition, for the one level openings, it frees up opener's 2NT rebid to show particular distributional hand types.

The ETM Gold 2♣ opening is highly defined, so it is hard for the opponents to come in without risking a substantial penalty. Also, since the opening shows the hand type, opener does not need to bid again if responder shows no interest in competition. For example, in standard, after 1♣=2♠=Pass=3♠ opener might feel obliged to bid again with 18-19 balanced, but after 2♣=2♠=Pass=3♠ opener can usually safely pass.

Compared to the standard 2♣ opening, the ETM Gold 2♣ opening is far more frequent, making good use of a relatively low opening bid. In addition the bidding space over 2♣ allows responder to show various hand types to opener, in order to reach the right spot.

### 3) 11-14 Balanced Hands Open One Club

The “weak notrump” hand type, with 11-14 and a balanced hand, opens 1♣ in ETM Gold, even with longer diamonds than clubs or with a five card major and 5-3-3-2 shape. There is plenty of room for major suit exploration and finding the best contract.

The method offers a double-edged sword in that opener with a balanced hand does not show best minor by the opening bid. The advantage to this is that notrump and major suit contracts can be reached without the opponents knowing which minor opener is better in. The disadvantage is that in competitive auctions, responder may not know about a minor suit fit. However by having the 1♦ opening bid never containing balanced hand types, it allows for extremely effective competition after the ETM Gold 1♦ opening.

In addition to these features, the ETM Gold Premium methods provide various components that can be added to the system for improvements. These included:

- A sophisticated major suit raise structure.
- 1NT asking response after a minor suit opening.
- 2♣ asking response after a major suit opening.
- Including 21+ balanced hands in the 1♣ opening to free up the 2NT opening and have more bidding space with these strong hands.

## Table of Contents

<b>ETM GOLD INTRODUCTION AND NOTES .....</b>	<b>1</b>
INTRODUCTION .....	1
ETM GOLD KEY FEATURES .....	2
RELEASE NOTES .....	4
CONTACT INFORMATION .....	4
DEFINITIONS & POINTS FORMAT .....	4
ABBREVIATIONS .....	5
FORMAT OF BIDDING SEQUENCES .....	5
HAND SHAPE DESCRIPTIONS .....	5
GENERAL RULES .....	6
<b>ETM GOLD OPENING BIDS AND RESPONSES .....</b>	<b>7</b>
ETM GOLD OPENING BID OVERVIEW .....	7
ETM GOLD NOTRUMP LADDER .....	8
ETM GOLD PREMIUM UPGRADES .....	8
ETM GOLD ONE CLUB OPENING .....	9
ETM GOLD ONE DIAMOND OPENING .....	15
ETM GOLD MAJOR SUIT OPENINGS .....	21
ETM ONE NOTRUMP AND TWO NOTRUMP OPENINGS .....	26
ETM TWO CLUB OPENING: 18-21 BALANCED .....	27
ETM GOLD TWO DIAMOND OPENING, GAME FORCING .....	30
ETM GOLD TWO HEARTS/TWO SPADES OPENINGS, TRENT-STYLE WEAK TWO BIDS .....	31
ETM GOLD THREE LEVEL AND HIGHER OPENING BIDS .....	34
ETM GOLD COMPETITIVE & DEFENSIVE BIDDING .....	35
ETM GOLD COMPETITIVE BIDDING AFTER OUR SUIT OPENING, PARTICULAR CASES .....	45
ETM GOLD PARTICULAR DEFENSES .....	59
ETM GOLD SLAM CONVENTIONS .....	65
<b>ETM GOLD PREMIUM .....</b>	<b>67</b>
ABSTRACT .....	67
SYNOPSIS OF ETM GOLD PREMIUM MODULES .....	68
ETM GOLD PREMIUM OVERVIEW .....	69
ETM GOLD PREMIUM NOTRUMP LADDERS .....	70
ETM GOLD PREMIUM DESIGN CONCEPTS .....	71
ETM GOLD PREMIUM COMMON MECHANISMS .....	72
PREMIUM MAJOR SUIT RAISES .....	74
PREMIUM METHOD OVER ETM TWO CLUB OPENING .....	84
PREMIUM METHOD OVER ETM TWO DIAMOND OPENING .....	92
PREMIUM SLAM METHODS & SLAM CONVENTIONS .....	97
PREMIUM ONE CLUB – ONE NOTRUMP ASKING .....	110
PREMIUM ONE DIAMOND – ONE NOTRUMP ASKING .....	117
PREMIUM 1M-2C ASKING AND 2/1 TELLING BIDS .....	123
PREMIUM 1M-1F STRUCTURE, AND 1♥-1NT, INCLUDING BAZZILLI .....	142
PREMIUM 1♣ RESPONSE STRUCTURE INCLUDING TRANSFERS .....	160
PREMIUM: 2♦ MULTI, GOLDBLOCKS, BAILEYS N' CREAM, FATNUNS, 2MT .....	192
PREMIUM NOTRUMP OVERCALLS AND SANDWICH BIDDING .....	209
PREMIUM: CHOICE OF SPOT CUEBIDS AND OTHER COMPETITIVE CUEBIDS .....	219
PREMIUM: ETM TRANSFERS & SWAPS AFTER OUR OPENINGS AND OVERCALLS .....	224
PREMIUM: ETM COMPETITIVE RESPONSES AFTER OUR ONE LEVEL SUIT OPENINGS .....	231
PREMIUM: OTHER RECOMMENDATIONS .....	259

## Release Notes

### Release 3.0 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 second release!

### Release 3.1 and 3.2 Notes

- Here-and-there adjustments to sequences, and publication as a pdf.

## Contact Information

For further information on these notes please contact:

Glen Ashton  
BridgeMatters  
128 Summerwalk Place  
Ottawa, Ontario, Canada  
K2G 5Y5  
[etm@BridgeMatters.com](mailto:etm@BridgeMatters.com)

Note that bridgematters.com does not send out our emails using bridgematters.com (other email addresses are used instead, that begin with bridgematters, and not end with it) so any email received such as from “staff@bridgematters.com” can be ignored as it is not from ETM.

## 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.

Useful: ETM defines the “useful” range as decent constructive to bad game invitational (limit) values. It is a range just a bit wider and stronger than “constructive”. It is usually made with a bid that gives room for partner to make a game try opposite it to find out whether it is good “useful” or not so good “useful”.

## 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
LO	Long order: in reply to asks showing long suits in ascending rank order.
M	Major
m	Minor
NF	Not forcing
NT	Notrump
1F	“One notrump forcing”, which may be 1♥-1♠.
1Red	1 of a red suit, so 1♦ or 1♥
OM and om	OM is Other Major, om is other minor
ph	Passed Hand
R	Reverse
SO	Short order: in reply to asks showing short suits in descending rank order.
uph	Unpassed Hand
U	Useful – see definitions
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

### [General Notes]

- 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.
- Fourth Suit Forcing is an artificial force by an unpassed hand, unless otherwise defined.
- By ph, Fourth Suit if not otherwise defined is natural/semi natural, intended as forcing but does not promise rebid.
- Reopening jump overcall is intermediate, too strong for reopening suit bid but not wanting to double first.

### [Forcing Pass]

When a forcing pass is made it means partner must not pass but must either double or take some other action if the next opponent does not bid. Forcing passes can be made when partner makes a forcing bid and opponents intervene; then passes are forcing if at or below the level forced to. If partner shows support for suit (or if not support has big hand), then the level forced to is the cheapest bid in partnership's suit. Once a fit is implied and the cheapest bid in the partnership's suit is still available, the weakest bid is pass and the cheapest bid in the partnership's suit shows competitive values. However the pass is not forcing if the hand making the pass is limited. Also, forcing passes are not set up if game was bid but without room to show stronger hand by cuebidding etc.

Examples:

- |                        |  |
|------------------------|--|
| 1♠=Pass=2♣=4♥—Pass:    | Forcing, since 2♣ forced to game or the opponents playing doubled contract.  |
| 1♦=1♠=Pass=2♦—2♥=2♠:   | The weakest bid would be pass, so 2♠ shows competitive values here. Pass is not forcing since 1♠ was limited.  |
| 1♦=1♥=Pass=2♦—2♠=Pass: | The cuebid only forced to 2♥, so pass says nothing.  |
| 1♥=1♠=2♠=3♣—Pass:      | The cuebid forced to 3♥, so 3♥ would show a competitive hand here, and pass can be minimum. However pass is forcing since opener's hand can still be very strong (so not "limited"). |
| 1♥=1♠=2♠=3♣—Pass:      | The cuebid only forced to 3♥ so the pass here says nothing.  |
| 1♥=3♠=4♥=4♠—Pass:      | The 4♥ bid may just be to play, so pass is NF.   |
| 1♥=2♠=3♠=4♠—Pass:      | The 3♠ cuebid forced to game, so pass is forcing here.   |

For the latter example it is modified in ETM Gold by the ETM Transfer to Double at High Levels, discussed in the competitive section.

## ETM Gold Opening Bids and Responses

### ETM Gold Opening Bid Overview

General Approach: Natural or weak balanced 1♣, natural 1♦, 1♥ and 1♠ openings, strong notrump, 2♣ 18-21 balanced, 2♦ game force, 2♥ and 2♠ good weak twos, 2NT 21/22-24 balanced.

Opening	Style	Description
1♣	Natural or weak balanced.	1♣ is either: 1) Natural, an opening bid or stronger with ♣s. With 5♣s & 4♦s, open 1♣ if less than 17, but open 1♦ if 17+ but not enough to force to game. 2) 11/12-14 balanced. If 11/12-14 balanced can be as short as 2♣s, and can have longer ♦s than ♣s, or a 5 card major with 2 or 3♣s (5-3-3-2 shape). Balanced hands can include 2=2=5=4 or 2=4=5=2, if opener chooses so.
1♦	Natural	5♦s & unbalanced hand, or 4=4=4=1 exactly, or 1=4=4=4 exactly with extras (15+), or with 4♦s & 5♣s and 17+. Forcing.
1♥	Natural	5+♥s, never a 5-3-3-2 (open 1♣ or 1NT etc.). 11 or more HCP or 10 if a 5-5+ hand.
1♠	Natural	5+♠s, never a 5-3-3-2 (open 1♣ or 1NT etc.). 11 or more HCP or 10 if a 5-5+ hand.
1NT	Strong	14/15-17 balanced, can have a five card major.
2♣	Balanced	17/18-21 balanced, can have a five card major.
2♦	Big	Any game force, can be 24/25+ balanced.
2♥	Good Weak 2	6+♥s, not 4+♠s, a hand that would be considered a good weak two or a minimum opening bid, about 7/8-12 HCP. Can have good or great playing value, and can have a second suit if a minor, which can be quite long itself.
2♠	Good Weak 2	6+♠s, not 4♥s, like 2♥ but with ♠s.
2NT	Balanced	21/22-24 balanced or semi-balanced.
3♣, 3♦	Preemptive	Great six card suit or decent seven or longer suit, wide ranging preempt. In third seat not-vulnerable vs. vulnerable anything goes, including a great five card suit with little on the outside. In 4 <sup>th</sup> seat a minimum opening bid with a good seven card suit.
3♥, 3♠	Preemptive	Six or longer suit (often seven), 0-9, if 8-9 not good suit (open 2M). In third seat wide ranging. In 4 <sup>th</sup> seat a minimum opening bid with a good seven card suit.
3NT	Preemptive	Gambling, in first or second seat a long solid/almost solid seven card or longer minor (headed by AKQ or AKJ), in third or fourth seat to play with usually a source of tricks in a long suit, often a minor.
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 Gold Notrump Ladder

Range	Opening	Notes
0-11	Pass	11s that have a five card suit should be treated as 11/12
11/12-14	1♣	14s that have a five card suit should be treated as 14/15
14/15-17	1NT	
17/18-21	2♣	17s should have a five card suit and good controls to be 17/18
21/22-24	2NT	
24/25+	2♦	

## ETM Gold Premium Upgrades

Later in this document ETM Gold Premium provides optional components that can tailor the system in many directions. If most of the components are used, one has a system ready for the highest levels of bridge play. Here is an example of how the opening bids of ETM Gold Premium can look when not vulnerable.

Opening	Style	Description
1♣	Natural or weak balanced or big balanced.	1♣ is a forcing opening with either: 1) Natural, an opening bid or stronger with ♣s. With 5♣s & 4♦s, open 1♣ if less than 17, but open 1♦ if 17+ but not enough to force to game. 2) 11/12-14 balanced, can have a five card major. 3) 20/21+ balanced/semi-balanced.
1♦	Natural, Forcing	5♦s & unbalanced hand, or 4=4=4=1 exactly, or 1=4=4=4 exactly with extras (15+), or with 4♦s & 5♣s and 17+. Forcing.
1♥	Natural, Forcing	5+♥s, not a 5-3-3-2 unless 17/18-20. 12 or more HCP. Forcing.
1♠	Natural, Forcing	5+♠s, never a 5-3-3-2 (open 1♣ or 1NT etc.). 12 or more HCP. Forcing
1NT	Strong	14/15-17 balanced, can have a five card major.
2♣	Balanced	17/18-20 balanced, can have a five card major.
2♦	Weak Two in a Major	Multi/Wagner, a weak two bid in ♥s or ♠s, but not two of top three honours and an ace (so not AKQ in suit either), and at most 9 HCP. Can have a 5 card major if hand not considered minimum and not 5-3-3-2.
2♥	Intermediate	5+♥s, 9/10-13. Not 13 with either good controls and/or 6♥s. If only 5♥s must have at least 10, a singleton/void, and not 4♠s. If 4-6 in majors, only 9/10-11.
2♠	Intermediate	5+♠s, 9/10-13, like 2♥ but with ♠s.
2NT	Weak, Majors or a Minor	Both majors or one minor. When both majors it shows either 6-5+ or two good five card suits, less than an opening bid, maximum of 10 HCP. When a long minor, it shows no ace or king (in any suit), and at least a seven card minor – this takes garbage openings out of 3 of a minor



## ETM Gold One Club Opening

### [Gold 1♣ Opening Style]

1♣ is either natural, an opening bid or stronger with ♣s, or 11/12-14 balanced. If 11/12-14 balanced can be as short as 2♣s, and can have longer ♦s than ♣s, or a 5 card major with 2 or 3♣s (5-3-3-2 shape). Balanced hands can include 2=2=5=4 or 2=4=5=2 when opener chooses so. With 5♣s & 4♦s, open 1♣ if less than 17, but open 1♦ if 17+ but not enough to force to game.

The opening is non-forcing in ETM Gold, but a component of ETM Gold Premium adds some strong hand types to the opening, making it forcing if that component is played by the partnership.

### [Responding to the 1♣ Opening]

Response	Style	Description
Pass	Natural	5+♣s, weak hand, 0-4 with no ace, no game likely.
1♦	Asking for four card major	Any less than game forcing hand without a five card major that can't bid 2♣, 2NT, or 3♣. Can also be a game force with ♦s that is either not balanced or has a weak side suit. Asks for a four card major but doesn't promise one. Forcing but can be weak just looking for a spot to play.
1♥, 1♠	Natural	Always five or longer in the major suit. Can be very weak (even zero points) but unlimited, so forcing.
1NT	Game force ask	Balanced or semi-balanced, game force, asks opener to describe hand.
2♣	Natural, less than GI	4+♣s, and either 4-3/3-4/4-4 in the majors & singleton/void in ♦s or 6+♣s. Less than a game invite opposite 11/12-14 balanced. Can be very weak.
2♦	♣ Game Force or 5-5 invite	Game force with ♣s that is not balanced or has a weak suit, or 5-5+ in the minors game invite (without a 3 card major). Opponents cannot play an undoubled contract.
2♥, 2♠	Splinter	Singleton/void in major bid, 3 in <b>OM</b> , 5-4 or 5-5 in minors, game invite or stronger.
2NT	Game Invite	Natural, no four card major. If weak suit, bid 1♦ instead.
3♣	Weak, both minors	5-5+ in the minors. Not enough for game opposite 11/12-14. Can be very weak.
3♦, 3♥, 3♠	Splinter, Game Force	Singleton in suit bid, 6+♣s, no second suit, game force.
3NT	To play	Doesn't want to know opener's hand type.
4X	To play	To play. Slam only possible opposite big unbalanced hand with a fit.
5♣, 5♦	To play	To play. Slam only possible opposite big unbalanced hand with a fit.

**[After 1♣-1♦]**

After 1♣-1♦, this is the structure:

- 1M:** Four or five in **M**, maximum of 18.  
**Pass:** Three or four in **M**, maximum of 7 if 3 in **M**, maximum of 5 if 4 in **M**.  
**1♠:** 4♠s, forcing but does not promise values. Now opener bids naturally, with bids above 2♣ (not including 2♠) showing extras. If opener rebids 1NT, 2♥ shows 3♥s and GI values, while 2♦ promises either 6+♦s or 5+♦s with 3♥s, so opener should now rebid 2♥ with 5♥s and a 5-3-3-2.  
**1NT:** To play if opener has 11/12-14 balanced. Opener bids naturally with ♣s, 2♦+ with extras.  
**2♣:** Artificial, 3 in **M**, constructive to invitational – about 7 to 12. This is bid with 5+♦s or willing to play a 4-3 fit or willing to bid again to show game invite. After 2♣ opener first assumes responder is 5-4-3-1 with 5♦s, 3 in **M** and 7-10, and bids correspondingly:  
**Pass:** 6+♣s, not enough to accept a game invite.  
**2♦:** At least 2♦s, often 11/12-14 balanced. To play if responder has 5♦s and less than a game invite.  
**2M:** 5 in **M** or wants to play with a 4-3 fit.  
**Other:** Extras with 6♣s and unbalanced hand, 3♣ is non-forcing at any time.  
**2♦:** Signoff with long ♦s.  
**2M:** Raise with 4 in **M**, 6-10 or so.  
**2OM:** Fourth suit forcing – a game force with ♦s and either an unbalanced hand or with a weak side suit somewhere.  
**2NT:** Natural, game invite.  
**3♣, 3♦:** Game invite with 6+ in the minor.  
**3M:** Game invite with 4+ in **M**, 11-12 or so.  
**3OM:** Singleton or void in **OM**, 4+ in **M**, GF.  
**4♣, 4♦:** Singleton or void in minor, 4+ in **M**, slam try. If 4♦ limited slam try.  
**Games:** To play.
- 1NT:** 11/12-14 balanced with no four card major. Can be 2=2=4=5. After 1NT:  
**2♣, 2♦:** To play.  
**2♥:** Artificial, game force. Opener bids 2♠ to see what responder has, 2NT if 4-4 in minors, or 3♣/♦ natural.  
**2♠:** Artificial, both minors (at least 4-4), game invite values. 2NT, 3♣ and 3♦ are all signoffs.  
**2NT:** Natural, game invite.  
**3♣, 3♦:** Natural, game invite.  
**3M:** Shortness in **M**, game force.  
**Games:** To play.
- 2♣:** 6+♣s, up to bad 16, no four card or longer major. After 2♣:  
**P, 2♦:** To play.  
**2♥:** Artificial, game force.  
**2♠:** Artificial, game invite with choice of NT or ♣s.  
**2NT:** Natural, game invite.  
**3♣, 3♦:** Natural, game invite.  
**3♥, 3♠:** Singleton/void in **M**, ♣ support, game force.  
**Games:** To play.
- 2♦:** 5♣s & 4♦s, singleton in a major, 16 or less. Not a reverse! After 2♦:  
**P, 3♣:** To play.  
**2♥:** 4-4 in majors, wanting to play in 4-3 fit.  
**2♠:** Artificial, ♣ game invite or any game force. Now 3♣ (only) declines game invite.  
**2NT:** Natural, game invite.  
**3♦:** Natural, game invite.  
**3M:** Singleton/void in **M**, game force.  
**Games:** To play.

**[After 1♣-1♦ continued]**

- 2M:** 4 or 5 in **M**, 5+♣s, 18/19+ or very distributional, intended as forcing unless responder has a weak hand (0-4). Cheapest bid now artificially shows weakness, and opener rebids 3♣ (or 2NT over 2♠) without extra values, and responder can pass or place contract. All other bids show some values. 3♣ or 3♦ are forcing, 2NT is natural and forcing over 2♠, and 3OM is artificial, used to show hand with 10/11+ and no good bid, often first looking for a stopper in **OM**.
- 2NT:** 6+♣s, no second suit, 18/19+, no major suit singleton/void and often no singleton/void in ♦s. Forcing to 3♣. Responder bids 3♣ with weak hand (0-4) or bids naturally.
- 3♣:** 15/16-18, 6+♣s, if less than 17 must have good suit. No second suit. Bidding is natural.
- 3♦:** 6+♣s, 4+♦s, 15/16+. Forcing to 3NT. 3M is stopper showing. 4♣ is a signoff.
- 3M:** 6+♣s, no second suit, 18/19+, shortness in **M**, forcing to 3NT.
- 3NT:** 6+♣s, singleton/void in ♦s, major suit stoppers, 18/19+, good playing strength.

**[After 1♣-1♥ or 1♣-1♠]**

After 1♣-1M:

- 1♠:** 4+♠s, at most 4♦s (since with 4=x=5=x open 1♦), fewer than 3♥s. After 1♠:  
 Pass: 3 or 4♠s, at most 7 HCP.  
**2♣, 2♥, 1NT:** Signoffs, but opener bids again with ♣s and unbalanced. Note with 5♥s & ♦s responder usually has to signoff in 1NT but will have a chance to bid again if opener has ♣s and bids 2♣ or higher. Partnership can choose to use sequence 1♣-1♥—1♠-1NT—2♥ to show 2♥s and 4♦s to offer choice of contract.
- 2♦:** Artificial, game force. Bidding proceeds naturally.  
**2♠:** 6 to 10, 4♠s.  
**2NT, 3♣, 3♦, 3♥, 3♠:** Natural, game invites.  
**Games:** To play.
- 1NT:** 11/12-14 balanced with 2 in **M**. Also if maximum of 14, can have a 5-4-2-2 with 5♠s and 2 in **M**, or a 5-4-3-1 with 5♠s and a singleton in **M**. Denies 4+♠s over 1♥, but can have 4♥s over 1♠. After 1NT, a 1XYZ (i.e. two-way new minor forcing) approach is used:  
**P, 2M, 3♣:** Signoffs.
- 2♣:** Artificial, asks opener to bid 2♦, with ♦ signoff or any GI hand. After opener's 2♦ rebid all below game bids are natural and game invitational. To signoff in ♦s responder passes 2♦. Responder can bid 2♣, then 3NT to offer choice of game with 6 in **M**, but not good suit. An optional agreement is after the sequence 1♣-1♠—1NT-2♣, to allow opener with 2=5=3=3 exactly to not bid 2♦, but to bid 2♥ with a minimum and 2♠ with a maximum. Now over either bid 3♦ is to play (over 2♥ could be an original ♦ signoff or a ♦ GI now signing off), while all other bids show an original GI, but are signoffs if opener showed a minimum. The purpose of this option is to allow responder to find a 5-3 ♥ fit.
- 2♦:** Artificial, game force. Bidding proceeds naturally.  
**2OM:** Natural, non-forcing.  
**2NT:** Natural, game invite, relatively flat.  
**3♦:** Natural, slam invite.  
**3M:** Game invite based on very good suit.  
**3NT, 4M:** To play.  
**Jumps above 3M:** Singleton/void in suit, slam try.

- 2♣: 6♣s. Maximum of poor 17. Fewer than 3 in **M**. Denies 4♠s over 1♥. After 2♣:  
P, 2**M**: Signoffs.  
2♦: Artificial, game force. Bidding proceeds naturally.  
2**OM**: Non-forcing, showing shape.  
2NT, 3♠, 3♦, 3**M**: Natural, game invites.  
3**OM**: Natural GI if 3♥ bid. If 3♠ bid, singleton/void in ♠s, minor suit support, GF.  
4♦: Singleton/void in ♦s, ♣ support, slam try.  
Games: To play, 4♥ if ♠s=**M** offers choice of game.
- 2♦: 5♠s & 4♦s, not 3 in **M**, about 15-16 (with less bid 1NT, with more open 1♦). After 2♦:  
P, 3♠, 2**M**, 2NT: Signoffs.  
3♦, 3**M**: Game invites.  
3**OM**: Natural GI if 3♥ bid. If 3♠ bid, singleton/void in ♠s, minor suit support, GF.  
2**OM**: Artificial, game force, like “fourth suit forcing.”  
4♠, 4♦: Distributional GI.  
Games: To play, 4♥ if ♠s=**M** offers choice of game.
- 2**M**: 3+ in **M**, maximum of 14.
- 2**OM**: 4 or 5 in **M**, longer ♣s, good/strong hand. If 2♥ 16/17+ and if 2♠ then 18/19+ (more room over 2♥ allows for bid to be weaker). Intended as forcing unless responder has a weak hand (0-4). After 2**OM**, the cheapest bid is used to artificially show weakness. All other bids are natural and game forcing. After the cheapest bid by responder, showing weakness, then to establish game force opener must bid 3♦ as “fourth suit forcing” or jump to 4♠, as all other bids are natural, but non-forcing.
- 2NT: 6+♠s, no second suit, 18/19+, not 3 in **M**. Forcing to 3♣. Responder bids 3♣ with weak hand (0-4) or bids naturally.
- 3♠: 15/16-18, 6+♠s, if less than 17 must have good suit. Not 3 in **M** and not 4 in **OM**. May have 4♦s if doesn't want to bid 3♦. Bidding is natural now, with 4♠ an attempted signoff.
- 3♦: 6+♠s, 4+♦s, 17/18+. Forcing to 3NT.
- 3**M**: 3 or longer in **M**, 14/15-17, 4/5+♠s, not balanced but can have 5-4-2-2 shape.
- 3**OM**: Singleton/void in **OM**, 3 or longer in **M**. If 3♥ then might just have a mild raise, and can pass 3♠ if responder bids it. If 3♠ game forcing values.
- 3NT: 4 in **M**, 5-4-2-2 shape with 5♠s, 17/18+.
- 4♠: Fit showing bid, 6+♠s, good suit, 3 or longer in **M**, may have side singleton, 17/18+.
- 4♦: Singleton/void in ♦s, 3 in **M**, 4/5+♠s 17/18+.
- 4**M**: 5+ in **M**, 6+♠s, less than 16.

**[After 1♣-1NT]**

1NT shows a game force balanced or semi-balanced hand. Opener rebids:

2♣: Unbalanced with 4+♣s, extra values and/or extra shape (e.g. 6+♣s).

2♦ by responder now re-asks:

2♥: 4+♠s, extra shape or values (can be 4=4=1=4 if not minimum).

2♠: 4+♥s, fewer than 4♠s, extra shape or values.

2NT: 6+♣s, no four card or longer major, 16+.

3♣: 6+♣s, less than 16, no second suit.

3♦: 6+♣s, 4+♦s, less than 16.

3♥: 1=3=4=5 exactly, 14-16.

3♠: 3=1=4=5 exactly, 14-16.

3NT: 4=4=0=5, extras (bid 4♣ with considerable extras).

2♦: 4 or 5♥s, not 4♠s, either 11/12-14 balanced or minimum unbalanced hand without 6+♣s.

2♥: 4 or 5♠s, not 4♥s, either 11/12-14 balanced or minimum unbalanced hand without 6+♣s.

2♠: No four card major, 11/12-14 balanced, 5♦s or 5/6♣s.

2NT: No four card major, 11/12-14 balanced, no five card suit.

3♣: 4♠s & 4♥s, 11/12-14 balanced or 4=4=1=4 minimum.

3♦: 2=2=4=5 exactly, less than 17.

3♥: 1=3=4=5 exactly, less than 14.

3♠: 3=1=4=5 exactly, less than 14.

3NT: 4=4=0=5, minimum.

After opener's rebid, responder's suit bids, except cheapest bid, are natural and still game forcing. Cheapest bid by responder asks opener to continue to describe hand, and then cheapest bid (not 3NT) asks opener to continue to describe hand – if shape is known, it asks opener to bid 3NT with a minimum, and value location with extras. 2NT, if not cheapest bid, asks opener to bid 3NT if less than 15 and no extra major length, and otherwise describe hand. A bid of 4♣ or 4♦ by responder is RKCB for that suit, while a bid of 4M where opener has shown shortness in suit is RKCB for OM.

**[After 1♣-2♣]**

2♣ shows less than a GI opposite 11/12-14 balanced with 4+♣s, and either 4-3/3-4/4-4 in the majors with either a singleton/void in ♦s or 6+♣s. Opener first assumes responder is 4=4=1=4 or 3=4=1=5 or 4=3=1=5 with less than game invite values and bids correspondingly. After 2♣:

Pass: 3+♣s, best spot to play.

2♦: Asks for four card major. 3♣ reply shows 6+♣s & no four card major. 2♥ reply shows 4♥s and may have 4♠s. 2♠ reply shows 4♠s & 5+♣s and denies 4♥s. After 2♥, 2♠ shows 4♠s and asks responder to pass with 4♠s and otherwise bid 3♣ with 5+♣s. After responder's rebid, opener can invite with 3 of the major, or bid 2NT to invite without a fit – over 2NT, 3♣ declines the invite.

2♥, 2♠: To play – may be bid with 4 or 5 card suit. Responder will bid 3♣ if not 3 or 4 in M and thus 6+♣s.

2NT: Good game invite in ♣s. 3♣ declines the invite.

3♣: Mild game invite.

3♦: Artificial, Game force – bid the major you don't have, bidding 3NT with both majors, 3♥ if neither major (now 3♠ would ask if 4♠s, 3NT=no).

3♥, 3♠: Game invite.

Games: To play.

**[After 1♣-2♦]**

2♦ is either a game force with ♣s, and may have a four card major, or a game invite with 5-5+ in the minors (without a three card major). Natural bidding now, with new suit jumps below game splinters (showing shortness & ♣ fit), and 4♣ a slam try with a very distributional ♣ hand. After opener's rebid of 2♥ or 2♠ responder's rebid of 3♣ shows 5-5+ in the minors, GI but non-forcing, and this is the only non-game forcing sequence (now 3♦ over 3♣ is to play). Thus if opener has to rebid 2NT or higher, the partnership is forced to game, but since opener will then not have a four card major, the double minor fit and/or great ♣ fit will provide compensating values.

**[After 1♣-2♥ and 1♣-2♠]**

After the 2M splinter bid with 5-4+ in the minors and 3 in the OM:

2NT, 3♣, 3♦, and cheapest bid in OM:	To play if responder just has game invite values.
4♣, 4♦, jump in M below game:	Invites.
Games:	To play.
3M:	Game force, asks responder to describe hand.

**[1♣-2NT]**

After the natural non-forcing game invite 2NT, 3♣ is to play and all other bids are game forcing.

**[1♣-3♣]**

After 3♣ showing a weak hand with both minors, pass and 3♦ are signoffs, games are to play, 4♣ is a game invite, and 3M show stoppers looking for 3NT, but if ♣s bid next it shows a control in M and a slam try.

**[1♣-3♦, 1♣-3♥, 1♣-3♠, 1♣-3NT]**

After the game forcing shortness showing bid with 6♣s, bidding is natural, with games to play. After 3NT bidding is natural. After any of these bids, 4♣ is a slam try, looking for cuebidding to start.

**[Passed hand bidding]**

By a passed hand, the 1NT response shows 10 to 12 balanced, no four card major. Bidding is natural now, with bids above 2♣ establishing a game force. The 2♦, 2♥, or 2♠ responses only show game invite values, and so 2♦ shows GI with 5-5+ in the minors. The 2NT response is not made, and neither are 3♦ or higher bids (though these could show a long broken suit, not appropriate for an opening preempt).

## ETM Gold One Diamond Opening

### [ETM Gold 1♦ Opening Style]

The ETM Gold 1♦ promises an unbalanced hand with at least 5♦s, or with 4=4=4=1 exactly, or 1=4=4=4 exactly with extras (15+), or with 4♦s & 5♣s and 17+. It can be played as non-forcing or forcing. If it is non-forcing, then game forcing hands are opened 2♦. If forcing, then the opening is unlimited, having the same hand types as the non-forcing opening but can have game forcing values.

### [Responding to 1♦ Opening]

Response	Style	Description
Pass	Natural	If playing the non-forcing version, 1♦ can be passed if 0-4 and no ace.
1♥, 1♠	Natural	Four or longer in the major suit. Can be very weak (even zero points) but unlimited, so forcing.
1NT	Game force ask	Game force. Balanced or semi-balanced, or unbalanced with ♦ shortness and stoppers in other three suits. Asks opener to describe hand.
2♣	Natural	5+♣s, often 6+♣s, fewer than 4♦s, less than game invite values, non-forcing.
2♦	Raise	3+♦s, no four card major. If non-forcing version of opening, 5-10 if forcing version of opening 0-10. In both cases if 8-10 then exactly 3♦s.
2♥	Artificial	Game invitational or stronger raise in ♦s with 3+♦s, no four card major.
2♠	Artificial	Game forcing bid with 5+♠s, either unbalanced or with a weak side suit.
2NT	Game Invite	Natural, no four card major. If weak major suit, bid 2♥ instead if 3+♦s.
3♣	Game Invite	Game invite with 6+♣s.
3♦	Constructive	4+♦s, 8-10, no four card major, just below game invite values.
3♥, 3♠	Splinter, Game Force	Singleton/void in suit bid, 5+♦s, no second suit, game force.
3NT	To play	Doesn't want to know opener's hand type.
4X	To play	To play. Slam only possible opposite big unbalanced hand with a fit.
5♣, 5♦	To play	To play. Slam only possible opposite big unbalanced hand with a fit.

### [After 1♦-1M]

After 1♦-1M natural response:

1♠: 4♠s & 5+♦s. After 1♠:

Pass: 3 or 4♠s, at most 7 HCP (since responder can do this opener usually raises ♥s with 3♥s).

2♣: Artificial, "fourth suit forcing", game invite values or stronger and promises a rebid so opener does not need to jump the bidding. Opener is to bid 2♦ without extras (does not promise 6♦s), and any other bid is natural and establishes game force. If opener rebids 2♦, responder can bid 2NT or make any three level bid to naturally establish a game force.

2♦, 2♥, 1NT: Signoffs, but opener bids again with extras, or over 1NT with extra points or extra distribution.

2♠: 6 to 10, 4+♠s.

2NT, 3♣, 3♦, 3♥, 3♠: Natural, game invites. If holding 5♥s or 4♠s, can bid 2♣, then 2♥ or 2♠ to stay low on game invite hands.

Games: To play.

- 1NT: Shows  $\clubsuit$ s – a transfer to  $\clubsuit$ s in other terms. Forcing so can be quite strong. Not 3 or longer in **M**. Over  $1\spadesuit$  denies  $4\heartsuit$ s unless  $1=4=4=4$  exactly and  $15+$  (will show  $\heartsuit$ s next). After  $\clubsuit$  showing 1NT:  $2\clubsuit, 2\spadesuit, 2M$ : What one would do over  $1\spadesuit-1M-2\clubsuit$  in standard, holding less than game invite values, with  $2\clubsuit$  representing the pass of  $2\clubsuit$ . Now over these bids if opener bids again it is natural (with bids in **M** showing 2) and shows  $15+$ , and jump bids and 2NT over  $2\clubsuit$  or  $2\spadesuit$  showing considerable strength ( $19+$ ).  $1\spadesuit-1\heartsuit-1NT-2\clubsuit/\spadesuit-2\heartsuit$  shows 3 or  $4\heartsuit$ s,  $15-18$  or so.
- 2OM: “Fourth suit forcing” – artificial, and establishes game force.
- 2NT,  $3\clubsuit, 3\spadesuit$ : Game invites. Except for the  $3\clubsuit$  rebid over 2NT, now all rebids by opener are game forcing.
- 3M: Game invite with  $6+$  in **M**.
- 3OM: If  $3\heartsuit$ , then game invite with  $5-5+$  in majors. If  $3\spadesuit$ , singleton/void in  $\spadesuit$ s,  $\clubsuit$  support.
- $4\clubsuit, 4\spadesuit$ : Distributional game invite.
- Games: To play and require considerable extra values for slam to be possible.
- 2 $\clubsuit$ : Transfer to the suit directly above  $2\spadesuit$ . If **M**= $\heartsuit$ s, this bid shows  $3\heartsuit$ s (or when  $1\spadesuit$  opening is forcing then  $4+\heartsuit$ s and super strong hand), while if **M**= $\spadesuit$ s, this bid shows  $4+\heartsuit$ s and longer  $\spadesuit$ s. Both are limited only by opening (so if opening is forcing, the bid is unlimited). Sequences depend on what **M** is.
- $1\spadesuit-1\heartsuit-2\clubsuit$
- If **M**= $\heartsuit$ s, then  $2\clubsuit$  shows  $3\heartsuit$ s (or super strong  $4+\heartsuit$ s if  $1\spadesuit$  is forcing opening bid), and after  $2\clubsuit$ :
- Pass: Only possible if opening bid is not-forcing, so will not have super-strong hand type.  $6+\clubsuit$ s, very weak hand.
- $2\spadesuit$ : To play if opener has  $5+\spadesuit$ s and  $15$  or less.
- $2\heartsuit$ : To play if opener has  $15$  or less.
- $2\spadesuit$ : Natural or value showing (opener assumes natural), game try or better.
- 2NT: Natural, game invite.
- $3\clubsuit$ : Artificial, game try or stronger. Asks opener to bid shortness, with  $3\spadesuit$  showing  $6\spadesuit$ s and  $2=3=6=2$  shape (now  $3\spadesuit$  asks for  $\spadesuit$  stopper,  $4\spadesuit$  is invite in  $\spadesuit$ s),  $3\heartsuit$  showing  $\clubsuit$  shortness and minimum,  $3\spadesuit$  showing  $\spadesuit$  shortness, and both 3NT and  $4\clubsuit$  showing  $\clubsuit$  shortness and extras,  $4\clubsuit$  with a very distributional hand or monster hand (can't afford a pass of 3NT). Bids above  $4\clubsuit$  show the super strong hand with  $4+\heartsuit$ s, with  $4\spadesuit$  showing short  $\clubsuit$ s and  $4\clubsuit$  showing short  $\spadesuit$ s.
- $3\spadesuit, 3\heartsuit$ : Natural invite, non-forcing.
- $3\spadesuit, 4\clubsuit$ : Singleton/void in suit, slam try.
- $4\spadesuit$ : Natural, forcing, slam try.
- 3NT,  $4\heartsuit, 5\spadesuit$ : To play unless opener has considerable extras.
- After  $2\spadesuit$  and  $2\heartsuit$ , if opener has  $16+$  will continue to describe hand -  $2\heartsuit$  over  $2\spadesuit$  shows  $1=3=4=5$  (with  $5\clubsuit$ s and only  $4\spadesuit$ s) and  $16+$ , forcing but does not promise rebid - all other bids over  $2\spadesuit$  promise  $5+\spadesuit$ s. Over  $2\spadesuit$  and  $2\heartsuit$  all non-jump suit bids except for  $3\heartsuit$  show about  $16-18$  ( $15/16-19$  on two level), so with  $19+$  opener must bid  $3\heartsuit$ , forcing, or 2NT, artificial and forcing, which shows big hand (e.g.  $1\spadesuit-1\heartsuit-2\clubsuit(3\heartsuit)s-2\heartsuit-2NT$  shows a big hand,  $19+$ , no other good bid). The strong  $3\heartsuit$  bid implies weakness or shortness in  $\clubsuit$ s or  $\spadesuit$ s, and now  $3\spadesuit$  shows a  $\spadesuit$  stopper, while 3NT shows a  $\clubsuit$  stopper. With a super strong hand &  $4+\heartsuit$ s opener rebids above  $3\heartsuit$  as if the raise had been made immediately over  $1\spadesuit-1\heartsuit$  (though if using the ETM Gold Premium raises with transfer splinters then bid  $4\spadesuit$  if short in  $\spadesuit$ s).



1♦-1♠-2♣

If **M**=♠s, then 2♣ shows 5+♦s & 4+♥s, denies 3♠s. After 2♣:

Pass: Only possible if opening bid is not-forcing. 6+♠s, very weak hand.

2♦: To play if opener has 5+♦s and 15 or less. Now opener can bid again naturally with 16-18 (or less with a 6-5), or can jump the bidding or bid 2NT, artificial and forcing, if 19+.

2♥: To play if opener has 15 or less – can have 3♥s if singleton/void in ♦s. Now non-jump suit bids are natural and show 16-18 or so (15/16-19 on two level), non-forcing but responder must bid again if 4♥s if ♥s not bid last. With 19+ opener jumps or bids 2NT, artificial and forcing.

2♠: 6+♠s, less than 10.

2NT: Natural invite, non-forcing.

3♠: “Fourth suit forcing” – establishes game force and bidding is now natural.

3♦, 3♥, 3♣: Natural invite, non-forcing.

4♣: Singleton/void in suit, slam try in ♥s.

4♦: Natural, forcing, slam try.

3NT, 4♥, 5♦: To play unless opener has considerable extras.

Note that when opener rebids ♠s on these auction, it is showing 2♠s only since can not have 3♠s.

Unless responder has rebid 2♠, the cheapest ♠ bid below game by responder is forcing with 2♠s, and a jump shows a singleton/void in ♠s.

2♦: 6+♦s, denies 4 in **OM**, 4 in **M**, usually doesn't have 3 in **M**. After 2♦:

P, 2**M**: Signoffs.

2**OM**: 5-5+ in the majors (6-5 if **M**=♥s), constructive or invite, non-forcing.

2NT: Artificial, game force, asks opener to describe hand then bidding is natural.

3♣: Natural or ♣ stopper without a stopper in **OM**, game invite or better. 3♦ rejects a game invite.

3♦: Game invite but may be short in ♦s if a game invite.

3**OM**: 5-5+ in the majors (6-5 if **M**=♥s), game forcing.

3**M**: Game invite.

4♣: Singleton or void in ♣s, ♦ slam try.

4♦: Natural, forcing, slam try.

Games: To play.

2**M**: 4 in **M**, maximum of 14.

- 2♥: When **M**=♠s, 2♥ is artificial and shows 3♠s, any strength, or 4+♠s and a super strong hand. This is very similar to the 1♦-1♥—2♣ approach.  
 After 1♦-1♠—2♥:  
 2♠: To play if opener has 15 or less.  
 2NT, 3♠: Natural, game invite.  
 3♠: Artificial, game try or stronger. Asks opener to bid shortness, with 3♦ showing 6♦s and 6-3-2-2 shape (now 3♥ asks for ♥ stopper, 4♦ is invite in ♦s), 3♥ showing ♥ shortness, 3♣ showing ♣ shortness and minimum, and both 3NT and 4♣ showing ♣ shortness and extras, 4♣ with a very distributional hand or monster hand (can't afford pass of 3NT). 4♦ shows long, good ♦s with short ♠s and extras. 4♥ shows long, good ♦s with short ♥s and extras.  
 3♦: Constructive (8-10) with ♦ fit (3+♦s) but only 4♠s – non-forcing.  
 3♥: Natural or value showing (opener assumes natural), game try or better.  
 4♣, 4♥: Singleton/void in suit, slam try.  
 4♦: Natural, forcing, slam try.  
 3NT, 4♠, 5♦: To play unless opener has considerable extras.  
 After 2♠, if opener has 16+ will continue to describe hand. Over 2♠ all non-jump suit bids except for 3♠ show about 16-18, so with 19+ opener must bid 3♠, forcing, or 2NT, artificial and forcing, which shows big hand (e.g. 1♦-1♠—2♥(3♠s)-2♠—2NT shows a big hand, 19+, no other good bid). With a super strong hand & 4+♠s opener rebids above 3♠ as if the raise had been made immediately over 1♦-1♠ (though if using the ETM Gold Premium raises with transfer splinters then bid 4♦ if short in ♥s). Example sequence: 3=1=4=5 (5♠s) & 18. Sequence described by 1♦-1♠—2♥-2♠—3♠. This can also be 3=1=5=4 or 3=1=5=5.
- 2♠: When **M**=♥s, 2♠ is 4+♠s & longer ♦s & 18/19+, forcing. 2NT is used to show weakness, while all other bids are natural and game forcing. After 2NT, opener, to establish a game force, must bid 3♣ as “fourth suit forcing” or jump to 4♦, as all other bids are natural, but non-forcing.
- 2NT: 6+♦s, no second suit, 18/19+, not 3 in **M**. Forcing to 3♦. Responder bids 3♦ with weak hand (0-4) or bids naturally.
- 3♠: 4+♠s, 5+♦s, 17/18+. Forcing to 3NT.
- 3♦: 15/16-18, 6+♦s, if less than 17 must have good suit. Not 3 in **M** and not 4 in **OM**. May have 4♠s if doesn't want to bid 3♠. Bidding is natural now, with 4♦ an attempted signoff.
- 3**M**: 4 or longer in **M**, 14/15-17, 4/5+♦s, not balanced unless 5-4-2-2 shape.
- 3**OM**: Singleton/void in **OM**, 4 or longer in **M**. If 3♥ then might just have a mild raise, and can pass 3♠ if responder bids it. If 3♠ game forcing values.
- 3NT: 4 in **M**, 5-4-2-2 shape with 5♦s, 17/18+.
- 4♣: Singleton/void in ♣s, 4+ in **M**, 5+♦s 17/18+.
- 4♦: Fit showing bid, 6+♦s, good suit, 4+ in **M**, may have side singleton, 17/18+.
- 4**M**: 5+ in **M**, 6+♦s, less than 16.

**[After 1♦-1NT]**

1NT is a game forcing asking bid with a balanced or semi-balanced hand, or unbalanced with ♦ shortness and stoppers in other three suits. Opener rebids:

- 2♣: 6+♦s, no other 4 card suit.
- 2♦: 4+♥s, not 4♠s.
- 2♥: 4+♠s, not 4♥s.
- 2♠: 5+♦s, 4♣s.
- 2NT: 5+♦s, 5+♠s.
- 3♣: 4=4=4=1 or 4=4=5=0 (if latter, not minimum).
- 3♦: 2=2=4=5 exactly, 17+.
- 3♥: 3=1=4=5 exactly, 17+.
- 3♠: 1=3=4=5 exactly, 17+.
- 3NT: 4=4=5=0, minimum.

After opener's rebid, responder's suit bids, except cheapest bid, are natural and still game forcing. Cheapest bid by responder asks opener to continue to describe hand, and then cheapest bid (not 3NT) asks opener to continue to describe hand – if shape is known, it asks opener to bid 3NT with a minimum, and value location with extras. 2NT, if not cheapest bid, asks opener to bid 3NT if less than 15 and no extra major length, and otherwise describe hand. A bid of 4♣ or 4♦ by responder is RKCB for that suit, while a bid of 4M where opener has shown shortness in suit is RKCB for OM.

**[After 1♦-2♣]**

After the non-forcing and natural 2♣ bid, opener bids naturally:

- Pass: To play, sometimes bid with a singleton ♣ if no other good bid.
- 2♦: 5+♦s, fewer than 3♠s, less than 17.
- 2M: Length and/or values in M – forcing and 16/17+, but does not promise rebid if responder bids 2NT, 3♣ or 3♦.
- 2NT: Natural game invite, about 17-19.
- 3♣: 3+♠s, about 14-16, non-forcing.
- 3♦: Great hand with 6+♦s, forcing to 3NT.
- 3M: Singleton/void in M, 3+♠s, 16/17+.
- 3NT, 5♠/♦: To play.
- 4♣: Game invite in ♣s.
- 4M: Void in M, strong slam try in ♣s.

**[After 1♦-2♦]**

2♦ is a raise with less than game invite values, denies a four card major, and doesn't have constructive values with 4+♦s (bid 3♦ instead). It can be bid with just 3♦s. After 2♦:

- Pass: Often.
- 2M: Length and/or values in M – may be only call if no major suit shortness and strong hand.
- 2NT: Natural game invite, about 15-17.
- 3♣: 5♠s, 4♦s, 17-19, non-forcing.
- 3♦: Game invite with 5+♦s, about 14/15-17.
- 3M: Singleton/void in M, 16/17+.
- 3NT, 5♦: To play.
- 4♣: Singleton/void in ♣s, slam try.
- 4♦: Game invite in ♦s.
- 4M, 5♠: Void in suit, strong slam try.

**[After 1♦-2♥]**

2♥ is an artificial game invite or stronger with 3+♦, and denies a four card major. After 2♥:

2♠: Artificial, establishes game force, and asks for natural bidding to explore game and possible slam.

2NT: Non-forcing, length/values in both majors and may have only 4♠s.

3♦: Non-forcing, 5+♦s, would reject game invite.

3♥, 3♠: Singleton/void in **M**, game forcing.

4♣: Singleton/void in ♣s, slam try.

4♦: Slam try with very distributional ♦ hand.

4**M**, 5♣: Void in suit, strong slam try.

3NT, 5♦: To play.

**[After 1♦-2♠]**

The jump response of 2♠ is a artificial game force with ♣s, denies a four card major, and suggests an unbalanced hand and/or a weak major suit. Natural bidding now, with major suits showing stoppers, 4♣ slam try with very distributional ♣ hand, and 4**M** showing singleton/void in **M** and a ♣ slam try.

**[1♦-2NT]**

After the natural non-forcing game invite 2NT, 3♦ is to play and all other bids are game forcing.

**[1♦-3♣]**

1♦-3♣ shows 6+♣s, no four card major, GI or close to it. 3♦ rebid by opener is forcing to at least 3NT.

Major bids below 3NT show stoppers by either player, while jump major bids are singleton/void slam tries.

**[1♦-3♦]**

1♦-3♦ shows 4+♦s, no four card major, constructive values (below game invite), about 8 to 10, non-forcing.

Major bids below 3NT show stoppers by either player, while 5♣ or 4**M** are singleton/void slam tries. 4♦ is a natural game invite, 3NT and 5♦ are to play, and 4♣ is a slam try with ♣ values.

**[1♦-3♥, 1♦-3♠, 1♦-3NT]**

After the 3**M** game forcing singleton/void showing bid with 5+♦s, bidding is natural, with games to play.

After 3NT bidding is natural. After any of these bids, 4♦ is a slam try, looking for cuebidding to start.

**[Passed hand bidding]**

By a passed hand, the 1NT response shows 10 to 12 balanced, no four card major. Bidding is natural now, with bids above 2♦ establishing a game force. The 2♥ response is only a game invite, and the 2♠ response promises a great ♣ suit with game invite values (so the 3♣ response denies a great suit). The 2NT response is not made, and neither are 3♥ or higher bids (though these could show a long broken suit, not appropriate for an opening preempt).

## ETM Gold Major Suit Openings

### [ETM Gold 1M Opening Style]

5+ in major, never a 5-3-3-2 (open 1♣, 1NT, 2♣ etc.). 11 or more HCP or 10 if a 5-5 hand. Depending on two level openings may not to have 6+ in major if minimum since can open on two level (see two level major suit openings).

### [Responding to 1♥ or 1♠ Opening]

Response	Style	Description
Pass	Natural	0-4 and denies an ace or 3 in <b>M</b> with a king somewhere.
1♠	Forcing NT	Where permitted by regulations, this is like a forcing notrump – artificial and asks opener. It handles hands that are less than a game force with fewer than 5♠s. If the “forcing NT” 1♠ is not allowed, this shows 4+♠s, forcing.
1NT	Forcing or ♠s	If over 1♠ this is the “forcing NT” – handles hands with less than a game force. If over 1♥, this artificially shows 5+♠s when 1♠ response can be the “forcing NT”. If this is not allowed, then 1NT is the forcing NT.
2♣, 2♦, 2♥/1♠	Natural	Game forcing 2/1. 2♥ over 1♠ promises 5+♥s.
2 <b>M</b>	Raise	3 in <b>M</b> , and often just 3 in <b>M</b> – 6 to 10. With less than 6 bid forcing notrump, then 2 <b>M</b> . With 10/11-12 and 3 in <b>M</b> bid forcing notrump then 3 <b>M</b> .
2♠	Natural	Game force with 5+♠s, and either good/great 6+♠s or 3♥s.
2NT	Raise	Jacoby 2NT, game force with 4 or longer in <b>M</b> .
3♣	Raise	“Bergen” – in this case artificial raise showing 4 in <b>M</b> and about 9-12 support points (good constructive to game invite values).
3♦	Raise	“Bergen” – in this case artificial raise showing 4 in <b>M</b> and about 7-8 in support points (semi-constructive).
3♥	Natural	GI with 6+♥s, more based on long suit than high card points. All bids below game by opener are now forcing.
3 <b>M</b>	Raise	Weak raise, about 3 to 6 support points, 4 or longer in <b>M</b> .
3♠/1♥, 4♣, 4♦, 4♥/1♠	Raise, Splinter	Singleton/void in suit bid, Hxx or xxxx or better in <b>M</b> . Either limited, 12 to 15 support points, or with a void willing to bid again over 4 <b>M</b> .
3NT	Raise	Good raise to 4 <b>M</b> – 5 or longer in <b>M</b> , singleton/void in a suit, about 7 to 11 support points.
4 <b>M</b>	Raise	5 or longer in <b>M</b> , weak hand, not 7+ support points with a singleton.
4♠/1♥	Natural	To play with long ♠s, even if opener has some extras.

**[1NT Forcing]**

In ETM Gold, the 1♠ response to 1♥ is “1NT forcing” when allowed (by the bridge organization). In the ACBL this method is now mid-chart. In the notes below the “1NT forcing” bid will be called 1F to allow for the fact it may be 1♥-1♠ or 1♠-1NT. If 1♥-1♠ is not allowed, see below for alternative structure.

1F is semi-forcing by ph and denies 3 in **M** unless very flat hand.

**[1F Replies]**

- 1♥-1F—1NT: Artificial, and shows 4♠s, 12-18. Responder assumes 12-15 and bids naturally, taking a preference to 2♥ if no ♠ fit, 2♥s & less than a 11-12.
- 1M-1F—2m: 4 or longer in the minor up to poor 18.
- 1M-1F—2M: Rebid shows a little extra than a minimum if playing ETM Gold weak twos: 6+ in suit, 12/13 to 16/17 HCP.
- 1♠-1NT—2♥: 4 or longer ♥s, up to 17 (but not 17 if 5-5).
- 1♥-1F—2♠: 4+♠s, strong, 19+ HCP.
- 1M-1F—3m: 4 or longer in the minor, 18+ and GF.
- 1M-1F—3M: Good to great six or longer suit, can be solid, too good a hand for 2M rebid. Intended as GF but responder can pass if impossible to make game opposite even a maximum opener.
- 1M-1F—3NT: Values to bid 3M with a semi-solid or solid suit and outside fragments Hx(x) in other suits.
- 1M-1F—4X: Long 7+ **M** suit, singleton/void in suit bid, slam interest.
- 1♥-1F—3♠: 7+♥s, singleton/void in ♠s, slam interest.
- 1M-1F—4M: Long suit, play for game but not great values, about 14-16 HCP.
- 1♠-1NT—3♥: 5-5+ in the majors, 17+, game forcing.
- 1♠-1NT—2NT: Several strong hand types. 3♣ asks which and then:
- 3♦: 6+♠s, not 4♥s (may have 3), a hand worth at least 1♠-1NT—3♠ with values for other strains. Now 3♥ asks if 3♥s, 3♠ or 3NT=no.
  - 3♥: 4♥s & 5+♠s, 18+
  - 3♠: 6+♠s, and 3 great ♣s, a hand worth at least 1♠-1NT—3♠.
  - 3NT: 6+♠s and 3 great ♦s, a hand worth at least 1♠-1NT—3♠.
- Over 2NT, responder can also bid naturally, or bid 3♠ artificially to show long ♣s (to replace the 3♣ asking bid) – thus with ♠ support ask with 3♣ first.
- 1♥-1F—2NT: Strong hand with 6+♥s, and values for other strains. Now 3♣ asks, and then:
- 3♦: 6+♥s, spread out values.
  - 3♥: 6+♥s, 3 great ♣s.
  - 3♠: 6+♥s, 3 great ♣s.
  - 3NT: 6+♥s, 3 great ♦s.
- Over 2NT, responder can also bid naturally, or bid 3♠ artificially to show long ♣s.

**[1F Rebids]**

After 2X rebid by opener (X not above 2M), non-jump new suits are non-forcing, 6 or longer in suit. 1M-1F—2♦-3♣ is wide ranging, and opener assumes around 9-10 in values. Likewise 1♠-1NT—2♥-3m is wide ranging.

After two level rebid by opener below 2M, 3M shows limit raise with three in **M**.

Jump new suits below 3NT are game invites, about 10-12.

Jump new suits above 3NT are fit showing, promise fit for opener's second suit and show location of values/length. For example 1♠-1NT—2♥-4♣ shows ♥ fit, ♣ values/length.

1♥-1F—2m-2♠ shows a great raise for **m**, about 11-12, so 1♥-1F—2m-3m is 8-10.

2NT is a game invite with 11-12. With 10 strongly prefer to bid 2M and then opener will bid again if 15/16+.

1M-1F—2X-3NT shows 11-12 with a fit for opener's second suit and stoppers in the unbid suits.

1♥-1F—2♠-2NT shows a weak hand, and asks opener to bid 3♣ unless extras (shape or points). After opener bids 3♣ responder will place contract. All other bids over 2♠ establish GF.

**[1♥-1NT showing 5♠s]**

Opener bids naturally (since will have a four card minor, 6+♥s, or ♠ support with 3+♠s). 1♥-1NT—2♣-2♦ and 1♥-1NT—2♦-3♣ are both “fourth suit forcing” (game forcing) since 1NT showed ♠s. 1♥-1NT—2m-2♥ is just a preference to ♥s, allowing opener to bid again if 16+. 1♥-1NT—3m is game forcing, but 1♥-1NT—3♥ is not forcing, though shows extras. 1♥-1NT—2NT shows 6+♥s in a game forcing hand, and may have spade support – over 2NT responder bids 3♣ to allow opener to show hand type, with 4X all promising 3+♠s and 4♣/♦ showing singleton/void with 6+♥s & 3+♠s, and 3♠ over 3♣ showing 6+♥s and Hx in ♠s. 1♥-1NT—4♣/♦ shows a game going hand with a singleton/void in the minor bid and 3+♠s with exactly 5♥s, and 1♥-1NT—3NT is 4=5=2=2 exactly, game going values. 1♥-1NT—4♠ shows 5+♠s & 6+♥s, less than 16.

**[When 1♥-1♠ is not allowed to be “1NT forcing”]**

The use of 1♥-1♠ as the “1NT forcing” bid is not permitted in some venues – in particular the ACBL has made a Mid-Chart convention, so if playing in a competition where only General Convention Chart one has to make a system change. This section describes the method used, and it takes advantage that opener’s rebid can be artificial (at least in the ACBL).

1♥-1♠ shows 4+♠s. After this:

- 1NT: Transfer to ♠s, with 4+♠s, fewer than 3♠s, less than game forcing values. Responder bids naturally, bidding 2♣ if would pass 1♥-1♠—2♣ in standard. 1♥-1♠—1NT(♠s)-2♦ is “fourth suit forcing” but not game forcing – it promises a rebid but is only game forcing if the rebid is on the three level.
- 2♣: Artificial, shows 3♠s and any hand type. Now 2♦ asks hand type with 2♥ and 2♠ both showing minimums (2♥ with 6+♥s, and 2♠ with 5♥s and 4 or longer in a minor – 2NT now asks for minor), 3X is descriptive with 15/16-18, and 2NT is artificial with 18/19+. Over 2NT responder can re-ask for hand type with 3♣, after which 3♠ shows ♠s. Also over 2♣ responder can bid 2♥, which asks to play in 2♥ if opener has less than 16, and can bid 2♠ to show a very weak hand, only interested in 18/19+ game tries.
- 2♦+: As in the section 1♥-1NT showing 5♠s above, except all ♠ raises show 4+♠s, and all non-♠ raises deny 3+♠s. So, for example, 1♥-1♠—2NT will have 6+♥s and either fewer than 3♠s or 4+♠s.

1♥—1NT is the forcing notrump. After this all rebids of 2♦ or higher are just like before (when 1♥-1♠ is the forcing notrump). The one change is that 2♣ shows either 4+♠s or 4+♠s, not enough values to bid 2♠ or 3♣. Now after 2♣ (showing either black suit):

- Pass: Long ♠s, unlikely to have game even if opener has ♠s, not ♠s.
- 2♦: Shows 4+♠s, less than 3♥s, any strength, and asks opener to bid correspondingly:
  - 2♥: 4♠s, 16 or less.
  - 2♠: 4♠s, 17-18.
  - 2NT: 4+♠s and would accept a game invite, forcing to 3♣. Now 3♣ shows weaker than a game invite.
  - 3♣: 4+♠s but would not accept a game invite.
  - 3X: Descriptive with a great hand for 1♥-1NT—2♣ in standard, 3♦ and 3♠ showing fragments.
- 2♥: Fewer than 4♠s, 2♥s and less than 11 or 3♥s and not enough for 1♥-2♥.
- 2♠: 6+♦s, 9-12, may have 3♠s, forcing to 3♣. 2NT is artificial to say would accept GI, and over 2NT 3♣ and 3♦ are descriptive with 9-10, non-forcing, and 3♠ over 2NT asks for ♠ stopper. 3♦ is to play over 2♠, and 3♠ is to play in ♠s or ♦s with 5+♠s.
- 2NT: Natural GI without 4+♠s.
- 3♣: 3♠s, 6+♦s, less than 9. 3♦ now to play.
- 3♦: 6+♦s, fewer than 3♠s, less than 9.
- 3♥: 3♥s, GI.

**[2/1 Style]**

2/1 (1**M**-2**m** and 1**♠**-2**♥**) is game forcing – never passed below game. In reply opener shapes out at the two level if possible, with 1**M**-2**X**—2**M** promising six or longer in **M**, and 1**M**-2**X**—2NT does not promise extra values and has a four card minor (since cannot be 5-3-3-2). After 1**M**-2**♦** opener has extras shape or values to bid 3**♣** - either 5-5 or better, or 14/15+. After 1**M**-2**♦**, if 5-4-3-1 or 5-4-2-2 shape with 5 in **M** & 4**♣**s, and if less than 15 HCP then either raise **♦**s if 3**♦**s or bid 2NT, even if no stopper in **OM**. Thus 1**M**-2**♦**—2NT might have a singleton in **♦**s. After 1**♠**-2**♥**, 3**♣** or 3**♦** shows 5-5 or better, or 14/15+, and 2NT will have a four card minor, and may not have a stopper in the other minor.

**[1♥-2♠]**

The 2**♠** response shows a game force with either 5**♠**s & 3**♥**s or 6+**♠**s with a good/great suit. After this bidding is natural, except opener can bid 2NT, waiting, to allow responder to describe hand type (all bids but 3**♥** show 6+**♠**s).

**[1M-2NT]**

The 2NT response to 1**M** is Jacoby (see ETM Gold Premium methods for a better use of 2NT). Responses are standard Jacoby:

3 of a new suit shows shortness in the suit bid.

4 of a new suit shows 5-5+, values in **M** and the suit bid.

4**M** shows a minimum opening bid with no singleton.

3NT shows a non-minimum opening bid with no singleton.

3**M** shows a good (16+) opening bid with no singleton.

Now 3**M** or 3NT by responder, whichever is cheaper, is a mild slam try, while immediate cuebid is strong slam try.

**[1M-3X and 1M-4X Raises]**

After 3**X** and 4**X** raises, bidding follows standard methods after finding a major suit fit, with new suits showing controls and looking for slam. 3NT shows a mild slam interest, and invites partner to cuebid if slam interest in return. There are two conventional bids used:

After 1**M**-3**♣**, 3**♦** is artificial and asks if minimum or maximum - 3**M** shows minimum, 3NT shows maximum. Now opener can place contract or cuebid with slam interest.

After 1**M**-3NT, 4**♣** asks shortness, with 4**M** showing suit that cannot be bid now below 4**M**. Thus 1**♠**-3NT—4**♣**-4**♣** shows **♣** shortness, while 1**♥**-3NT—4**♣**-4**♥** may be **♣** or **♠** shortness.



**[Passed Hand Bidding]**

After 1**M** opposite passed hand:

- 1**F**: Still forcing, but not 3 in **M**. Can have GI values.
- 2**♦**: Long **♦**s, NF, less than invitational values.
- 2**♥** by ph/1**♠**: 9-11, 5 or 6 card suit. 2NT is Lebensohl by opener, used to play in a suit at three level and asks responder to bid 3**♣** in order to play in **♣**s or **♦**s – if responder has great hand for **♣**s can bid 3**♦**, and if has long **♥**s can rebid 3**♥**. Higher than 2NT by opener is GF. Jump rebids are splinters with **♥** support.
- 2**♣** by ph: Drury, ETM style, 3 card or better support, useful+ (good constructive or better) values. Not on in competition (over doubles, suit overcalls, 1NT overcall) except if explicit partnership agreement. After 2**♣** now 2**M** is absolute signoff. 3**m** is natural and forcing to 3**M** only. 2**♥** if **OM** is forcing just to 2**♠**, 5+**♠**s & 4+**♥**s. 2**♦** by opener asks, with these replies:
- 2**M**: 3 trumps, minimum, or 4 trumps sub-minimum.
- 2**OM**: 5 in **OM**, 3 trumps, not maximum.
- 2NT: 4 trumps, decent hand, no shortness (could bid 2NT over 1**M**).
- 3**♣**: 3 trumps, maximum, unknown singleton/void. 3**♦** asks shortness, 3**M**=**♦**s.
- 3**♦**: 3 trumps, maximum, no singleton/void.
- 3**M**: 4 trumps, excellent hand, no shortness (could bid 2NT directly over 1**M**).
- 3**OM**: 5 in **OM**, 3 trumps, maximum.
- 2NT: 4 trumps and singleton/void, 8-11, 3**♣** asking for shortness.
- Jump suits: Fit showing, 4+ in **M**, 5 or longer in suit bid, 9-12. With 3 in **M**, bid 2**♣** then suit.
- 3**M**: 4+ in **M**, less than 8, with a singleton/void. Cheapest bid asks singleton/void, 3NT over 3**♠** showing **♠** singleton/void.
- Above 3**M**: As with unpassed hand, maximum hand.

## **ETM One Notrump and Two Notrump Openings**

### **[1NT Opening Description]**

1NT shows 14/15-17; 14 with a five or six card suit or, when not vulnerable only, 4-4 in the minors (using the 1NT opening to try to block the opponents from finding a major fit). Five card major possible. Open 1NT with 5-3-3-2 shape and a five card major whenever 14 to 16 in HCP.

### **[1NT Structures]**

ETM Notrump Structures are in separate documents, and there are different options depending on the complexity required.

### **[1NT In Competition]**

See two separate documents: ETM Notrump in Competition and ETM Rescues.

### **[2NT Opening]**

21/22-24 balanced or semi-balanced – can have any five card suit or a six card minor. If 24, this is a hand that requires at least a queen from partner to have good play for game.

## ETM Two Club Opening: 18-21 Balanced

### [2♣ Opening Description]

The ETM Gold 2♣ opening shows a balanced hand (or a semi-balanced hand that wants to be treated as balanced), with 17/18-21. Opening 2♣ with this hand type permits 2♦ and 2♥ to be employed as major suit transfers, with 2♦ also being used to find point range on some invitational hands. A more complex method over 2♣ is presented in the Gold Premium section.

### [Responding to 2♣ Opening]

Response	Style	Description
Pass	Natural	Signoff with weak hand and 5+♣s.
2♦	Transfer or NT GI	Transfer to ♥s with 4+♥s and any strength OR a game invite without a four card major that wants to play in 2NT opposite 18-19, and 3NT opposite 20-21.
2♥	Transfer	Transfer to ♠s with at least 4♠s, any strength.
2♠	Transfer to NT or with ♦s	Transfer to 2NT with no four card major, either signoff in notrump (2NT or 3NT), or game force with ♦s, may have longer ♣s.
2NT	Minors or Minor	Signoff with both minors or just diamonds, OR very distributional with both minors or one minor.
3♣	Natural	Game force with ♣s and no second suit.
3♦	Majors	Game force with 5+♠s, 4+♥s. These hands can also bid 2♥ first.
3M	Shortness	Game force with singleton/void in M, 5-4 either way in minors.
3NT	Majors	6-5+ in the majors, no slam interest (unless opener has great fitting hand). 4♣ asks responder to bid suit under six card major.
4♣	Transfer to ♥s	Transfer to ♥s, 6+♥s, no slam interest.
4♦	Transfer to ♠s	Transfer to ♠s, 6+♠s, no slam interest.

### [2♣ Response Structures]

After 2♣:

2♦: Transfer to ♥s with 4+♥s and any strength OR a game invite without a four card major that wants to play in 2NT opposite 18-19, and 3NT opposite 20-21. After 2♦:

2♥: 17/18-19, not 4+♥s. After 2♥:

Pass, 4♥: To play.

2♠: Asks opener to bid 2NT, after which 3m shows the other minor and game forcing with 5+♥s, 3♥ is game forcing with 5+♥s, and 4+♠s, 3♠ is game forcing with 6+♥s, and 3NT to play.

3m: Game forcing, shows the other minor with 4♥s only.

3♥: Asks if opener has 4♠s, shows 4♥s only, game forcing.

3♠, 4♠, 4♦: Slam try with shortness in bid suit, 6+♥s.

2♠: 17/18-19, 4+♥s. After 2♠:

2NT: To play, does not have 4+♥s.

3♦: Transfer to ♥s, then responder will place contract, offer choice with 3NT, or cuebid towards slam.

Other: Natural and game forcing, with ♥ fit.

2♣-2♦ continued...

- 2NT: 19/20-21, not 4+♥s. After 2NT:  
 P, 3NT: To play.  
 3♣: Checkback Stayman, asks if opener has 4♠s (bid 3♠), or 3♥s (bid 3♥), or otherwise bid 3♦. Bids after this are natural and game forcing.  
 3♦: Transfer to ♥s with 5+♥s. Bidding as over 2NT opening and 3♦ transfer.  
 3♥: Show 4♥s & 5+♠s, game force, distributional or slam interest.  
 3♠: Shows 4♥s & 5+♦s, game force, distributional or slam interest.  
 4♣: Singleton/void in ♣s, slam try with 6+♥s.  
 4♦: Transfer to ♥s with 6+♥s.  
 3♣: 19/20-21, 4♥s. After 3♣:  
   3♦: Transfer to ♥s, as over 2♣.  
   3♠: Asks opener to bid 3NT.  
 3♥: 19/20-21, 5♥s. After 3♥:  
   Pass: To play, rare since 5-4 ♥ fit will offer play for game.  
   3♠: Asks opener to bid 3NT.  
   4♥: To play.  
   Other: Cuebids, slam try.

- 2♥: Transfer to ♠s with at least 4♠s, any strength. After 2♥:  
 2♠: 17/18-19, not 4+♠s. After 2♠:  
   P, 2NT, 4♠: To play.  
   3♣: Checkback Stayman. Asks if opener has 4♥s (bid 3♥), or 3♠s (bid 3♠s) or neither (bid 3♦). Bidding after this is natural and game forcing, with 3♠ asking opener to bid 3NT.  
   3♦: 5+♠s & 4♠s, distributional or slam interest.  
   3♥: 5+♦s & 4♠s, distributional or slam interest.  
   3♠: Asks opener to bid 3NT, often just 4♠s.  
   3NT: Slam try with 6+♠s, no shortness.  
   4♣, 4♦, 4♥: Slam try with singleton/void in suit bid, 6+♠s.  
 2NT: 19/20-21, not 4♠s. After 2NT:  
   P, 3NT: To play.  
   3♣: Checkback Stayman. Asks if opener has 4♥s (bid 3♥), or 3♠s (bid 3♠s) or neither (bid 3♦). Bidding after this is natural and game forcing.  
   3♦: 5+♠s & 4♠s, distributional or slam interest.  
   3♥: Transfer to ♠s. As over 2NT opening and 3♥ transfer.  
   3♠: 5+♦s & 4♠s, distributional or slam interest.  
   4♣, 4♦: Slam try with singleton/void in suit bid, 6+♠s.  
   4♥: Transfer to ♠s.  
   4♠: Non-forcing slam try with 6+♠s, short ♥s.  
 3♣: 17/18-19, 4+♠s. After 3♣, responder bids 3♥ to transfer to 3♠, then 3NT to offer choice of games, 4♠ to play, and new suit cuebid slam tries.  
 3♦: 19/20-21, 4♠s. As over 3♣.  
 3♠: 19/20-21, 5♠s. 4♠ to play. New suits cuebid slam tries.

- 2♠: Transfer to 2NT with no four card major, either signoff in notrump (2NT or 3NT), or game force with ♦s, may have longer ♣s. Opener bids:
- 2NT: Usual response, but denies 5+♦s or 4-4 or better in the minors. After 2NT:  
 P, 3NT: To play.  
 3♣: Game force with ♦s and no second suit.  
 3♦: Game force with longer ♣s than ♦s, both minors.  
 3♥: Game force with longer ♦s than ♣s, both minors.  
 3♠: Game force with both minors, equal length.
- 3♣: 4-4 or better in the minors. 3♦ is now to play, 3♥ agrees ♣s, 3♠ agrees ♦s. 3NT to play.  
 3♦: 5+♦s. Pass to signoff or bid 3♥ to show ♣s and ♦s, while 3♠ agrees ♦s only. 3NT to play.
- 2NT: Signoff with both minors or just diamonds, OR very distributional with both minors or one minor. Opener bids better minor, and now 3♦ is a ♦ signoff, while 3M show shortness and at least 6-5+ in the minors, and 4m shows both minors with a very long suit in the other minor, forcing to 5 of the very long minor.

After 3♣ and above responses: Natural bidding.

## ETM Gold Two Diamond Opening, Game Forcing

### [2♦ Opening Description]

The ETM Gold 2♦ opening shows any game force, and can be 24/25+ balanced and if 24 it is a hand that requires at most a jack from partner for game to have good play.

### [2♦ Responses]

After 2♦, responder can bid:

2♥: Waiting.

2♠: 5+♥s, good suit or 8+ points.

2NT: 5+♠s, good suit or 8+ points.

3♣: 6+♦s, good suit or 8+ points.

3♦: Transfer to ♥s with 6 or longer ♥s, KQT or better suit.

3♥: Transfer to ♠s with 6 or longer ♥s, KQT or better suit.

3♠: Six card or longer ♣s, KQJTxx in the suit or better.

After 2♥ all bidding is natural and game forcing, except if opener rebids 2NT (24/25+ and game forcing), in which case the 2NT opening structure is used (with Stayman, transfers etc.).

After 2♠ and 2NT bidding is natural.

After 3♦ and 3♥ transfers, bid of **M** asks responder to show location of additional values (3NT=none). 3NT and 4**M** are to play unless responder has extras, while new suit bids are natural and forcing, even at game level.

After 3♣, 3NT is to play if suit just KQJTxx without extra length. 4♣ asks for extra values/length, with 4♦=no (now any game bid is to play). New suits are natural and forcing, so even 4♥ and 4♠ are forcing.

## ETM Gold Two Hearts/Two Spades Openings, Trent-Style Weak Two Bids

2♥, 2♠: Trent style weak twos, 6 or longer in the major, not 4 in **OM**, and a hand that would be considered a good weak two or a minimum opening bid, about 7/8-12 HCP. Can have good or great playing value, and can have a second suit if a minor, which can be quite long itself.

### [Weak Two Hand Types]

- 1) Standard weak two, but not a minimum. 6 card decent suit, not four cards in other major. For example xx AQJxxx xx xxx is a bare minimum.
- 2) 6 card major suit and a hand that some would open at the 1 level but would be considered minimum: For example x KJTxxx AQxx xx, a hand that some open 1♥.
- 3) Seven card suit, but the hand and vulnerability suggest not opening at the three or four level. For example: KQxxxxx Ax xx xx.
- 4) 6 in major, 5+ in a minor suit, very offensive, planning on rebidding second suit in competition: KQxxxx x x KJxxx.

Maximum weak two, not hand type 4: AQJxxx x xx KJxx

Maximum hand type 4: KQJxxx x x AJxxx.

### [Responses]

New suits forcing and natural, except 3♣ response two-way (natural and/or asks for singleton).

4♣ is Roman Keycard Blackwood (1430) for major suit.

### [3♣ asks]

2M-3♣ asks for singleton and can be natural as well. Opener rebids 3♦ with no singleton, 3♥ with singleton/void in **OM**, 3♠ with singleton/void ♦, and 3NT with ♣ singleton/void (in descending order of rank). After this game bids place the contract, 4NT is RKCB for **M**, and suit bids below game are forcing and descriptive with ♣s, 3M implying long ♣s and ♦ values.

### [2NT asks]

2NT is used by responder to ask opener to describe hand. After 2NT and reply:

- Cheapest bid over opener's 3♣ or 3♦ reply re-asks, even if 3M.
- Non-game new suits forcing by responder.
- Game bids by responder place contract.
- 4NT is RKCB for opener's suit unless opener raises responder's natural suit bid.

Responses over 2**M**-2NT:

We use 2NT to ask for a feature or second suit, which is a modified version of feature showing responses. We allow responder to ask again to find out the exact type of hand held.

After 2♥ or 2♠ opening, 2NT asks, and responses are:

- 3♣: One of three hand types:
- 1) Club feature (but fewer than 4♣s) and not a bare minimum,
  - 2) 4+♣s, 6+ in **M**,
  - 3) Solid six card major suit (in this case says nothing about ♣s).
- Remember aid: Club feature or club suit or (rare) solid major suit.
- 3♦ now asks the hand type:
- 3♥: Exactly six in **M**, 4+♣s, no void.
- 3♠: Solid six card major suit.
- 3NT: Club feature (but fewer than 4♣s) and not a bare minimum.
- 4X: Shows 6+ in **M**, if just six then a void, and 4+♣s. If a new suit the bid shows a void, while if in **M** or ♣ shows location of values/length (if **M**=♥ must bid 4♣ or 4**M** if ♠ void).
- 3♦: One of two hand types:
- 1) Diamond feature (but less than four diamonds) and not a bare minimum,
  - 2) 4+♦s, 6+ in **M**.
- Remember aid: diamond feature or diamond suit.
- 3♥ (even if hearts are the major!) now asks the hand type:
- 3♠: exactly six in the major and 4+♦s, no void.
- 3NT: Diamond feature (but fewer than 4♦s) and not a bare minimum.
- 4X: Shows 6+ in **M**, if just six then a void, and 4+♦s. If a new suit the bid shows a void, while if in **M** or ♦ shows location of values/length (if **M**=♥ must bid 4♦ or 4**M** if ♠ void).
- 3**M**: 3 of opener's major shows a minimum hand for a Trent weak two, about 7/8-10. It denies four or longer in a second suit unless the hand is a bare minimum.
- 3**OM**: 3 of the Other Major (**OM**) shows a feature in the suit, but not four or longer in the suit, and not a bare minimum.
- 3NT: A maximum weak two for a Trent weak two, with no side suit four or longer, and no particular feature wanting to show. About 10/11-12.
- 4X: Decent seven card or longer major, no second suit, singleton/void in **X**.
- 4**M**: Decent seven card or longer major, no second suit, no singleton/void possible except ♠ singleton/void.

After the 2♥ or 2♠ opening, and the 2NT ask and reply, if responder then bids 3**M** and if it is not an ask (3♥ over 3♦ is), then it says pass with less than 9 points, and bid otherwise (if 9+), but only bidding above 3NT if a good six card major suit.

These responses to Trent style major suit weak twos are designed for responder to learn if opener has a second suit or a feature. Second suits are useful to find out about as there may be a better place to play.



Examples:

a)			
♠ AQT862	♠ K	2♠-2NT—	Responder keeps asking, finds out opener has 6 spades & 4 diamonds, two ace
♥ 92	♥ AT54	3♦-3♥(asks)—	
♦ AT32	♦ KQ87	3♠-4NT—	
♣ 3	♣ A982	5♥-6♦	
b)			
♠ T8	♠ AK	2♥-2NT—	Responder re-asks with 3♥, and finds a great hand, 4♣ showing a ♣ void, and later asks for specific kings with 5NT.
♥ AQT986	♥ 54	3♦-3♥(asks)—	
♦ QJT93	♦ AK87	4♣-4NT—	
♣ ---	♣ Q542	5♣/♦-5NT—	
		6♦	
c)			
♠ QT8	♠ AJ4	2♥-2NT—	Opener shows a maximum Trent weak two with no second suit and no feature to show so 3NT is good spot.
♥ KQ8763	♥ J2	3NT	
♦ QJ4	♦ AK87		
♣ Q	♣ KJ42		
d)			
♠ AQT862	♠ K	2♠-2NT—	Responder finds out that opener has a ♦ feature, but not 4+♦s, and not a minimum hand.
♥ 92	♥ AT54	3♦-3♥(asks)—	
♦ AT3	♦ KQ87	3NT-4♠	
♣ 43	♣ A982		
e)			
♠ T82	♠ A94	2♥-2NT—	Responder asks again with 3♦ and finds out that opener has a solid six card suit (solid = AKQ). Now Responder knows that 3NT may not play well as it requires hearts to split 3-3 and there is no way to get to the West hand other than hearts (since suit is solid nothing outside).
♥ AKQ643	♥ J	3♣-3♦(asks)—	
♦ T93	♦ AK87	3NT-4♥	
♣ 3	♣ KQ542		

### [Trent Weak Two in competition]

If opponents make a suit bid over 2NT asking, doubles suggest defensive values, at least Kx or Qxx in the suit doubled (promises a stopper), natural bidding, always pass the interference with a bad weak two. If the opponents double the 2NT, make same reply as usual if available, but redouble with a solid suit, and pass if you have the worse possible opening bid.

Note that if opener has a 6-5 or better opener is expected to bid again if given the opportunity at the three level.

Responder over suit bids by the opponents:

- Double for penalty.
- New suits intended as natural and forcing, but may be lead directional.
- 3NT to play.
- 2NT if available invites opener to take further action with good shape and/or values.
- Jump bids are lead directional and fit showing.

### [ETM Defense to Double]

Over double of a weak two use ETM Defense to Double – see competitive bidding section later.

## ETM Gold Three Level and Higher Opening Bids

**3♣, 3♦:** Great six card suit or decent seven or longer suit, wide ranging preempt. In third seat not-vulnerable vs. vulnerable anything goes, including a great five card suit with little on the outside.

Over **3m**:

- New suits forcing by uph, non-forcing by ph.
- Game bids to play.
- **4om** is RKCB by uph. After reply and queen ask if necessary, new suits are control asks.
- Jump shifts are fit showing in competition.
- See ETM Defense to double.

In third seat wide ranging. In 4<sup>th</sup> seat a minimum opening bid with a good seven card suit.

**3M:** Six or longer suit (often seven), 0-9, if 8-9 not good suit (open **2M**). **4♣** is RKCB, and after any queen ask if necessary, then new suits are control asks. New suits forcing, game bids to play, jump shifts fit showing in competition. See ETM Defense to double. In third seat wide ranging. In 4<sup>th</sup> seat a minimum opening bid with a good seven card suit.

**3NT:** Gambling, in first or second seat a long solid/almost solid seven card or longer minor (headed by AKQ or AKJ), in third or fourth seat to play with usually a source of tricks in a long suit, often a minor. After 3NT, **4M** is to play, **4♣** and **5♣** are pass or correct bids, 4NT asks long suit, and **4♦** is pass or correct by a ph, but asks for shortness by an uph (4NT shows no shortness, 5 of a minor shows long suit and short in other minor). Opposite third or fourth seat 3NT responder rarely makes the pass or correct bid if not doubled unless very weak, and opener may have a major for the source of tricks so don't just run assuming a minor suit fit. If 3NT is doubled, bids are the same except redouble asks opener to bid **4♣**, after which responder with own long minor will pass or bid **4♦**.

**4m:** Long broken suit, not much outside. **4M** or 5 of either minor to play, 4NT is RKCB for **m**.

**4M:** Preemptive, wide ranging. 4NT RKCB. New suits cuebids.

**5m:** Very long minor suit, no outside ace or king.

## ETM Gold Competitive & Defensive Bidding

### [Introduction]

Due to the considerable interference in the modern auction, system notes need to extensively cover competitive (we open and they bid) and defensive (they bid first) situations. Note that when the opponents open, and one overcalls or doubles, then partner is called advancer, not responder.

### [Doubles - General]

- Doubles are for takeout unless defined. However if the opponents have not shown a suit, then there is nothing to takeout from, so the double of an artificial bid (like Stayman) when a suit has not been shown yet is lead directional. If the opponents have not bid a suit, then a double is still takeout, but if not otherwise defined, it is a “phantom” takeout double, where the phantom suit is the lowest ranking unbid suit, and the double is takeout for this suit. For example 1♦=1NT=P=P—Double is takeout of ♣s, the lowest ranking unbid suit.
- Doubles are takeout of their suit opening bids, even 4♠ and higher (but alertable). The higher they open the more the double just shows values/cards and the more often advancer passes the double.
- Doubles of transfers after their notrump opening are lead directional.
- Double of an artificial limit raise or stronger (not constructive), shows that suit, except double of a splinter, when shows singleton/void in the suit bid, is lead directional for the highest ranking unbid suit.
- After our opening and response, if the opponents bid (or bid again) above two of responder’s suit (or if responder did not show a suit) then double by opener is takeout with extra values and no other clear bid to make.
- When we have bid and raised a suit, maximal double now apply only when there is no room for game try bid, and otherwise all other doubles show defensive values. So, for example, 1♥=Pass=2♥=3♣—Double shows defensive values, since 3♦ is available to make a game try, while 1♥=Pass=2♥=3♦—Double is a Maximal double, an artificial game try, since no other bid is available below 3M to try for game.

### [ETM Modified Responses to Our Takeout Doubles of Their Opening Bids]

In order to better distinguish fits, and to keep the bidding low when there is no fit, ETM uses modified responses to takeout doubles when a jump is available to two of a suit. When a jump is available to two of the suit, responses in the suit are as follows:

- |            |   |
|------------|---|
| 1 of suit: | 0 to 10 with 4 card suit (can be 3 if have to bid something), or 0 to 5 with five card or longer. If advancer later doubles at next turn to bid, then this double by advancer shows exactly 4 in the suit bid the first time, with about 7/8 to 10. |
| 2 of suit: | 5 to 10 with a 5 card or longer suit, 5 points only with KQ or AJ in the suit.  |
| 3 of suit: | GI with 5 card or longer suit, 11 to 12 if just 5 cards in the suit.  |
| Cuebid:    | Some 4 card suit and 11 or more, or a strong hand without any other good bid.   |

In suit competition these bids are still on if 1 of the suit is still available, however one of the suit shows 5/6 to 10 with a four card suit exactly, pass with less. Examples:

- |                    |   |
|--------------------|---|
| 1♣=Double=Pass=2♣: | 5/6 to 10, 5+♠s.                        |
| 1♦=Double=Pass=3♣: | GI, 5+♠s.                               |
| 1♦=Double=Pass=1♠: | 0 to 10, usually just 4♠s if 6/7 to 10. |
| 1♠=Double=1♥=1♠:   | 6 to 10, exactly 4♠s.                   |

After a redouble responses are still the same except double jumps are weak and preemptive, so cuebid instead with good hand. Base the level to bid to on the LAW (of total tricks – bidding to the level that the total number of trumps equal – for example the 3 level if 9 trumps) if appropriate, assuming for this calculation that the doubler has three cards in the suit. If they redouble a takeout double, then 1NT, 2NT and 4NT are all scrambles with two suits; see following sections.

After our direct takeout double (not fourth seat), if responder does not redouble, a cuebid of opener's suit is forcing to suit establishment or 2NT or game. For example  $1\spadesuit=\text{Double}=\text{Pass}=2\spadesuit=\text{Pass}=2\heartsuit$  is forcing, and only 2NT or  $3\heartsuit$  by advancer is non-forcing now. However if the double is redoubled or if made by a passed hand, then a cuebid does not promise a rebid, unless the doubler jumps the bidding in reply or cuebids in return.

### [2NT and 4NT Scramble After Our Double, 1NT After Their Redouble]

When the opponents have bid spades only and partner has made a takeout double, a non-jump bid of 2NT or 4NT by advancer is a scramble with two of the three unbid suits, uncertain which to play. This applies whether or not the opponents have raised spades before or after the double. It does not apply when the opponents have opened a weak two in spades, for then 2NT is Lebenshol. If one could have made a responsive double instead, it shows a hand too weak for the double.

When advancer makes the scramble bid of 2NT or 4NT, the takeout doubler in reply is to bid the lowest suit if does not like highest suit, or otherwise bid the best of two lower suits:

- |    |                      |    |                      |
|----|----------------------|----|----------------------|
| a) | $\spadesuit$ 6       | b) | $\spadesuit$ 6       |
|    | $\heartsuit$ K65     |    | $\heartsuit$ KT65    |
|    | $\diamondsuit$ AQ875 |    | $\diamondsuit$ AQ875 |
|    | $\clubsuit$ J975     |    | $\clubsuit$ J97      |

After  $1\spadesuit=\text{Pass}=2\spadesuit=\text{Pass}=\text{Pass}=\text{Double}=\text{Pass}$  or  $\text{Redouble}=2\text{NT}=\text{Pass}$ , hand a) bids  $3\clubsuit$  in reply to 2NT, since does not want to play 4-3 heart fit. The 2NT bidder will now bid  $3\diamondsuit$  with  $\heartsuit$ s &  $\diamondsuit$ s, and pass with  $\clubsuit$ s &  $\heartsuit$ s or  $\clubsuit$ s &  $\diamondsuit$ s (in the latter case this will be the second best fit but will be fine). On the same auction and 2NT bid, hand b) bids  $3\diamondsuit$  in reply to 2NT, the best of the two lower suits when doesn't mind playing the highest suit. The 2NT bidder will now bid  $3\heartsuit$  with  $\heartsuit$ s &  $\clubsuit$ s, but pass with  $\diamondsuit$ s &  $\clubsuit$ s or  $\heartsuit$ s and  $\diamondsuit$ s.

The scramble is used in two other cases:

- 1) As a 2NT scramble (not 4NT) after the opponents open  $1\heartsuit$ , and raise to  $2\heartsuit$  before or after the double. So  $1\heartsuit=\text{Double}=2\heartsuit=2\text{NT}$  is a scramble, as well as  $1\heartsuit=\text{Pass}=2\heartsuit=\text{Double}=\text{Pass}=2\text{NT}$ .
- 2) In any situation where partner has made a takeout double with three unbid suits, and they have redoubled, then a bid of either 1NT or 2NT, jump or not, is a scramble with two possible places to play and a generally weak hand.  $2\heartsuit=\text{Double}=\text{Redouble}=2\text{NT}$  is a scramble, not Lebenshol.  $1\spadesuit=\text{Double}=\text{Redouble}=1\text{NT}$  is a scramble, often 4-4 in two suits.  $1\spadesuit=\text{Double}=\text{Redouble}=2\text{NT}$  is a scramble, often 5-4 in two suits. Example:

$\spadesuit$  6  
 $\heartsuit$  KT97  
 $\diamondsuit$  976  
 $\clubsuit$  KJ874

After  $1\diamondsuit=\text{Double}=\text{Redouble}$ , advancer jumps to 2NT as a scramble, hoping to shut out opponent's spades and/or diamond fit and play best suit contract at the three level.

### [2NT/4NT Scramble after they bid 1M-Pass-2M, n♠-Pass-4♠, or open 4♠]

After 1M-Pass-2M by the opponents, 2NT direct or in balanced is a two suited scramble, hand not appropriate to double. See above for scramble description and responses. Likewise after  $4\spadesuit$  opening or any spade opening= $\text{Pass}=4\spadesuit$ , 4NT is the scramble in both seats. Example:  $1\spadesuit=\text{Pass}=2\spadesuit=2\text{NT}$  is not both minors, but two suits not including  $\clubsuit$ s, and partner treats as typical scramble bid.

**[Negative Doubles]**

- Negative all levels, Responsive all levels (including 1X-Y-nX, where Y is anything).
- Negative doubles: two places to play, or both unbid suits, or long in an unbid major, or at higher levels no good bid to make and then the double is often passed by opener.
- Negative double at lower levels (3♣ and lower) strongly suggest 4+ cards in an unbid major.
- Repeat same suit double by negative doubler for takeout.

**[Lead Something Else Directional Double]**

If they cuebid our suit at 3 level or higher looking for a stopper or control or showing a stopper or control, then double says don't lead the suit (reverse from normal). If only one suit bid by partnership, applies to doubles/passes by both partners. If two or more suits bid, applies only to suits bid naturally by the player who is doubling or passing the cuebid. This method applies even after our minor suit opening.

**[Support Doubles]**

Support doubles apply after our opening bid and responder shows a 4 or longer suit, if that suit can still be bid by opener at the two level, over a non-pass by the opponent directly after responder's first bid. There may have been interference between opener's first bid and responder's first bid, and responder may have made an artificial bid (like a negative double) to show a suit instead of bidding naturally. Support doubles show exactly 3 cards in responder's suit (or if a ETM Gold Premium 1♣ opening only, any balanced hand 20/21+). Support doubles are optional by opener if balanced and minimum, but are mandatory if opener has extra values or is unbalanced – so opener with three cards in responder's suit must make a support double if unbalanced or has extra values (14/15+).

After the support double, responder with a known 5-3 or better fit can place the contract, invite game, or learn more about opener's hand via a cuebid in an opponent's suit. With only 4 in the suit, so fit is 4-3, responder with less than GI values will signoff somewhere, which might have to be in the 4-3 fit. With GI values responder will make a descriptive GI bid such as bidding 2NT or jumping in a suit below game (including jumping in a new minor). With a game going hand or a GI hand with no clear direction, responder can cuebid an opponent's suit to ask opener to describe hand. The cuebid by responder is not game forcing (it may be a GI hand with no clear direction), but it promises another bid by responder if the bidding is below game, so opener can describe hand without having to jump. In the situation where there is no cuebid possible (opponents doubled or bid notrump), then after a minor suit opening and a support double, a bid of **OM** at the two level or higher is forcing by either player, asking partner to continue to describe. After a 1♥ opening, natural 1♠ response and a support double, if no suit to cuebid, bids of either minor at the three level are forcing. If opener makes a cuebid after making a support double the round before, it establishes a game force.

**[Doubles after responder does not show a suit]**

If responder has established a game force, then a double by either player is penalty, and passes are forcing – the opponent's cannot play an undoubled contract. If responder has not promises game forcing values or better, and has not shown a suit or raised opener (after raises doubles are defensive except when maximal double required), then double by opener is takeout. For example in base ETM Gold 1♣=Pass=1♦(no five card major)=1♥—Double is takeout. If responder has only passed or bid 1♦ over 1♣, then double promises extra values or unbalanced hand – opener does not bid again with a 11/12-14 balanced or almost balanced hand.

### [Our Hand Doubles – “Balance of Power” Doubles]

At responder's or advancer's next bid having bid once already in reply to partner's opening or interference, a direct double over a bid is not penalty, but instead says 'this is our hand partner, but I don't have a clear bid'. Partner then takes appropriate action, including passing the double with a hand of defensive nature, knowing the partnership owns the majority of high cards. It is not used when a forcing situation has been created, when passing would then be forcing, and it is not used as a balancing double, to keep the bidding open, where double is takeout, but passable. Examples of Our Hand doubles:

1♦=1♥=1♠=Pass—2♦=2♥=Double:	“Our Hand, no clear bid”
1♣=Pass=1♥=1♠—Pass=2♠=Double:	“Our Hand, no clear bid”
1♦=Double=Pass=1♥—2♣=Pass=2♦=Double:	“Our Hand, no clear bid”
1♦=1♥=Pass=1♠—2♣=Pass=2♦=Double:	“Our Hand, no clear bid”

### [Optional Double Approach]

When the opponents make a bid that it is very unlikely they will play in, it is possible to use a two step approach to showing either a penalty double or an optional double. With the penalty double type hand (typically not flat, and either no fit or extra power), first make a strength showing double or redouble over their bid. Then either you or partner may be able to double their subsequent bidding, showing a real penalty double. With an optional double type hand (typically flat hand with a partial or mild fit), first pass, then make a subsequent double to show optional values and shape, where partner can decide whether to bid or pass.

Examples:

1♥=Pass=2♥=Pass—Pass=Double=Pass=2♠—Pass=Pass=Double:	Optional.
1♥=Pass=2♥=Pass—Pass=Double=Redouble=2♠—Pass=Pass=Double:	Penalty.
1♠=2NT=Pass=3♣—Pass=Pass=Double:	Optional.
1♠=2NT=Double=3♣—Pass=Pass=Double:	Penalty.

### [Redoubles]

- See special use of redouble against negative doubles and doubles of our preempts.
- Redouble is always strong on a pure power auction. Otherwise redouble is always get out/show doubt/SOS if in balance seat (will play contract if pass instead). Directly over double, redouble is value showing if opponents double is clearly to get them in/keep them in the auction (takeout, lead directional, negative etc.), and is get out/show doubt/SOS if the intent of the double is to kill us or if the double is vague. See SOS and Escape Redoubles below.
- Passing an opponent's redouble of partner's double is to play there, except when partner has made an initial takeout double of a natural non-weak opening suit bid at the 1 or 2 level, where pass says pick a suit partner. So 1♥=Double=Redouble=Pass says pick suit, but 1♥=1♠=2♥=Pass—Pass=Double=Redouble=Pass says lets play there.
- Passing an opponent's redouble of your own double is just waiting (e.g. 1♦=Double=Pass=Pass—Redouble=Pass).
- After a double of a cuebid, Redouble by either player shows first round control. Pass by the non-cuebidder is waiting, but denies first round control.

### [SOS and Escape Redoubles]

SOS Redoubles are used when the opponents have made a penalty double of one of our bids, or have passed a takeout double converting it into a penalty double situation. The SOS Redouble shows at least two places to play, not including suits already shown by partner.

Opposite an SOS redouble, partner assumes, at first, one has the two places to play that are the cheapest suits possible, and picks one. Then the redoubler will correct if this is not the correct one. This approach follows typical 'Scramble' techniques.

Sometimes a notrump bid will be available to help find the best spot to play and is available instead of the SOS redouble or after the SOS redouble by the redoubler. The notrump bid also offers two places to play (again following 'scramble' techniques) and if another bid would also offer the same, the notrump option implies more length in one particular suit (or a better suit) not including the cheapest possible suit. Some examples will illustrate this, but a partnership needs some practice in this area to get on the same wavelength. If the redoubler's partner bids notrump, it asks for the redoubler to choose following typical scramble techniques of bidding one of the lowest two suits if does not want to see partner bid higher.

Examples:

1♣=1♠=Pass=Pass—Double=Pass=Pass=Redouble—Pass=1NT:

Redouble shows two places to play, 1NT continues the scramble saying you choose, but if does not like ♥s then pick best minor. 5=4=1=3 shape might be possible here.

1♦=1♥=Pass=Pass—Double=Pass=Pass=Redouble—Pass=1♠=Pass=1NT:

Redouble showed two places to play, then 1NT by the redoubler said both minors, and longer length in ♦s – however 1NT instead of redouble would have been also both minors with length in ♦s, so now delayed 1NT is actually equal minors, and 2♣ would show better ♣s than ♦s.

1♠=2♥=Pass=Pass—Double=Pass=Pass=Redouble—Pass=2NT:

Redouble shows two places to play, but since ♠s not likely so this will usually be both minors, and not longer ♦s than ♣s since could have bid 2NT instead of redouble, so minors are equal length or ♣s longer. Now overcaller's 2NT shows length in ♦s, but willingness to play in ♣s if redoubler has longer ♣s than ♦s.

Escape Redoubles are used when we make an artificial bid and the opponents double to show strength (not lead directional), intending on looking for penalties. In this situation the immediate redouble shows at least two places to play just like the SOS redouble, and it will often include the suit redoubled. The most common occurrence of this double is after we cuebid the opponent's suit, or make an artificial bid over their notrump. Also note in these situations, a pass instead of redouble would show length in the suit doubled, and offers to play there.

Examples:

1♣=2♣(majors)=Double(values)=Redouble:

This shows both minors, though the cuebidder can still bid majors with extra length.

1♦=2♦(majors)=Double=Pass:

Long ♦s, to play.

1NT=2♣(majors)=Double(values)=Redouble:

Both minors.

1♠=2♠(♥s & a minor)=Double(values)=Redouble:

Both redouble and 2NT here show both minors, but 2NT just asks for cuebidder's suit. So redouble shows a five or six card minor, with two in the other, looking for best spot. Now over the redouble, the cuebidder can bid 2NT to ask for advancer's minor.

**[Garozzo 2/3 Doubles]**

When in a forcing pass situation below game and our side has shown the majority of the high cards, the following approach is recommended in carefully defined situations:

- Direct double shows 2 or 3 cards in the suit doubled and interest in possible penalties.
- Direct pass shows either 1 or 4+ cards in the suit doubled.
- Cuebids show void in the suit bid.
- Direct bids are descriptive, with non-jump bids often just having minimum values.

After the direct double (direct means immediately over the opponents bid), partner can pass with length too, or can bid if short. After the direct pass, partner can double with either length or shortness (but not extreme shortness), and partner will figure out what to do - if in doubt the player with shortness does not double but bids instead.

Garozzo 2/3 doubles are used after our strength showing redoubles.

Examples:

1♣=Double=Redouble=1♥—Double	2/3♥s.
1♣=Double=Redouble=1♠—Pass	1 or 4+♠s.
1♥=Double=Redouble=1♠—2♥	6+♥s, minimum hand, often 2/3♠s.

**[Doubles After We Overcall]**

When partner overcalls their suit opening and their responder bids a new suit, then doubles depend if the new suit is forcing or not. If the new suit is forcing then the double by advancer shows the unbid suit and a partial fit for overcaller, or a fit for overcaller & lead directional values in the unbid suit. If the new suit bid is non-forcing, the double is optional, showing the values for a natural 2NT bid or better. In this case (double is optional), 2NT is either a raise (if we have made a major suit overcall) or a takeout bid of responder's suit if partner's overcall was in a minor.

**[ETM Transfer to Double at High Levels]**

When the bidding is above 3NT, in a competitive auction, and we are in a game force (or the partnership has agreed that the bidding sequence shows we have the clear balance of power), then the following bidding approach is used over the last bid by the opponents:

- Pass is a transfer to double, and asks partner to double unless has a hand that needs to bid again. If the hand that made the pass (as a transfer to double) next bids it is inviting to slam (or if a limited hand showing a maximum in case partner is interested in slam).
- Double shows a preference to bid, but offers partner the chance to pass if that's right.
- Direct bids are competitive only, and are not slam invites.

Examples:

1♥=2♠=3♠=4♠—Pass:	Please double partner.
1♥=3♠=4♥=4♠—Pass:	Pass is non-forcing, since 4♥ did not establish forcing passes.
1♥=2♠=3♠=4♠—Double:	I have a preference to bid, but perhaps you want to pass this.



**[Bergen raises on in competition]**

After our major suit opening or one level major suit overcall Bergen raises are still on in competition if the bid is a jump bid. If the bid is not a jump bid the Bergen raise is off, and if 3♦ is a jump and 3♣ is not, then 3♦ is still a Bergen raise but 3♣ is not. The raises are:

- 3♣: 4 or longer in partner's major (usually just 4) and 9 to 12 support points. 3♦ now asks if minimum or maximum for this range.  
 3♦: 4 or longer in partner's major (usually just 4) and 7 to 8 support points.

A jump major raise to the three level is always weak, about 3 to 6 support points and four or longer in the major.

**[2NT Raise for Our Major Suit in Competition over interference]**

When we open a major suit or we overcall a major suit, and if the opponent just before partner makes a non-pass then 2NT is always an artificial raise. If there is only a pass in between the major suit opening or overcall and partner, then 2NT has its usual meaning. The value of the raise depends if 3♣ is available as Bergen or not. If 3♣ is available as a Bergen raise (9 to 12 support points), then 2NT shows 13 or more support points and 4 or longer trumps – when 2NT is 13+ the opponents cannot play a contract undoubled, although the bid is not game forcing after an overcall. If 3♣ is unavailable as a jump, then 2NT shows 9 to 12 support points if 3♦ is available as a jump, and 8 to 12 points if 3♦ is not available. In either case (2NT as either 9 to 12 or 8 to 12) 3♣ by opener/overcaller will then artificially ask if minimum or maximum. The 2NT bid always shows 4 or longer in the major suit, except if the last bid by the opponents was 2♠, in which case it can be bid with only 3♥s.

Examples:

- |                   |   |
|-------------------|---|
| 1♥=1♠=2NT:        | 4+♥s, 13+ support points. 3♣ and 3♦ would be Bergen raises here.  |
| 1♦=1♠=Double=2NT: | 4+♠s, 13+ support points. 3♣ and 3♦ would be Bergen raises here.  |
| 1♠=2♥=2♠=2NT:     | 3+♥s, 8 to 12 support points.                                     |
| 1♥=1♠=2♥=2NT:     | 4+♠s, 8 to 12 support points. Note that Bergen was not available. |
| 1♦=1♥=2♠=2NT:     | 4+♥s, 9 to 12 support points. 3♦ Bergen was still available.      |

**[Fit Showing Jumps for the Majors]**

After a major suit opening, all undefined jumps in new suits below game are fit showing bids, with values and length in the major and the suit bid, usually 9 or more cards in the two suits. It is forcing to the cheapest bid in the major. Remember that 3♣ and 3♦ are Bergen raises, not fit showing jumps, and (see below) a single jump in the other major after our major suit overcall is natural and invitational.

Examples:

- |                  |   |
|------------------|---|
| 1♥=1♠=4♣:        | ♥s support, ♣s values and length, forcing to 4♥.                                  |
| 1♦=1♠=Double=4♦: | Not a fit showing bid, since ♦s not a new suit – this bid shows a singleton/void. |
| 1♠=2♥=2♠=4♦:     | ♥s support, ♦s values and length, forcing to 4♥.                                  |

Note that jumps to game are played as natural. For example 1♠=2♦=4♥ is to play.

**[After we open 1♣ or 1♦ - Preemptive Jump Shifts in Competition]**

After our 1♣ and 1♦ openings, if the opponents interfere, jumps by responder in new suits are preemptive, showing a desire to play the contract. If below game opener without a fit is only to bid again if 17+, but with a fit opener is expected to always raise with four card support, and to raise with three card support if unbalanced. Over a double jump preemptive bid below game, opener is to always raise with three card support.

Examples:

1♣=1♥=2♠:	Preemptive jump in ♠s.
1♣=1♥=3♠:	Preemptive with long ♠s, usually 7 or longer.
1♦=1♠=3♥:	Preemptive jump in ♥s.

**[After we overcall - Invite Jump Shifts in Majors and Other Minor]**

After we overcall, a jump shift below game in a new major suit by advancer shows invitational values (in high cards and/or playing value) with a 6 card or longer suit. It is non-forcing. Also after we overcall a minor suit, a jump shift in the other minor shows invitational values and a 6 card or longer suit, non-forcing.

Examples:

1♣=1♠=2♣=3♥:	Invitational with 6+♥s.
1♦=1♥=2♣=3♠:	Invitational with 6+♠s.
1♥=2♣=Pass=3♦:	Invitational with 6+♦s.

**[ETM Defense to Takeout/Negative Double]**

The ETM Defense to Takeout/Negative double is used in two cases:

- 1) Over double of our natural two level (2♥ or 2♠) or higher suit openings.
- 2) When the opponents make an opening and then make a negative double over our simple overcall, or our jump overcall to the two level or three of a minor.

Note for the below – if just showing lead directional values must then have a raise for partner.

After their double:

- Redouble is transfer to cheapest suit bid, showing lead directional values or length in the cheapest suit. For example 2♠-Double-Redouble shows ♣s.
- Suit bids are transfers showing lead directional values or length in suit above (e.g. 2♥=Dbl=3♣ shows diamonds or lead directional diamond values).
- Suit below our suit is a raise of the bid suit, and cannot be passed as it can be quite strong as a cuebid type raise. If we made a simple overcall, this raise promises constructive values or better. If we made a jump overcall or a two level or higher opening but below 3♠, this raise strongly suggests our suit be led.
- Jump bids are fit showing and lead directional.
- After their double over our two level or higher opening bid or over our jump overcall, a direct raise of suit denies interest in any one suit being led.
- After our simple overcall and their negative double, a direct raise is non-constructive, just identifying a fit and consuming bidding space.
- After their double over our two level opening bid or over our jump overcall to the two level, 2NT asks for a singleton/void with 3NT reply showing no shortness but extras.
- After our two level or higher opening or jump overcall, but below 3♠, 3NT is “impossible”, inviting a sacrifice (bid 2NT if available first or transfer first to something if you need/want to bid 3NT).
- Over our natural suit opening of 3♠ or higher, or our jump overcall of 3♠ or higher, a transfer to partner's suit suggests partner sacrifice/bid at the next level with an offensive hand.
- After our simple overcall and their negative double, notrump bids are natural.
- After their double with good/great values pass first, then double next chance to bid. This is not pure penalty double but just shows good/great values.

Examples:

1♣=1♠=Double=Redouble:	Transfer to ♣s with long ♣s or lead directional values and ♠ raise.
1♦=2♥=Double=2♠:	Transfer to ♣s with long ♣s or lead directional values and ♥ raise.
2♥=Double=Redouble:	Transfer to ♠s with long ♠s or lead directional values and ♥ raise. Note that this defense applies whether 2♥ can be weak two bid in ♥s or 10-13 with 5/6+♥s (see ETM Gold Premium).
1♥=2♦=Double=2♠:	Transfer to ♣s with long ♣s or lead directional values and ♥ raise.
1♥=2♦=Double=3♠:	Constructive raise in ♦s or better.
1♥=2♦=Double=3♦:	Weak raise of ♦s.
1♦=2♥=Double=3NT:	Suggests a sacrifice at the five level if the opponents bid 4♠ or 5 of a minor.
3♠=Double=4♥:	Transfer to ♠s, suggests partner sacrifice or bid to 5♠ with offensive hand if opponents bid over 4♠.
1♦=1♥=Double=Pass—2♦=Pass-Pass-Double:	Delayed double shows good/great values, up to partner to make decision.

**[ETM General Defense to Lead Directing Doubles]**

There are three cases, the first being the far most frequent:

1) At the two or three level, if the opponents make a lead directional double and no fit has been established already for the partnership then the defense is:

Directly over the double, bidding shows a stopper in the suit doubled and is whatever the bid would have meant without the double. For example 1NT=pass=2♦(transfer)=double—2♥ shows a diamond stopper, but does not promise 3♥s. After this bidding proceeds as if no double. However see below for redouble instead if HHxx or better in suit doubled.

A direct pass at first shows no stopper in the suit doubled. Now the other can redouble to ask partner to bid as expected if the double had not been made – for example 1NT=Pass=2♣=Double—Pass=Pass=Redouble asks partner to reply to Stayman. However if partner doesn't redouble, partner can bid a new suit natural and forcing and this shows a stopper in the suit doubled, or bid the suit doubled, which shows a void and asks partner to bid naturally. For example 1NT=Pass=2♣=Double—Pass=Pass=2♥ shows 4+♥s, forcing, with a club stopper, so a 4-4 heart fit will be reached played by responder, the one with a club stopper.

However the direct pass is also a two-way bid, either:

- a) No stopper, as above; or
- b) Wants to play in redoubled contract regardless of partner's hand.

When opposite b), partner will usually redouble since highly unlikely to have a stopper in the doubled suit, and now one can pass. If partner does not want to play in a redoubled contract even if b), then partner has to bid the doubled suit, instead of redouble, to show a void and shapely hand.

A direct redouble is a suggestion to play there with HHxx or HHHx in the suit doubled, or if this is not possible, the best holding in the suit possible. Partner can now pass this or bid naturally, or bid the cheapest unbid suit to ask for further description of hand. For example 1NT=Pass=2♣=Double—Redouble=Pass=2♦(cheapest unbid suit) asks opener to bid a four card major, and 1NT=Pass=2♥(transfer)=Double—Redouble=Pass=3♣ asks opener to continue to describe hand, and looks for ♠ fit; note on this auction over redouble 2♣ now by responder would be to play.

2) At the four level or higher, or lower levels if a fit has been established (for example if Drury is bid), then the defense is:

A direct pass show a minimum hand, relative to the bidding. Now partner can redouble to promise first round control in the suit doubled, or bid instead, which denies first round control.

A direct redouble shows more than a minimum hand, and first round control of the suit doubled.

Direct bidding over the lead directional double shows more than a minimum, and without first round control of the suit doubled.

3) See the slam conventions section if double after asking for aces/keycards.

## ETM Gold Competitive Bidding After Our Suit Opening, Particular Cases

### [After our One Club opening and their overcall]

Since the 1♣ opening does not promise long ♣s (could be as short as two), responder cannot raise ♣s without significant ♣ length. In order to find a minor suit fit, in case opener has longer ♦s than ♣s, the cheapest ♣ bid at the two or three level is used to show both minors (so is natural but also has ♦s).

Note that the non-natural 1♣ opening makes it harder to compete in ♣s than in standard, but the opponents have more difficulty too since they have to handle hands where they have ♣s – for example is 1♣=1♠=Pass=2♣ a cuebid or natural, and if a cuebid how does one bid ♣s naturally here.

After a non-jump overcall, not 2♣:

Double: Negative – but if the opponents bid 1♥ a negative double denies 4+♠s – it shows 2/3♠s – this allows for finding a 5-3 or 5-2 ♠ fit. In this case, 1♣-1♥(overcall)-1♠ shows four or more spades, and if the opponents now bid below 2♣, a double or redouble by opener shows 3♠s (support doubles).

1NT: Natural, less than invite.

2♣: Both minors, at least 4-4, non-forcing, not invite values opposite 11/12-14 balanced.

3♣: Less than GI with long ♣s, often six but can be just 5 good ones.

Cuebid: GI or better with 4+♠s.

Suit bids: Natural and forcing, like in standard, 10+ or a little less with good shape.

Jump suit bids: Preemptive jump shifts.

2NT: Natural, invite.

Jump cuebid: Asks opener to bid 3NT, even without a stopper.

Games: To play.

After jump overcall:

Double: Negative.

3♣: Both minors, at least 4-4, non-forcing but has values, about 9 to 11.

Cuebid: Asks for stopper, may have ♠s.

Suit bids: Natural and forcing.

Jump suit bids: Preemptive jump shifts, even if 4♣.

2NT: To play at three level in a suit – asks opener to bid 3♣ if 11/12-14 balanced, 3♦ if unbalanced and ♠s but not 17+, and above 3♦ if 17+ with ♠s. A cuebid or 3NT shows a big hand.

Jump cuebid: Void, slam try

Games: To play. Since 2NT not available as natural responder should stretch to bid 3NT.

After double jump overcalls and higher:

Double: Negative but does not promise other major or majors – may just have values and no other good bid.

Cuebid: Forcing, slam try, no other good bid.

Games: To play.

Suits: If below game natural and forcing, including 4♣.

4NT: Takeout with the cheapest two unbid suits, ♠s included (unless they had bid ♠s).

After ♣ overcalls:

Double: Negative with one or both majors, but not super short – can be passed with 5+♠s.

Suits: Natural and forcing below game.

Games: To play.

Cuebid: Short ♣s and/or asking for ♣ stopper.

Jump cuebid: If below 3NT, asks opener to bid 3NT. If above 3NT, void in ♣s, strong hand with values to play in notrump if opener bids that naturally next (with long ♣s and no other good bid).

**[After our One Club opening, our One Diamond response and their interference]**

The sequence 1♣-1♦ does not promise ♦s (though will if game forcing values) and will often contain a four card major. If the opponents now bid a major, a double shows the other major – if at the one level doesn't promise extra values, but it does at higher levels promise extra values. If the opponent after 1♦ bids ♦s at some level, double is takeout, but can be passed if responder has ♦s & values. If the opponent after 1♦ bids ♣s at some level, double is penalty with ♣s & values. If the opponent after 1♦ doubles, major suit bids show 5 in the suit (usually with 11/12-14 balanced), while redouble is waiting promising a four card major, but does not promise extras (so often just 11/12-14 balanced). If the opponent after 1♦ bids notrump, either natural or takeout, then double shows values, and implies a ♣ suit.

**[After our One Diamond opening and their suit overcall]**

Standard methods are used after our one diamond opening and their suit overcall, including:

- Cheapest ♦ bid is a less than GI raise, often with semi-constructive to good constructive values (about 6 to 10).
- Jumps in ♦s are preemptive, less than good constructive values if bid below game.
- New suits below game are forcing.
- Jumps in new suits are preemptive.
- Cuebid is GI+ in ♦s.

**[After our One Heart or One Spade opening]**

Mostly standard methods are used after our one heart or one spade opening and their suit overcall, including:

- Cheapest **M** bid is a less than GI raise, often with semi-constructive to good constructive values (about 6 to 10).
- Jumps in **M** are preemptive, less than good constructive values if bid at three level.
- New suits below game are forcing.
- Bergen jumps to 3♣(9-12) and 3♦(7-8) are used to show 4 card raises – only on if jump.
- 2NT is used to show a raise, 13+ if jump to 3♣ available, 9 to 12 if 3♣ not available as a jump but 3♦ is available, 8 to 12 if both 3♣ and 3♦ not available as jump.
- Jumps in new suits below game but higher than 3♦ are fit showing, and forcing to the cheapest bid in **M**.
- Cuebid is GI+ in **M**.

**[After our Two Club opening and their overcall]**

After our 2♣ opening, if they interfere with a bid below 4♦ and not in ♦s, then all suit bids by responder are transfers to the next suit. A transfer to the opponent's suit is Stayman, with four cards in the lowest unbid major and shape – prefer to make negative double if not shapely.

If the opponents interfere at 4♦ or higher, bids are natural and non-forcing. Over 2♦ or 3♦ interference, cheapest ♥ bid shows 5+♠s, cheapest ♠ bid shows 5+♥s, and cheapest ♦ bid shows both majors, at least 5-4 if at three level, at least 5-5 if at four level.

Doubles by either opener or responder are negative/takeout with values, but can be passed by partner. If short (a doubleton) in the opponent's suit, opener is expected to reopen with a double at the two or three level if responder and advancer just pass (e.g. 2♣=3♦=Pass=Pass—Double shows doubleton ♦, takeout).

2NT by responder is Lebenshol, a weak hand with a long suit, just wanting to play at three level. Opener is expected to bid 3♣ and then responder places contract. Responder never has a strong hand type to bid 2NT.

If 2♣ is doubled, then system is on (2♦ for 4+♥s or a GI, 2♥ for 4+♠s etc.). Pass asks for redouble, to play in 2♣ or 2♦ or to see if can catch opponents in bad spot. After passing first, if responder bids above 2♦ it is natural and forcing if below game, and doubles are for penalty. The direct redouble asks opener to bid four card or longer suits up the line, and is looking for a place to play (to escape usually), often with a two-suiter. After the direct redouble if responder next bids a suit, opener is expected to bid again with no fit for the suit.

**[After our Two Diamond opening and their overcall]**

After our strong Two Diamond opening, the opponents cannot play an undoubled contract. The following bidding scheme is used by both opener and responder:

- New suits are natural and forcing below game
- Double is takeout for the suit now being bid by the opponents, but can be passed by partner with length in the suit.
- Pass asks partner to double if nothing exceptional. Then after double, pass is for penalty, and bids promise that suit and another.

Examples:

2♦=2♠=Pass=Pass—Double=Pass=3♣:

♣s and a red suit. Pass forced the double.

2♦=3♥=Pass=4♥—Pass=Pass=Double=Pass—4♠:

Pass forced the double, and then 4♠ shows ♠s and a minor.

2♦=4♠=Double:

Takeout, but can be passed.

**[1NT Forcing Competitive]**

After 1♠=P=1NT and opponent competes, doubles of suit bids are for takeout by either player, but passable. Responder's double shows about 9 to 12 HCP.

After 1♠=P=1NT=any, if opener bids second suit, then responder's double is for penalty, while opener's later double shows extra values.

After 1♠=P=1NT=Double, opener should only bid second suit with 5-5+. With 5-4, pass first, and then if responder redoubles, bid four card suit. This method allows responder to get out a two level in a low ranking suit.

The same methods apply after 1♥ opening, but it depends on what the forcing notrump bid – it may be 1♥-1♠ when allowed, as forcing notrump, or 1♥-1NT when the 1♠ “Forcing NT” is not allowed.

After 1♥-Pass-1♠(as forcing notrump)-Double(with ♠s):

- 2♣ and 2♦ natural with five or longer in suit.
- Redouble promises HHxx or HHHx in ♠s, and if responder then bids 1NT it's to play.
- Pass is neutral, but forces responder to either bid notrump or redouble if 8+ points and not too shapely. All suit bids by responder over pass show considerable shape and/or weakness.
- 1NT directly over double is rare, and shows 0=5=4=4 exactly, and is forcing.



**[After Competitive Bidding, and Opener's One Level Rebid, System still on]**

If there has been competitive bidding (overcall, double), but opener's rebid is still made on the one level, then, assuming a pass over opener's rebid, system is still on if possible.

**[2NT Lebenshol by Opener]**

After 1X – any by opponent (can be pass) – any non-pass by responder – two level by RHO of opener, then double, which is penalty oriented, shows defensive values with values/length in the suit doubled, and 2NT is Lebenshol like. It is a form of Good/Bad 2NT, asking responder to bid 3♣ (unless holding extras), where opener will pass or bid to signoff.

Examples:

1♣=1♥=Dbl=2♥—2NT: Competing to 3 level, not extra values.  
 1♣=1♥=Dbl=2♥—3♣: Extras, would bid 2NT if weaker.  
 1♣=1♥=Dbl=2♥—Dbl: Like a 2NT rebid or equivalent.

**[2NT Lebenshol by Opener if responder passes]**

After 1X – any by opponent (can be pass) – pass by responder – two level by RHO of opener, double is takeout oriented, but 2NT is still Lebenshol like, to play on three level without showing extra values.

Examples:

1♣=1♥=Pass=2♥—2NT: Competing to 3 level without extra values; double would be takeout.  
 1♣=1♥=Pass=2♥—3♣: Extra values, since with weak hand & both minors would bid 2NT to compete. Double instead of 3♣ here would be takeout.

**[2NT Lebenshol Only by Opener at first rebid]**

2NT Lebenshol is only used by opener, not responder, and is only used on opener's first rebid in competition (the only other case is by responder after our 1♣ opening and their jump overcall). 2NT otherwise is either natural when no agreement and possible, or takeout/unusual when not possible to be natural, or a major suit raise after our major suit opening.

**[Except for Opener's 2NT as above, Opener Bids are Standard, but jumps show shape, not always power]**

Except for the 2NT Lebenshol treatment discussed above, opener's rebids follow standard bidding. With a power hand, when possible, opener first cuebids opponent's suit (or doubles their notrump or redoubles) then shows shape. Jump bids show a bit less high card points than in non-competitive situations, and are often based more on shape. For example: 1♦=Pass=1♥=1♠—4♣ is a splinter in clubs in support of ♥s, but can have bit less in values than if no 1♠ bid by the opponents.

**[Bidding over their 1NT natural overcall, after 1m opening]**

- Pass: Nothing to say.
- Double: 8/9+, opener passes if balanced, but can bid if light and/or distributional.
- Two level suit: Whatever you play over their 1NT opening (if two defenses use the one against weak notrumps), but showing a weak shapely hand. If you play double as a one-suiter over their 1NT opening, then use this:
- 2♣: Transfer to ♦s or both majors, at least 5-4 weak. 2♦ now is to play opposite long ♦s or have opener bid best major if both majors. 2M is to play opposite both majors, but wants responder to bid again (usually 3♦) with long ♦s.
  - 2♦: A major and a minor, weak. 2♥ and 2♠ are now pass or correct by opener – responder passes with that major or bids again. 2NT asks minor suit.
  - 2♥, 2♠: To play. 2NT now establishes a GF.
- 2NT: Either weak with both minors (longer ♣s if ♦ opening) or too distributional to double, with a strong hand, forcing to 3NT. Opener picks a minor, and now responder continues by bidding one of the suits held with a strong hand that was too distributional to double.
- 3m: To play.
- 3 level new suit: Preemptive jump shift - long suit, weak hand.
- 3NT: To play.
- 4X: To play.

**[Bidding over 1NT natural overcall, after 1M opening]**

Like over 1m, except 3♣ and 3♦ is Bergen, 3M is preemptive, jumps in new suits above 3♦ are fit showing, and 4M preemptive.

**[Over Double by Opponents of our major suit opening]**

- a) 1♥=Double=1♠ is natural, forcing, 4+♠s. Support doubles are on if advancer bids below 2♠.
- b) 1♠=Double=2♦ shows 5+♥s, and is a transfer to 2♥ usually to play there, though can be stronger planning on bidding again. After opener bids 2♥, a suit below 3♥ is non-forcing but shows good constructive to GI values, 3♥ is GI, and 2NT is an artificial GF, asking for descriptive bidding.
- c) 1NT is natural, about 7-10 HCP. Prefer 1NT to 2♣ with semi-balanced hand, but run out if doubled.
- d) 2♣ shows no fit, and long ♣s and/or ♦s, non-forcing, maximum of 9 HCP. Opener can pass with ♣s or without them if expecting long ♣s by responder. 2♦ or 3♣ is pass or correct, and double by either player is takeout, and a redouble by either player shows length in suit doubled.
- e) One under 2M shows a constructive or GI raise to 2M, usually three trumps, and not singleton/void in OM if GI values. Opener first assumes responder has constructive values and bids correspondingly. If opener signoffs in 2M, responder bids again with GI values, bidding a minor suit to show a singleton/void there. With GI values and no singleton/void responder can choose to redouble instead, while with GF values responder must redouble first.
- f) 2M shows non-constructive raise, usually three trumps.
- g) Jump in OM shows 3 in M, singleton/void in OM and GI+ values.
- h) 2NT shows 13+ with 4+ trumps, opponents cannot play undoubled.
- i) 3♣ and 3♦ are Bergen raises, with 4 or longer trumps, 3♣ with 9-12 support points, 3♦ with 7-8.
- j) Above 3M, fit showing jumps promising values and trump length to play in cheapest bid of M.
- k) 3M is preemptive, 4+ in M, less than 7 support points.
- l) 4M is to play, usually 7-12 support points, 5+ in M
- m) Redouble shows values (10+) but not flat 10+ with spread out values and partial/mild fit (pass then double next). After redouble, double by either partner shows both length and strength but can be pulled if super short. After redouble, play Garozzo 2/3 doubles (see section above). Redouble after major suit opening is forcing to 2M (or to double of opponent's bid).
- n) Pass followed by double shows the hand too flat to redouble at first with 10+ HCP. Gives partner the option of passing or bidding.

**[Over Double by Opponents of our minor suit opening]**

- a) Suits forcing @ 1 level, 1♦=Double=2♣ non-forcing. Responder still bids 1M if 4 cards in the major.
- b) 1m=Double=Raise of m: 2m is 7-10, 2NT is very weak raise (0 to 4) in m, 3m is 4 to 8, preemptive but not a bust. Over 1♣ opener responder has 5/6+♠s, but over 1♦ opener responder needs 3/4+♦s.
- c) Redouble shows values (9+), but not flat with spread out values/length and no partial/mild (pass the double first). After redouble, play Garozzo 2/3 doubles (see section above). Redouble after minor suit opening is forcing to 2NT (or forcing to double of opponent's bid of course).
- d) 1NT shows 4-4 in the majors, flat hand or short in opener's minor, 7 to 10.
- e) Pass followed by double shows the hand too flat to redouble at first. Gives partner the option of passing or bidding.
- f) Jump shifts in majors and double jumps in minors preemptive.
- g) Single jump in the other minor, artificial, 11+ with a good/great fit for the minor, forcing to 3m.
- h) Game bids to play.

**[Bidding over their two suiter, general]**

Double shows values (9/10+), implies likely interest in penalty of one or both of their suits. NT bids are natural, 2NT always a raise (see 2NT raises described later) or a transfer after 1♠-2♠(see below). With a hand that wants to make a cooperative double (e.g. Hxx in suit doubled and a partial/mild fit for opener), pass first then double next (e.g. 1♥=2NT=Pass=3♦—Pass=Pass=Double: cooperative).

For example: ♠ 82 ♥ A76 ♦ AQ2 ♣ JT876

After 1♠-2NT responder knows opponents unlikely to play in clubs, so passes 2NT, then doubles 3♦ to show flat hand. Opener can pass the double if opponents in misfit or no good fit.

**[Unusual vs. Unusual when their two suits known]**

Cheapest to bid known suit is forcing with lower ranking unbid suit, other known suit is forcing with higher ranking unbid suit, jumps in known suits are singleton/void showing, bids in unknown suits are NF, to play, jumps shows extra shape.

**[Defense to 1M-2M showing other major & minor]**

After we open 1M and they bid 2M directly showing other major and a minor:

Pass: Either not enough values/shape to bid, or will double next time showing cooperative hand.

Double: Implies penalty interest in OM or in one or both minors.

Cheapest bid: 1♥=2♥=2♠ and 1♠=2♠=2NT shows a transfer to ♣s, either long suit to play at 3♣ or with ♣s and will bid again over 3♣. Now opener bids 3♣ if would pass a non-forcing bid with long ♣s (so opener will often have short ♣s), cuebids to ask for stopper in OM and to force, bids game to show values, or makes a forcing suit bid to explore. If opener bids 3♣, responder can pass, or bid a new suit forcing below game, or bid 3NT to offer choice of game (♣s or NT), or bid 3M to show GI hand with ♣ values, or bid 4M to show game going hand with lead directional wanted in ♣s.

3♣: Transfer to ♦s, like cheapest bid style.

2NT/2♥, 3♦/2♠: Cheapest bid not a transfer shows constructive to GI raise with 4+ in M (not 4-3-3-3) Now the cheapest bid (1♥=2♥=2NT=Pass—3♣ and 1♠=2♠=3♦=Pass—3♥) asks if minimum (bid 3M) or maximum (describe hand).

3♦/2♥, 3♥/2♠: One-under-3M shows a constructive raise with exactly 3 in M (or 4-3-3-3) – if GI+ values pass, double, or transfer to a minor first.

3M: Less than constructive values with 3+ in M.

3NT: GF with 4+ in M, no singleton/void in OM.

Jumps new suit: Fit showing, 4/5 in minor suit, 4/5 in ♥s, game going values.

4M: To play, not lots of points.

**[Two suiter but only one suit known]**

Bid in known suit is forcing with in opener's suit: GI raise or better. New suits are NF, jump in known suit shows singleton/void + fit, jump in unknown suit shows length + fit, double with values if need to force and not enough fit for opener's suit for other bid.

**[Two suiter but no known suit]**

New suits are NF, jump in unknown suit shows length + fit, double with values if need to force and not enough fit for opener's suit for other bid.

### [Our Non-Jump Suit Overcalls]

7/8+ @ 1 level, 10+ @2 level etc. (the higher the level, the better the hand). Flat hands tend to not overcall without a reason, distributional hands attempt to get into the bidding.

One level major suit overcalls do not promise honours in suit, just 5+ length, 8+ points.

### [Over all our suit overcalls]

- Cuebid is GI+ for partner's suit, or hand too strong to make any other bid. The cheapest cuebid in opener's suit sometimes (but rarely) has to be used with a hand with no other good bid and values too strong to express otherwise.
- Jump cuebid after our minor suit overcall asks for stopper for 3NT. If major suit overcall or jump cuebid above 4NT, cuebid shows singleton/void in suit, slam try.
- Non-jump new suits natural & non-forcing, but constructive, and includes "known suits" shown by responder's negative double – however see ETM Defense to Doubles section for transfer bids.
- Double of notrump bid shows values.
- Double of a forcing suit bid by responder shows the unbid suit + partial fit for overcall suit or lead directional values in unbid suit + fit for overcall suit.
- Double of a non-forcing suit bid is optional with penalty interest, showing the values for a natural 2NT bid or better. In this case 2NT, if available, is a major suit raise if a major suit overcall, or takeout of responder's suit if a minor suit overcall. For example: 1♣=1♦=2♠(weak jump shift)=2NT is takeout of ♠s, double with real 2NT bid. With 1♣=1♥=2♠=2NT, 2NT shows 3+♥s, useful values.
- Game bids in overcall suit can be to make or as a sacrifice or hoping the opponents bid again with a trap hand.
- Game bids to play (except see 3NT in the ETM Defense to Doubles).
- Single jump shifts below game over minor suit overcalls are natural, invitational.
- Below game jump shifts over major suit openings and double jump shifts over minor openings are fit showing.
- A non-jump bid in responder's suit is natural (!), often a good place to play if spot cards and tenaces over responder, doesn't promise much high cards (6 to 10 or so), but playing value. Example: 1♦=1♥=1♠=2♠ is natural, with ♠s.

### [1NT Replacement Cuebid after Artificial Opening]

If the opening bid is artificial (Precision diamond, strong club, ETM Gold ♣ etc., but not 1♣ opening that can be 4=4=3=2 exactly, but otherwise 3+♣s), then 1NT, if available, takes the place as the cuebid, and bids of opener's "suit" are natural.

Examples:

- 1♣(strong)=1♥=Pass=1NT(like a cuebid, forcing, asks).
- 1♦(precision, could be 2)=1♠=Pass=2♦(natural).
- 1♣(natural)=1♥=Pass=2♣(cuebid).
- 1♦(natural)=1♠=Pass=1NT(natural).
- 1♣(ETM Gold by the opponents!)=1♥=Pass=2♣(natural, constructive).

### [Responder's Suit Replacement Cuebid if Above 1NT after Artificial Opening]

If the opening bid is artificial (Precision diamond, strong club etc., but not 1♣ opening that must be 4=4=3=2 if short ♣s), and 1NT is not available, then if responder shows a suit then a bid of this suit (i.e. the suit shown if suit shown artificially) takes the place as the cuebid, and bids of opener's "suit" are natural. If no suit shown, and bidding above 1NT, then there is no replacement cuebid, and advancer must make do, using double or redouble if possible to show values.

**[After Their One Level Suit Opening, partner passing, and responder raising or bidding notrump]**

- Double is takeout, more aggressive after opponent's raise if short in their suit. After our double, 2NT by partner is two suited scramble over our double no matter what opener does.

Examples:

1♥=Pass=2♥=Double—Pass=2NT:	Two suited scramble, often both minors.
1♠=Pass=1NT=Double—Pass=2NT:	Two suited scramble, often 5-4 in two suits.
1♥=Pass=1NT=Double—2♦=2NT:	Still two suited scramble, ♠s and ♣s.

- Cuebid of opener's suit is like direct cuebid, two suited takeout.
- 2NT is for lower two unbid suits, distributional takeout, except if they opened and raised a major, in which case 2NT is a Scramble.
- Overcalls like in direct. After overcall cuebid is either the suit opened and raised, or if no suit raised, the last suit naturally bid by them.

Examples:

1♥=Pass=1NT=2♣—Pass=2♥:	Cuebid, last suit bid naturally.
1♥=Pass=1NT=2♣—2♦=2♥:	Natural, 3♦ is now cuebid.
1♣=Pass=2♣=2♥—2♠=3♣:	Cuebid, ♣s bid and raised.
1♦=Pass=1NT=Double—2♣=2♦:	Natural, 3♣ would be cuebid.
1♦=Pass=2♦=Double—2♥=3♦:	Cuebid since ♦s bid and raised, 3♥ would be natural, likely expecting more ♦ bidding.

- If opener bids after our major suit overcall, 2NT is used as a raise like overcall in direct seat.
- After overcall or double, direct doubles are for penalties, reopening doubles of suits for takeout, and doubles of notrumps and direct redoubles show values, suggesting the opponents do not have enough of them.

Examples:

1♥=Pass=2♥=Double—3♥=Double:	Penalties.
1♦=Pass=2♦=Double—2♥=Double:	Penalties.
1♣=Pass=1NT=2♠—Double=Redouble:	Values.

**[Our 1NT Overcall]**

Natural (not vulnerable 14/15 to 17 balanced, vulnerable 15/16 to 18 balanced), complete 1NT system on. See ETM Gold Premium for alternatives.

**[After Both Opponents have bid suits, partner passing (Sandwich Position)]**

Double:	Takeout.
1NT:	Natural NT, 15/16-18, system on.
Cheapest bid in opener's suit:	5-5, weak takeout for unbid suits.
Other bids in opponents suit(s):	Natural, extra values if a jump in responder suit, preemptive if a jump in opener's suit. Note that a bid in responder's suit is natural, often a good place to play if spot cards and tenaces over responder, and doesn't promise much high cards (8 to 12 or so), but playing value.
2NT:	Takeout with lower two unbid suits, 6 or longer in lower ranking suit, distributional, less values than double.
Rest:	The usual.

Example after 1♠=Pass=1♥=?:

Double:	Values, usually the unbid suits or a hand too strong to make any other bid.
1NT:	15/16-18 balanced, stoppers and/or partial stoppers in ♠s and ♥s.
2♣:	5+♠s, 5+♦s, weak hand.
1♠, 2♦:	Natural overcall.
2♥:	Natural, long suit.
2♠, 3♦, 3♣, 3♥:	Natural, preemptive.
2NT:	Weak with 6+♦s, 4♠s.

**[Doubles and Redoubles after Sandwich Bid]**

Direct doubles are for penalties, balancing (reopening) doubles of suits for takeout, doubles of notrumps and direct redoubles show values.

Examples:

1♦=Pass=1♥=1♠—2♦=Double:	Penalties.
1♦=Pass=1♥=1♠—2♦=Pass=Pass=Double:	Takeout.
1♦=Pass=1♠=2♣—Double=Redouble:	Values.

**[Cuebid Rule after Sandwich Overcall, Double, or 2NT]**

The last naturally bid suit by the opponents before our side started to compete is the only cuebid suit, unless opener rebids opening suit, or they have bid and raised a suit and then in those case it is the only cuebid.

Examples:

1♦=Pass=1♠=Double—Pass=2♦:	Natural, 2♠ would be cuebid suit.
1♦=Pass=1♥=1♠—Pass=2♥:	Cuebid, 2♦ would be natural.
1♦=Pass=1♥=1♠—2♦=2♥:	Natural, 3♦ would be cuebid since opener rebid ♦s.
1♠=Pass=1♥=2♦—Double=3♣:	Natural, 2♥ would be cuebid.
1♠=Double=1♠=2♥—Pass=2♠:	Natural, 3♣ would be cuebid, 1♠ was bid after double.

**[Sandwich - Jump raise below game rule]**

After they make any non-weak opening, next hand passes, responder bids, and fourth hand, the sandwich bidder, makes a call, then any jump raise below game of any suit shown by the fourth hand is semi-preemptive, often based on a good fit & shape, not HCP. Use a cuebid or other call with good values.

Examples:

1♦=Pass=2♦=Double—Redouble=3♠:	Semi-preemptive.
1♥=Pass=2♥=Double—Pass=3♠:	Semi-preemptive.
1♣=Pass=1♠=Double—Redouble=4♦:	Semi-preemptive.
1♠=Pass=2♣=Double—Pass=4♦:	Semi-preemptive.
1♦=Pass=1NT=2♦(majors)—Double=3♥:	Semi-preemptive.



**[Cuebids and Jump Overcalls after their one level opening]**

**Direct Cuebid:** Both majors over their minor suit opening, the other major + a minor over their major suit opening, wide ranging. 2NT by advancer promises game interest, cuebidder bids accordingly. ♣ and ♦ bids by advancer opposite major + minor are to play in opener's minor suit at that level if holding suit bid (e.g. 1♥=2♥=Pass=3♦ means pass with diamonds, bid 4♣ or something else with spades and clubs). This is not on over a double of a major + minor bid, where 2NT just asks for minor, and bids of a minor are natural and to play (advancer escaping to own suit). If the direct cuebidder doubles later without advancer having bid anything, it shows considerable extra values and promises the two higher ranking unbid suits. Example: 1♠=2♠=4♠=Pass—Pass=Double shows ♥s & ♦s and considerable extra values.

**Jump to 2NT:** Unusual – shows the lower two unbid suits. Bids of these two suits are to play. Cuebid is used to learn further details of overcaller's hand, and the bid of the fourth suit is natural and forcing. Jump in fourth suit shows values & fit for one of overcaller's suit, with a good hand. If 2NT is doubled, redouble shows own long suit to play at cheapest level.

**Jump Three Level Direct Cuebid in Major:** Ask for stopper for notrump, shows long running suit, no stopper. Example: 1♥=3♥ asks for stopper.

**Jump Direct Cuebid in Minor:** Preemptive with this suit. Examples: 1♣=3♣ or 1♦=3♦.

**Triple jump cuebid of their opening suit at four level or higher:**

Shows a very long suit, good/great seven cards or longer, in a hand with power that doesn't want to let the opponents play a contract undoubled. The suit is always the cheapest game bid that can be made. So 1♣-4♣ and 1♦-4♦ show long ♥s, 1♥-4♥ shows long ♠s, and 1♠-4♠ shows long ♣s. If the opponents bid again pass is forcing since opponents cannot play a contract undoubled. For example: 1♦=4♦=5♦=Pass is forcing, and it invites the 4♦ bidder to bid 5♥ or double depending on the offensive nature of hand; however if playing ETM Transfer to Doubles then pass here says please double, and double would invite the 4♦ bidder to bid on.

**Jump Overcall:** Preemptive. When vulnerable shows some playing value and at least one defensive trick (e.g. not QJTxxx and out). 2NT, when available, asks for singleton, and overcaller's reply of 3NT shows no singleton but extras. New suits non-forcing, so use cuebid to force. 4♣ is RKCB (or ORB if play ETM Gold Premium), except if clubs is overcalled, then 4♦ is RKCB/ORB (on only if no competition).

**[After our two suited overcall]**

If we make a two suited overcall where both suits are known (2NT Unusual, cuebid for the majors etc.), then a jump in the fourth suit by advancer is fit showing – showing a fit for one of overcaller's suits and length & values in the fourth suit.

**[Competition over jump overcall]**

Like over a natural two bid opening. See the ETM Defense to Doubles above.

**[Competitive Miscellaneous]**

- a) Anytime our first bid is notrump over the opponents bidding, the notrump structures are always on. Over 2NT bids, the 2NT structure is played (2NT opening bid structure). Over 1NT or 3NT, the 1NT overcall structure is played. Note that the 1NT structure is used after balancing 1NT, so 1♣=Pass=Pass=1NT—Pass=2♣ is Stayman). Balancing notrump shows 11-14 over minors, 12-16 over majors. Balancing jump to 2NT shows 18-20. For example 1♦=Pass=Pass=2NT shows 18-20.
- b) After our fit has been established, and they interfere, a new suit bid is not a slam try (though can have extra values), but instead shows hand shape and value location in order for partner to make the decision if opponents continue to bid. If opponents do not bid again, the partner of the new suit bidder can cuebid to show working values in case partner does have extra values. If the opponents bid again, then the decision shown over the competition defines the hand held (double with defensive values, pass with in-between, bid with good hand for partner etc.).
- c) Double of freely bid 3NT means lead the dummy's suit that has not been supported by declarer (if two suits then higher ranking), or if none then lead highest ranking suit that a lead directional double has not been possible in. For example 1NT=Pass=3NT=Double asks for ♠ lead, but 1NT=Pass=2♠(♣ transfer)=Pass—2NT=Pass=3NT=Double asks for ♥ lead, since could have doubled 2♠ with ♠s.
- d) Double of a freely bid slam – same principles as double of 3NT above – either dummy's unsupported suit or if none the highest ranking suit.

## ETM Gold Particular Defenses

### Vs. 1NT

Use a popular convention (DONT, Cappelletti), or see separate ETM Document defenses against Notrump.

#### [Over natural 2NT or 3NT openings (not gambling)]

As whatever played over 1NT, but suit quality better and hand based on playing value.

### Vs Big One Club (Precision etc.) or Big Two Club (Standard)

See separate ETM Document defenses against Big Club opening. By default play Double for the majors, 1NT for the minors, overcalls natural and regardless of strength advancer should raise overcall according to the Law of Total Tricks – so with 9 total trumps bid 3 of suit, with 10 total tricks bid 4 of suit.

### Vs. Hybrid 1♣ (like Polish, ETM Gold)

Against 1♣ openings that can be balanced or ♣s, and also perhaps a big hand, use:

- Pass: No other good bid, or if over a forcing 1♣, 17+ balanced or a one suited overcall hand too strong to just overcall. At next bid double with 17+ balanced, or bid suit with the strong overcall hand type.
- Double: Either:
- a) 14-16 balanced/semi-balanced with 3+♣s;
  - b) 4-4/4-3/3-4 in majors with 12/13+ and 3+♣s;
  - c) Good 5+♣s, and 11+.
  - d) If their 1♣ opening is not forcing, a strong hand not short in ♣s (if strong and short bid 1NT).
- After Double, cheapest jump in ♦s (2♦ if they don't bid over double) is artificial, and is the replacement cuebid, as bids in ♣s are natural. Besides cheapest jump in ♦s all other bids are natural. If they redouble, all suits are natural, so pass first, then cuebid in the next suit they bid to show strong hand, or double them of course. 1NT rebid by doubler shows 14-16 balanced/semi-balanced. Over the double if the opponents bid a suit, double by either player shows values with no other good bid, and partner is to pass with 4 or longer in suit. Unless the opponents bid ♣s (or are willing to play 1♣ doubled), bids of ♣s by either player are natural.
- 1♦: Like a takeout double of 1♣, so artificial/semi-natural. Limited to 17, so non-forcing. Shows fewer than 3♣s with 3+ cards in each major. Bidding is like 1♣=Double in standard, except advancer passes 1♦ instead of bidding 1♦.
- 1♥,1♠: Natural. For a replacement cuebid, the cheapest NT bid below game is the replacement cuebid, by either player; this allows ♣ bids to be natural.
- 1NT: 17/18+, short ♣s. Like a strong takeout double of 1♣. Now 2♣ is a cuebid, forcing to 2NT, and other two level suit bids are signoffs, though overcaller will bid again with very strong hand.
- 2♣: Both majors, at least 5-5, any strength.
- 2♦: Good ♦ overcall.
- 2NT: Both minors, not very weak, 8+.
- 2♥+: Natural.

## Vs. Opening Preempts

### [General]

- Takeout doubles are bid at all levels, but at 4♠s or higher they are to be frequently passed.
- After their opening at the two level, and our double, if responder passes, then advancer's bid of 2NT is Lebenshol, and if the opponents have not shown a known minor, it asks for doubler's longer minor, 3♣ if equal length. See next section. Lebenshol is not on if takeout doubler is a passed hand.
- If they bid an asking bid (like 2NT) or a new suit, double is takeout of opener's suit. If possible pass first, then double next to show an optional double (e.g. 2♥=Pass=2NT=Pass—3♥=Pass=Pass=Double is optional, should be passed for penalties with balanced hand).
- Double of 4♣ is takeout, non-jump 4NT is any two suited takeout.
- Jump to 4♣ or 4♦ over weak two in a major, shows that minor and other major, F to 4M.
- Jump to 4♣ over weak two in diamonds shows ♣s & a major, forcing to game. 4M to play, 4♦ asks major.
- 4♣ over 3♣ shows ♦s + M, forcing to 4♥ or higher, 4♦ over 4♣ asks major, while 4♥/♠ is to play in own suit.
- Jump to 4♦ over 3♣ shows both majors.
- Cuebid @ 3 level asks for stopper, usually with long other suit.
- Cuebid @ 4 level if otherwise undefined shows two suited hand that could not otherwise have been bid. So 2♦-4♦ shows both majors, 2♥-4♥ shows both minors.
- 2NT is 15-18, 2NT system on.
- 3NT is more than 2NT if 2NT available, to play otherwise, 1NT overcall system on over 3NT.

### [Longer Minor 2NT Lebenshol]

Longer Minor 2NT Lebenshol gives up the natural 2NT bid but obtains these advantages in return:

- 1) We can play in best minor fit, often key in avoiding a disastrous three level contract.
- 2) For ♦s, ♥s, and ♠s (if not the opponent's suit) we can distinguish hand strength and sometimes hand type.
- 3) For ♣s, we can distinguish hand strength if they have bid or shown ♦s, and otherwise we can show a clear preference for ♣s.
- 4) Doubles can be made on doubletons in minors more often, getting the unbid major or majors into the auction, since advancer will often ask for better minor if can play in both.

To reply to Longer Minor Lebenshol, the doubler normally bids longer minor, or if minors of equal length ♣s (not ♦s if a better suit but same length). If the opening bidder has shown a known minor (e.g. opened 2♦ naturally, or bid 2♠ to show ♠s & ♣s etc., but not if 2♠ shows ♠s & a minor, since other suit not known) then doubler normally bids the other minor in reply to 2NT. If holding a strong hand 17/18+, the doubler makes any other bid than the normal responses.

If the doubler bids three of a minor as expected (not a shown minor of the opponents), then advancer rebids as follows:

- Pass if was hoping to play in a minor.
- Bid a minor suit on the four level to show both minors, GI values. For example: 2♥=Double=Pass=2NT—Pass=3♣=Pass=4♦ would show 5♦s & 4♠s, GI values.
- Bid three of a new suit that could not have been bid on the two level to play there.
- Bid three of a new suit that could have been bid on the two level to show exactly 4 in the suit and good constructive to GI values.
- Bid 3NT to show a stopper in the opponent's suit, exactly 4 in the highest ranking unbid suit, and game going values. Now the doubler can cuebid the opponent's suit to ask advancer to bid the highest ranking suit (a transfer used since advancer has the stopper).
- Cuebid the opponent's suit, if available on three level, to show constructive hand with ♣s and a stopper in their main suit.
- Bid 4 of an unbid major to show 4 cards in that suit, stopper in the opponent's suit, and slam interest. 4NT is now natural by doubler, to play.
- Bid five or higher of either minor to play.

Note these associated corollaries, assuming the suits mentioned are not shown by opener:

- If responder bids 3♦, 3♥ or 3♠ over the double, and could have bid them on the two level, it shows five or longer in the suit & good constructive to GI values. With only 4 in the suit, bid 2NT first.
- If responder bids 3♦, 3♥ or 3♠ over the double and could not have bid them on the two level, it shows constructive to GI values, about 8 to 11. With a weaker hand, bid 2NT first.
- A bid of 3♦ will show shorter ♣s.
- A bid of 3♠ is wide ranging, up to a good constructive, but if constructive values denies a stopper in opener's main suit. Bid 2NT if constructive values & clubs with a stopper in their main suit. Note that 3♠ over double shows clear preference for ♣s.
- A cuebid of the opponent's suit at the three level will not have both the highest ranking suit and a stopper in a game going hand. So, for example, 2♠=Double=Pass=3♠ will not have 4♥s & a ♠ stopper.
- A bid of four or five of a minor immediately over the double shows clear direction, since if both minors could have bid 2NT first, and if major and a minor could have cuebid first.

If doubler shows a strong hand type over 2NT, cuebid to establish game force, or place contract in game, or bid naturally, which is not forcing.

Example hands – in all the opponents will open the bidding as South with a weak two.

a)			
♠ A86	♠ T753	(2♦)=Double=Pass=2♠	Don't use 2NT Lebenshol if you can bid a suit at two level with 0 to 7 points.
♥ KT98	♥ 54		
♦ 32	♦ J985		
♣ AQT8	♣ 752		
b)			
♠ 43	♠ T765	(2♠)=Double=Pass=3♥—	Advancer's bid of 3♥ shows about 8-11 (2NT would be used with 0 to 7 points), so West knows to raise to 4♥ and the good game is reached.
♥ KT98	♥ AQJ4	=Pass=4♥	
♦ AQ2	♦ 83		
♣ AQT2	♣ K87		
c)			
♠ 43	♠ T765	(2♠)=Double=Pass=2NT—	Advancer first bids 2NT intending to show a weak hand. Over 2NT, Doubler bids 3♦ since less than 18 and longer ♦s. East now bids 3♥ to show hearts but only 0 to 7 points, so now West knows not to try 4♥.
♥ KT98	♥ QJ54	Pass=3♣=Pass=3♥	
♦ AQT2	♦ 83		
♣ AQ2	♣ 876		
d)			
♠ T53	♠ K982	(2♥)=Pass=Pass=Double—	Advancer bids 3♣ since cannot bid 2NT in case doubler bids 3♦. Doubler knows to pass 3♣ since cannot have constructive values & ♥ stopper.
♥ J42	♥ 98	=Pass=3♣	
♦ 84	♦ AQT3		
♣ T9765	♣ AQ4		
e)			
♠ AQ53	♠ K98	(2♥)=Pass=Pass=Double—	Advancer chooses to pass over 2♥ (though double is fairly safe playing Longer Minor Lebenshol), and uses 2NT and then 3NT sequence to show game going hand, exactly 4♠s, and stopper(s) in ♥s.
♥ KJ42	♥ 98	Pass=2NT=Pass=3♣—	
♦ K4	♦ AQT3	Pass=3NT	
♣ T97	♣ AJ42		
f)			
♠ AQ43	♠ T65	(2♦)=Double=Pass=2NT—	Advancer uses 2NT then 3♥ sequence to show exactly 4♥s, good constructive to GI values. Doubler looks for better contract and finds it.
♥ KT9	♥ QJ54	=Pass=3♣=Pass=3♥—	
♦ 82	♦ AJ3	Pass=3♠=Pass=3NT	
♣ AQT2	♣ K73		

## Defense to 3NT Gambling

Double: Value showing (15+). See Junkyard section on After a Strength Showing Double for further bidding.

4♣: Game forcing strong takeout but never just both minors, and likely for both majors. 4♦ asks for a five card major or if none, longest minor.

4♦: Weak takeout, distributional hand, often three suited with both majors or just both majors. Can be passed with long ♦s.

4♥, 4♠, 5♣, 5♦: Natural, long suit, not good enough to double.

4NT: Both minors, hand not good enough to double. 3NT bid was likely based on long major.

Over 4♣ or 4♦, if advancer bids a suit not held, the 4♣/4♦ bidder corrects to cheapest suit held. For example 3NT=4♣/4♦=Pass=4♥—Pass=4♠ denies hearts, and shows ♠s plus a minor.

## Defense to 2NT For the Minors

Directly over 2NT or if 2NT passed by responder:

Pass: No bid.

Double: Strength Showing Double, see Junkyard section for After a Strength Showing Double.

3♣: Strong takeout for the majors, 12+ HCP, can be 5-4. 3♦ asks for best major.

3♦: Weak takeout for the majors, 5-5 or better, about 8 to 12 HCP.

3M: Natural overcall, NF.

3NT: To play, good values but not appropriate for penalties. 1NT system on over 3NT.

4m: Game going hand, singleton or void in suit bid, both majors.

4M: Natural, good playing value based on shape.

Over partner's suit bids, the cheapest bid in a minor is the ordinary cuebid suit. The other minor suit cuebids are slam tries.

After 2NT=Pass=a minor bid, doubles by either partner are takeout, major bids natural, cuebid in either minor shows a major suit takeout too distributional to risk bidding a double. After 2NT=Pass=a major bid, doubles are optional, showing some length and strength in suit doubled plus other major, the rest as over a minor bid. After 2NT=Pass=3NT (or higher notrump), bidding as over 2NT, but one or more levels higher so extra values and/or shape for each bid. For example 2NT(minors)=Pass=3NT=4♦ is a weak takeout for the majors, but has the distribution and some values to have play for the four level.

## Defense to Transfer Openings

General defense to transfer opening bids, like NAMYATS. Cuebid is a bid in the suit shown by the opponent's opening, not suit currently being bid.

Pass:	No good bid or waiting, next double is optional, values.
Double:	Takeout for the suit shown, and then next double still takeout but extras. Partner's doubles are for penalties after this double.
Cuebid @ 2 or 4 level:	If non-jump then two suited takeout, if jump see "all other bids". If at the two level it is as if opener had made a natural one suit opening instead – so if opponent showed ♥s, a bid of 2♥ would show ♠s and a minor, while if the opponent had showed ♦s, and bid of 2♦ would show both majors.
Cuebid @ 3 level:	Asks for stopper in opponents suit.
1NT/2NT:	Cheapest NT if 1NT or 2NT is 15 to 18, 1NT/2NT system on.
3NT:	Shows more than 2NT if it was available, to play otherwise, 1NT system on over 3NT.
All other bids:	As if natural suit opening made in the suit shown by the opponent's, in the lowest possible bid above the bid actually opened. For example if 2♦ opening showing weak two in ♥s, treat it as if 2♥ opening: thus a jump to 4♣ would show ♣s + ♠s – in this case it would show a distributional hand wanting to show both suits immediately, since can also bid 2♥ as two suited takeout.

## Junkyard Defense vs. Flannery, Roman etc.

This defense, named Junkyard by Richard Pavlicek, provides a simple general defense method used against opening two level bids that do not promise a specific one suited hand. It can be used as well as a defense to Multi, and against higher level multi suit opening bids.

After 2X=? or 2X=Pass=Call=?

Pass:	Nothing to bid at moment, and now all subsequent doubles of suit bids by either player are takeout.
Double of notrump or directly over 2X:	Value showing, 15+. See After a Strength Showing Double below for follow up.
Double of suit bid except not directly over 2X:	Takeout.
2NT:	Balanced 15-18, 2NT system on.
3NT:	Shows more than 2NT if it was available, otherwise to play, 1NT system on over 3NT.
New suit if not in opener's promised 5+ suit:	Natural, overcall. New suits force if below game, and a bid in opener's promised 5+ suit (if any) is a cuebid.
Jump new suit if not in opener's promised 5+ suit:	Natural, good suit, good hand. A bid in opener's promised 5+ suit (if any) is a cuebid.
Cuebid in opener's promised 5+ suit (if any):	Takeout for other three suits.
Jump cuebid in opener's promised 5+ suit (if any):	Takeout with a strong two suiter.

### [After a Junkyard Strength Showing Double]

After a strength showing double, whether next player bids or not:

Pass:	Length in suit currently being bid, or if partner still has a call or last bid was notrump, weak with no other bid. See below for continuations.
Double:	<u>Takeout</u> of suit currently being bid, but values and not void and rarely a singleton in suit bid so passable with length. If double of notrump shows values.
Redouble:	Length in suit bid, value showing.
New suit:	Non-forcing, natural.
Jump new suit:	Natural, 6+ in suit, GI if below game, to play if in game but still promises some values.
Cuebid in bid suit:	Singleton or void, takeout with shortness in suit bid.
2NT if available, 4NT:	Scramble with two suits to play not including bid suit.
3NT:	To play, system not on since 3NT here is a response.

If advancer passes, then bidding like above for either partner (in context of original bids), including:

- The first double of a suit by either partner is for takeout, but after advancer does not pass or opener makes a penalty double, later doubles are for penalty;
- Double of notrump bids are for penalty;
- New suits are non-forcing;
- Jump new suits non-forcing but extra length and values;
- Cuebid in currently bid suit takeout with singleton or void in suit;
- Notrump bids to play (2NT scramble only at advancer's first bid).



## ETM Gold Slam Conventions

### Blackwood & Gerber

For Gerber first reply is 0 or 4 aces, other replies up the line.

4NT and 4♣/4♦ when keycard asking always uses 1430 style responses:

Roman Keycard Blackwood (14/30/25/25), Roman Keycard Gerber over preempts (1430).

Trump suit rules:

- If two suits agreed, trump is suit the RKCB bidder raised.
- If no suit agreed, last suit bid (i.e. shown if transfer etc.) is trump (but if no real suit bid like after fourth suit forcing, then no king of trumps and still 1430).
- If two possible suits, highest ranking suit is trump (1♦-2♦ (Majors)-Pass-4NT is for ♠s).
- If no suit has been bid by partnership 4NT is still 1430, but no king of trumps.

**Autowood:** This says when partner signoffs off in 5 of trump suit after asking via RKCB, bid slam with 3 or 4 keycards automatically, however does not apply when it was completely impossible from the previous bidding for partner to hold 0 or 1 keycards originally.

**Queen Ask:** Cheapest non-trump suit bid over 14/30 responses asks for queen; cheapest bid denies it. (e.g. 1♠-4NT—5♣-5♦—5♥ would deny queen). Show specific kings to accept. 5NT will show queen but deny any specific kings if it is possible to bid any specific king under six of trump suit. Otherwise 5NT shows queen and a specific king that cannot be shown at five level or at six level under six of trump suit.

**Void Showing:** Excessive jumps in response to RKCB show useful voids: six level suit bid shows void in suit and 1 or 3 keycards, six of trump suit shows higher ranking void and 1 or 3 keycards. With one key card use discretion – one can decide to bid 1<sup>st</sup> step first instead. 5NT shows 2 keycards and useful void. Free bids at five level (e.g. when 4♣ was RKCB) also show 1 keycard and useful void. Further non-trump bids by the Blackwood bidder ask for the King in the bid suit.

**5NT after RKCB:** Specific King ask, and promises all first round controls.

**Six level bids after 4NT:** If partner could have established a fit with a forcing bid, but did not, then six level bids are natural (e.g. 1♠-4NT—5♥-6♦ shows long diamonds, to play). If partner establishes a fit (or had no way to establish a fit), then uses 4NT, six level bids ask for something useful in the suit bid, often looking for a third round control.

#### After Interference – Always DEPO/REPO – and bids keep their same bidding

If the opponents interfere after 4NT ace/keycard asking, holding a first or second round control in the opponent's suit shown by the interference make normal response if still available. Otherwise double or redouble with an even number of keycards, pass with an odd number (DEPO, REPO). So

1♠=Pass=4NT=5♦—5♥ shows two keycards, not the spade queen, and a first or second round control in ♦s.

## 4NT – Natural & Takeout

4NT has better uses than RKCB on some auctions. These are:

If partner has not bid (may have passed) then 4NT is a natural overcall over a 4♣ or 4♦ natural opening.

If partner has opened the bidding with a minor suit, and the opponents overcalled a new suit naturally at the three or four level, then an immediate 4NT is natural, and if a jump it is a slam invite.

If the opponents are at 4♥ or 4♠, and we have not found fit, or cuebid their suit, or bid 3NT before, then 4NT is takeout, which may turn out to be a slam try if the 4NT bidder continues on.

If the opponents are at 4♥ or 4♠, and our partnership had bid 3NT before on this auction, then 4NT is to play.

Note that over 4♣=4NT and 4♦=4NT, the 1NT system is used.

Examples:

1♦=3♣=4NT:	Natural, slam invite. To RKCB in ♦s, start with a cuebid first.
4♣=P=P=4NT:	Natural, not a slam invite, but quite a strong hand in playing value and/or HCP.
4♠=4NT:	Takeout.
1♠=Double=4♠=4NT:	Takeout, scramble version.
1♠=1♠=3NT=4♠=4NT:	Natural.
1♠=2♠=3♦=4♠=4NT:	Takeout.
1♠=2♠=3♦=P=4NT:	RKCB for ♦s (assuming not playing transfers).

## 4NT – Natural or General Try

On auctions where both players have made two bids (non-passes) and the auction is at the four level without a major suit found (may have a minor suit fit) then 4NT is either natural or a general slam try. It is natural if the 4NT bidder has bid notrump before or if the 4NT bidder has not supported a suit of partners (partner may have support their suit). Otherwise it is a general try for slam with no other good bid.

## Grand Slam Try and 5NT Pick a Slam

5NT without RKCB & trumps not known & not a double jump is pick a slam.

5NT without RKCB & trumps can be assumed to be known or it is a double jump is simple Grand Slam Try, without two honours in suit that should be trump, bid 6♣. With two honours in the suit that should be trump bid 6♦. Partner places contract.

## **ETM Gold Premium**

### **Abstract**

The enhanced version of ETM Gold, called ETM Gold Premium, encompasses a set of optional agreements designed for top level competition. These agreements are provided in this part of the document, and are organized into modules, so they can be implemented piecemeal as desired, or perhaps as a cohesive whole. Used all together the ETM Gold Premium system offers state-of-the-art methods to compete at the highest levels.

The base ETM Gold system has been designed to allow for the incorporation of all these agreements. By establishing a framework that can work with the modules, partnerships can mix and match the foundation ETM Gold system with modules of interest from ETM Gold Premium. One can also adapt a module to a standard 2/1 system, though one may find that some adjustments are necessary in other areas to fit the particular module into a more standard base. Finally one can also graft one's own favorite methods on to the ETM Gold system with some system work.

The ETM Gold Premium modules offer considerable improvements over standard "2/1" methods, albeit at the price of more system complexity not appropriate to the casual player. To implement they will take considerable practice to get comfortable with. It is suggested the partnership use Bridge Internet services or sites that provide a Partnership Bidding area, where players can rapidly bid a number of hands that fit a specified criteria.

There are several key principles that drive many of the objectives of the Premium methods. First on game going and possible slam hands the methods provide for balanced and semi-balanced hands to learn about partner's shape. Second, the methods attempt, where possible, to have declarer be the balanced hand on auctions where far more is known about the other hand. Third, on auctions where one partner raises the other partner's major to show a fit, the auctions are designed so that the player who bid the major first naturally can ask partner for more information, in order that the opponents learn little more about declarer's hand. Other objectives include allocating bidding sequences to the priority items (the Useful Space Principle), keeping the bidding low, providing non-disclosure sequences on high frequency auctions to 3NT, and placing the overcaller of our suit openings on lead.

The ETM Gold Premium Modules are mostly independent, though when there are prerequisites on other modules they will be noted. In particular the ETM Gold Premium Slam methods are essential to a number of the modules.

## Synopsis of ETM Gold Premium Modules

The enhanced version of ETM Gold, called ETM Gold Premium encompasses a set of optional agreements designed for top level competition. These agreements are provided in this part of the document, and are summarized here:

<b>ETM Gold Premium Module</b>	<b>Summary Description</b>	<b>Key Benefits</b>
Premium Major Suit Raises	Improved Methods of Raising Majors	Better ability to place game contracts and find slams.
Premium Method over ETM Two Club Opening	More comprehensive methods over 2♣ Opening	Find all major suit fits, and investigate for games & slams.
Premium Method over ETM Two Diamond Opening	More sophisticated methods over 2♦ Opening	Find proper contract after space consuming opening.
Premium Slam Methods	New & Improved Slam Methods	Better ability to know when to and when not to bid slams.
Premium 1♣-1NT Asking	1NT asking can be used to find out opener's shape after 1♣.	Better ability to place game contracts and find slams.
Premium 1♦-1NT Asking	1NT asking can be used to find out opener's shape after 1♦.	Better ability to place game contracts and find slams.
Premium 1M-2♣ Asking & 2/1 Telling Bids	2♣ asking can be used to find out opener's shape after 1♥ or 1♠. One Under 2M is used to show three card support & GI+ at low level, and can show shortness at three level.	Better ability to place game contracts and find slams. Can stay low on GI hands. Can show shortness to opener to determine if game is good or not.
Premium 1M-1NT forcing structure including Bazzilli, a version of Gazzilli.	Responder able to describe hand accurately. Opener able to relay with 2♣ rebid to show strong hand types with great precision.	Better able to find game if available. Able to describe hands well.
Premium 1♣ Response Structure Including Transfers	Big balanced hands can learn responder's shape. Weak balanced hands can stay low. 5-3 major suit fits can be found.	Better ability to place game contracts and find slams. Better able to stay low on weak hands.
Premium Multi 2♦ & Goldilocks, Baileys n' Cream, Fatnuns & Preemptive Openings	Bad/medium weak twos open a Multi. Goldilocks provides a strong weak two. Baileys n' Cream provides a matchpoints alternative. Fatnuns are strong weak twos with five card suits.	More effective preempting of opponents. Better bidding after our preempts. More definition to one level opening bids.
Premium Notrump Overcalls, and Sandwich Bidding	1NT overcall structure places opener on lead against suit contracts. Sandwich bids add definition in tight spot.	Able to place opener on lead after our 1NT overcall. Can very effectively get into the bidding.
Premium Choice of Spot Cuebids and Other Competitive Cuebids	Choice of game and choice of part score aid competitive bidding. Cuebids etc. can define two suiters immediately	Better ability to find game contracts and know what to do in competitive situations.
Premium Transfers & Swaps after our openings and overcalls	Generic set of transfer bids and suit swaps for many situations.	Able to place bidding opponent on lead, and show majors more often.
Premium Competitive Responses after our one level suit openings	Detailed set of responses after interference over our one level openings.	Able to handle any interference over our openings, able to show majors more often.
Other Recommendations	Reference to other ETM methods.	More improvements

## ETM Gold Premium Overview

This section presents an overview of how the ETM Gold Premium methods can change the core system.

Opening	Meaning	ETM Gold Premium Changes
1♣	Natural or weak balanced or big balanced.	<ul style="list-style-type: none"> <li>➤ 1♣ can include 20/21+ balanced/semi-balanced (partnership can decide when based on vulnerability and possibility of interference). Responder can show shape to 20/21+ hands.</li> <li>➤ Transfers played over 1♣.</li> <li>➤ Responder can get exact shape information by bidding 1NT, and can reach 3NT without opponents knowing much about declarer's hand.</li> <li>➤ 2♦ response shows 5+♠, 4+♥s.</li> <li>➤ Transfers often played over interference get overcaller on lead many times.</li> </ul>
1♦	Natural	<ul style="list-style-type: none"> <li>➤ Responder can get exact shape information by bidding 1NT, and can reach 3NT without opponents knowing much about declarer's hand.</li> <li>➤ Transfers often played over interference get overcaller on lead many times.</li> </ul>
1♥, 1♠	Five card or longer major	<ul style="list-style-type: none"> <li>➤ Responder can get exact shape information by bidding 2♣, and can reach 3NT without opponents knowing much about declarer's hand.</li> <li>➤ One under 2M bid allows responder to make a GI but still stop in 2M. Other major suit raises have better definition.</li> <li>➤ Over 1♠ opening, responder can transfer to 2♥ with long ♥s.</li> <li>➤ The Bazzilli convention, ETM's version of the Gazzilli convention infused with the Bart convention, allows for strong hands to show exact shape to responder, and for 5-3 ♥ fits to be found.</li> </ul>
2♣	Balanced	<ul style="list-style-type: none"> <li>➤ Range limited to 17/18-20 instead of a maximum of 21.</li> <li>➤ Response structure finds all 5-3 major fits.</li> <li>➤ 5-3-3-2 with 5♥s &amp; 17/18-20 opens 1♥, to help find 5-3 fits (since 1♥-1♠ is the forcing notrump, opener will often play notrump).</li> </ul>
2♦	Big or Weak Two in Major	<ul style="list-style-type: none"> <li>➤ When 2♦ is big, balanced hands start at 22/23 (not just GF) so 2♣ can be played as just 17/18-20.</li> <li>➤ 2♦ can also be played as Multi, showing a weak two in a major or certain strong hand types, or as Wagner, which is Multi without any strong hand types (so opponents cannot safely pass 2♦).</li> </ul>
2♥, 2♠	Intermediate	<p>ETM Gold Premium offers new options for these bids, which show about 9/10-13 or so. These options are:</p> <ul style="list-style-type: none"> <li>➤ As a good weak two/minimum opening with 6+ in M, "Goldilocks" style.</li> <li>➤ As a good weak two/minimum opening with 5+ in M, and, if just 5 in M, a singleton/void. This is called "Fatnuns" and is in the style of Italian World Champions (in teams and pairs) Fulvio Fantoni and Claudio Nunes.</li> <li>➤ As a good weak two/minimum opening with 5/6 in M, 2/3 in OM, and not too distributional – this version of the Bailey weak two bid with a couple of more points is called "Baileys N' Cream".</li> </ul>
2NT	Preemptive	<ul style="list-style-type: none"> <li>➤ When 1♣ handles big balanced hands, 2NT can be played as a preempt with both majors only, or two-way with either both majors or a long minor in a very weak hand.</li> </ul>

## ETM Gold Premium Notrump Ladders

ETM Gold Premium can have distinct notrump ladders in different situations as the partnership decides. Here are three possible ladders, one for not vulnerable and two variations for vulnerable.

### Not vulnerable

Range	Opening	Notes
0-11	Pass	11s that have a five card suit should be treated as 11/12
11/12-14	1♣	14s that have a five card suit should be treated as 14/15
14/15-17	1NT	
17/18-20	2♣	17s should have a five card suit and good controls to be 17/18
20/21+	1♣	2♦ and 2NT are now freed for other uses.

### Vulnerable – Using Strong 2♦ Opening

Range	Opening	Notes
0-11	Pass	11s that have a five card suit should be treated as 11/12
11/12-14	1♣	14s that have a five card suit should be treated as 14/15
14/15-17	1NT	
17/18-20	2♣	17s should have a five card suit and good controls to be 17/18
20/21-22	2NT	
22/23+	2♦	

### Vulnerable – Using Multi 2♦ Opening

Range	Opening	Notes
0-11	Pass	11s that have a five card suit should be treated as 11/12
11/12-14	1♣	14s that have a five card suit should be treated as 14/15
14/15-17	1NT	
17/18-20	2♣	17s should have a five card suit and good controls to be 17/18
20/21-22	2NT	Optional, can open 1♣ instead.
20/21+	1♣	22/23+ must open 1♣, but 20/21-22 can open 2NT instead.

A partnership could also decide to shift the 1♣ and 1NT ranges up by 1/2 point to 1 point, and narrow 2♣ to 18/19-20, if adopting a risk adverse approach.

## **ETM Gold Premium Design Concepts**

### **[Introduction]**

This section presents some of the key design concepts of the ETM Gold Premium methods, and will explain some of the reasons behind the complex bidding agreements to follow.

### **[Non-Disclosure Agreements]**

As many contracts are played in 3NT, 4♥ or 4♠, the ETM Gold Premium methods provide the ability to reach these contracts when right, while also limiting the disclosure of information to the opponents. In particular the system limits the information provided about declarer, so even with dummy on view, the opponents are still defending partly in the dark.

### **[Majors Rule]**

Major suit contracts are far more valuable than minor suit ones, and so ETM Gold Premium makes a number of efforts in devoting the priority bidding sequences to showing major suits and finding major suit fits at the expense of showing minor suits and finding minor suit fits.

### **[Choice of game]**

In team games there are more swings on choice of game decisions than on slam hands. At pairs the choice of game decisions are one of the keys in winning large prestigious events. ETM Gold Premium provides the methods to help make the right decisions, although the system still needs the player's judgment.

### **[Show Suits]**

When the partnership needs to investigate for the right spot to play, ETM Gold Premium endeavors to allow all suits to be shown, with majors given the priority.

### **[Unbalanced describes to Balanced, not naturally if possible]**

ETM Gold Premium is designed so that unbalanced hands will describe shape to balanced hands, in order that the balanced hand can evaluate how the length and shortness of the unbalanced hand changes the playing value of the balanced hand. Also the methods use transfers and other bids where suits are shown artificially, in order to allow the balanced hand to bid suits first when the partnership may end up playing in them. Thus the balanced/semi-balanced hand can often play a contract without revealing much during the bidding.

### **[Over-Active Evaluation]**

ETM Gold Premium recommends using "Over-Active Evaluation", where many factors are considered in making a bidding decision (the opposite of this method is just using the point count and suit distribution to determine all actions). Factors to be evaluated include high card points, shape, controls (aces and kings), spot cards, lead directional features, rebid strategy, problems the opponents will face, defensive values, source of tricks potential, major suit holdings, and the skill level of the opponents.

See separate ETM Style document for more details on bidding style considerations.

## ETM Gold Premium Common Mechanisms

### [Introduction]

This section presents several of the ETM Gold Premium bidding mechanisms that are used throughout the Premium modules of the system in describing shape. They are presented here so one can recognize some of the commonality of approach between the modules.

### [Asking for Singletons or Shortness]

In ETM Gold Premium, when one player uses a conventional bid to ask for shortness (singleton/void, singleton, or doubleton depending on situations), the response is usually artificial, in descending suit order by rank. In the text this is referred to as SO, for short order.

So as a simple example, after a weak two opening bid of 2♥, if responder asks for shortness with 3♣, the replies are 3♦ with no shortness, and then in descending order of rank, so 3♥ with ♠ shortness, 3♠ with ♦ shortness, and 3NT with ♣ shortness.

Also when a no shortness response is possible, then this no-shortness response will usually follow one of two general approaches:

- 1) The lowest bid may show no shortness, and this bid may be bundled with another meaning for bidding space reasons, and in that case another ask can be used to separate the meanings – see 3♥/3♠/3NT Complex below.
- 2) The cheapest notrump may show the no shortness hand type.

### [Showing Length]

ETM Gold Premium often uses natural bids to show suit length. However in cases where suit length is asked for, the suits are shown artificially in ascending suit rank order, and thus the lowest suit of possible suits is bid first. In the text this is referred to as LO, for long order.

### [Singletons/Voids Splinter Transfers to partners major]

ETM Gold Premium uses Italian style singleton/void showing bids when partner has bid a major, and one is raising to game where splinter bids would normally be used (i.e. jumps in a suit to show a singleton/void and game going or stronger support for partner's major). These bids are transfers to the singleton/void, with 3NT to show short ♣s, 4♣ to show short ♦s etc. There are variations when a suit cannot be short, but in these circumstances another meaning is assigned to the transfer to the suit when it cannot be short. The transfer bids have the key advantage in that partner can now bid the short suit to re-ask, to find out if partner is minimum or more for the bid, and to check on the controls in the non-short suits. Thus the short suit bidder does not have to promise control of both the other two suits, and can make the bid on both minimum and higher range hands.

### [3♥/3♠/3NT Complex]

The main complex, or set, of bids used to show shape generally revolves around what can be shown by 3♥, 3♠, and 3NT once two suits are known. Typically the complex looks like this:

- 3♥: No shortness
- 3♠: Singleton/void in the higher ranking possible side suit.
- 3NT: Singleton/void in the lower ranking possible side suit.

Sometimes the 3♥ shows either no shortness or considerable distribution (like 5-5+ or 6-5+). Now 3NT is to play opposite either hand, while 3♠ asks, with the flat hand bidding 3NT and the shapely hand bidding beyond 3NT. This is the “3♥ trick” of the system used to compact shape showing sequences into the sometimes limited bidding space available.



**[Complex via 3♣]**

The 3♥/3♠/3NT Complex can occur directly, by making those three bids, or indirectly, by bidding 3♣ first. Over 3♣ then 3♦ re-asks again, and the 3♥/3♠/3NT Complex is used again. So a common structure is this:

3♣:	3♥/3♠/3♣ Complex in one point range, often minimum. 3♦ re-asks.
3♦:	Some distributional hand types, and now 3♥ asks (often for shortness).
3♥/3♠/3NT:	Complex in another point range.

**[Overloading the Complex via 3♣]**

The Complex via 3♣ is often a minimum point range relative to the possible hands. This allows the asker to signoff in 3NT without bidding 3♦ to get exact hand shape information, so now the opponents will no little about declarer's hand and only the two main suits of the dummy. In this case the sequences sometimes overload 3♣ with a secondary meaning that is both very strong and distributional. Then regardless of whether the asker signs off in 3NT (to play opposite the minimum hand types) or bids 3♦ to ask again, partner will bid using the bids available over 3NT to show the strong distributional hand type.

**[Overshooting 3NT]**

When the player responding to the asking bids has a big hand, so slam is quite possible, the sequences allow the bidder who is supposed to reply 3NT with their hand type to instead bid 4♣ (usually) or beyond, to show a hand so good it can not risk being passed in 3NT. This allows 3NT on these sequences to have some sort of approximate upper limit.

**[Negative Reply]**

If replying to an asking bid of some sort and the reply must be higher than 3NT, then the negative reply is usually the cheapest bid available.

## Premium Major Suit Raises

### Modified Major Suit Raises after 1♥ and 1♠ Openings

#### [Overview]

The section provides a raise structure after major suit openings that provides higher definition, and allows the major bidder to place the contract more frequently at the next bid. Above 3M transfer splinters are used, to provide an asking bid for the strength of the splinter. Competitive methods are introduced to improve decision making.

#### [Prerequisites]

These methods require the ETM Gold Premium Slam methods: in particular ORB (Optional RKCB).

#### [1M Raises]

**2M:** Tends to have 3 trumps only or 4-3-3-3, 6-10 standard raise (does not promise constructive values). With less bid 1F and then 2 of major. After 2M, 2NT is the game try used on most hands, to not give away much information to the opponents (see next section). New suits over 2M are game/slam tries: responder treats it as a game try, but NEVER jumps to 4M to accept – instead to accept the game try but without a fit for the new suit, responder makes the cheapest suit bid not in M (this establishes game force). With a fit for the new suit responder raises or cuebids, the latter if possible when maximum. 3NT by either partner is choice of game on these auctions. Example: 1♣-2♠-3♦-3♥: the last bid just says would accept game invite but does not have a ♦ fit, and provides opener bidding space to cuebid now. 1♥-2♥-2♠-3♦(not cheapest suit bid) shows a ♠ fit, maximum and cuebids ♦s. With partnership agreement play this approach after all 1M-2M sequences where we have opened something (e.g. 1♣-1♥-2♥ etc.).

1M-2M-3M sequences not in competition ask for good trump support.

**1M-1NT-2X-3M:** GI with 3 trumps or 4-3-3-3. However see the ETM Premium 2/1 option for a recommended alternative (one under 2M).

2NT: GI or game going with 4+ trumps and will have a singleton/void when GI only and if game going will not have a singleton/void, and if GI not 4-3-3-3 shape. Less than 16 HCP, so opener can frequently just place contract in 4M without giving additional information way. The response structure takes advantage that opener should always have some game play opposite a GI raise with a particular singleton/void. Over 2NT:

3♣: Asks responder to bid 3M with GI values and a singleton/void in ♣s. Otherwise if GI and a singleton/void in other suit responder bids the suit, while if game going bids 3NT if 4-3-3-3 or bids cheapest doubleton on four level (e.g. 1♥-2NT—3♣-4♥ would show game going hand with doubleton ♣, no other doubleton). After this 3M and 4M is to play, 3NT a suggestion, and anything else a slam try.

3♦: Asks responder to bid 3M with GI and a singleton/void in ♦s. Otherwise responder bids 4M, except 3NT if 4-3-3-3, and if singleton ♥ bids 3♥, after which 3M (in this case 3♠) is not-forcing.

3♥: Asks responder to bid 3♠ (if ♠s=M) or pass 3♥ (if ♥s=M) when GI a singleton/void or singleton/void in OM only. Otherwise responder bids 4M or 3NT if 4-3-3-3.

3♠: If ♠s=M, it asks responder to pass with any GI, and if game going hand to bid 4M or 3NT if 4-3-3-3.

Above 3M: 4M is to play. 3NT is a mild slam try, invites cuebidding only if responder is maximum for 2NT. New suits are shortness showing, a slam try with a hand where responder's shortness, if any, is not important.

3♣: 4 trumps, 7/8 to 11 (or 12 if not enough for a GF), not 4-3-3-3 (can be 5 trumps and 5-3-3-2). If very minimum has shape (a singleton/void), while if GI values never a singleton/void (bid 2NT). 3♦ is an artificial game try, asking responder to bid 3M if minimum, 4M if maximum. 3OM asks for singleton (cheapest bid of NT or M bid shows none) in descending rank order.

3♦: Three-way bid and often easy to distinguish by the lack of interference by the opponents (either before this bid could be made or afterwards):

- Preemptive raise with nothing – 0 to 5 HCP, no ace, 4+ in M.
- A slam try with 4+ trumps with no singleton/void – usually 15/16+.
- Game forcing or better with 4+ trumps and a minor suit void.
- Game forcing or better with 4+ trumps and 6+♦s with a very good/great ♦ suit.

After 3♦:

3M: The most frequent bid – even if 4M might be a better blocking bid opener should only bid 4M if willing to let responder bid again with a void and/or slam try values (b, c and d above). After 3M:

Pass: 0-5.

3♥-3♠, 3♠-3NT: Cheapest bid shows no singleton/void, 15/16+, and asks opener to show shortness in descending rank order, with 4M showing no shortness and no extras. The cheapest bid is also made with no shortness but some extras, so now the cheapest bid by responder asks if really shortness or not (4M and above says no shortness, with 4M saying no much extras). For example 1♥-3♦—3♥-3♠—3NT(♣ shortness or no shortness & extras)-4♠(short?)-4♥ (no, some extras but not enough to cuebid above 4♥ or ask for keycards).

3♥-3NT, 3♠-4♦: Transfer to void in ♣s. Now bidding next suit is ORB.

3♥-4♠, 3♠-4♣: Transfer to void in ♦s. Now bidding ♦ is ORB.

3♥-4♦, 3♠-4♥: 4+ in M, 6+♦s, very good/great ♦ suit, considerable more than a game force.

4M: 4+ in M, 6+♦s, very good/great ♦ suit, around a game force.

- 3OM:** Asking bid, strong, game going opposite 0-5 (can be game invite if ♠s=M) but might not have enough for slam opposite the wrong void and a minimum game going hand. After asking bid:
- 3♠:** If available this shows minimum 0-5.
  - 3NT, 4♣:** Transfers to void. Bid of void is now ORB.
  - 4♦:** 6+♦s, good/great suit.
  - 4OM:** 15/16+ balanced, you take charge.
  - 4M:** 0-5 (maximum if ♠s).
  - 4NT:** RKCB.
- 3NT, 4♣, 4♦:** Transfers to opener's void, does not promise extra values – if partner has 0-5 (unlikely if no bidding) this sets up both the defense and further competitive bidding, while if partner has game going or slam try, this will help find right spot. A bid of void suit below **4M** by responder is ORB and above **4M** is RKCB. **1♥-3♦-4♦**(void ♠s) doesn't give any room below **4♥** to ask for extras, but unlikely to have a void in ♠s and opponents not bidding.
- 4M:** To play opposite 0-5. Now **4NT** is RKCB, while **5m** shows void there and asks for RKCB replies not including ace of void suit.
- 3M:** 4/5 trumps, some values, about 4/5 to 7. If 4 must have an ace or king. Cheapest bid asks for shortness in descending rank order, cheapest bid of **3NT** or **4M** showing none.
- 3OM:** Singleton/void in **OM**, 4+ in **M** game going or stronger. Now **3NT** asks hand quality/type in steps:  
**4♣:** Singleton **OM**, minimum; **4♦:** Singleton **OM**, extras+; **4♥:** Void **OM**, minimum; **4♠:** Void **OM**, extras+. After this cheapest bid below **4M**, if available, is ORB.
- 3NT:** Transfer splinter to ♠s, with singleton ♣ (not void). Now **4♣** is ORB.
- 4♣:** Transfer splinter to ♦s, with singleton ♦ (not void). Now **4♦** is ORB.
- 1♥-4♦:** A raise to **4♥** but with a singleton/void in ♠s. 5+ HCP (otherwise just bid **3♦** or **5♥**!).
- 1♠-4♦:** Two way, and both these are at the option of responder (who can make other bids):  
 a) Either 0-4 with 5+♠s, a very weak raise to **4♣**; or  
 b) Game going raise to **4♣**, 3/4♠s, relatively flat hand, spread out values, about 12 to 14 HCP.  
 Now **4♣** is to play opposite either, and **4♥** is ORB, with responder rebidding **4♣** with type a), and showing keycards with type b). If opponents bid, responder always doubles with type b).
- 1♠-4♥:** Minor suit void, raise to **4♠s** (so some values, but not lots of HCP).
- 4M:** To play with 5 or longer in the major, 5+ HCP but not enough strength to force to game on power. If less than 5 HCP just bid **3♦** (or **1♠-4♦**). **1♥-4♥** denies a singleton/void in ♠s, so opener can know to double **4♣** if the opponents now bid it.

In general after a raise and shape finding out, cheapest undefined suit bid above **3M** is ORB. If no bid unavailable under **4M**, cheapest undefined bid is RKCB (usually **4♣** if **M=♥s**, **4NT** if **M=♠s**, and if **4♣** is RKCB for ♥s, **4NT** is a ♠ cuebid).

**[After 1X and M showing bid]**

After our one level suit opening, and responder's bid that shows a major, either naturally or by transfer or by bidding 1NT, play these high level responses. Note that the raises below say 4+ in **M**, but assume 3+ **M** is okay for the raise in these cases: a) for 1♥-1NT when it shows 5+♠s, b) if playing 1♣-1**M** as showing 5+ (as per ETM Gold base).

After 1♣-**M** showing bid (note only 3 in **M** required if 5+ in **M** promised by responder):

- 3OM:** Singleton/void in **OM**, 4+ in **M**. If **M**=♥s it shows 19/20-22+, and if **M**=♠s it shows 16/17-19+. Now 3NT asks hand quality/type in steps: 4♣: Singleton **OM**, minimum; 4♦: Singleton **OM**, extras+; 4♥: Void **OM**, minimum; 4♠: Void **OM**, extras+. After this cheapest bid below 4**M**, if available, is ORB (and if not cheapest bid above 4**M** is RKCB).
- 3NT:** 4+ in **M**, 6+♠s, good ♠ suit (source of tricks), slam try and too strong for any other direct raise.
- 4♣:** Singleton/void in ♦s, 4+ in **M**, slam try and too strong for any other direct raise. Not void if ♠s=**M** (bid 4♥).
- 4♦:** 6+♠s, 5+ in **M**, less than 16 or will make another bid over 4**M** by responder.
- 4♥:** When **M**=♠s, 4♥ shows void in ♦s, 4+ in **M**, slam try and too strong for any other direct raise.
- 4M:** 5-4-2-2 with 5♠s and 4 in **M**, too strong for any other direct raise.

After 1♦-1**M**:

- 3OM:** Singleton/void in **OM**, 4+ in **M**. If **M**=♥s it shows 19/20-22+, and if **M**=♠s it shows 16/17-19+. Now 3NT asks hand quality/type in steps: 4♣: Singleton **OM**, minimum; 4♦: Singleton **OM**, extras+; 4♥: Void **OM**, minimum; 4♠: Void **OM**, extras+. After this cheapest bid below 4**M**, if available, is ORB (and if not cheapest bid above 4**M** is RKCB).
- 3NT:** Singleton/void in ♠s, 4+ in **M**, slam try and too strong for any other direct raise. Not void if ♠s=**M** (bid 4♥).
- 4♣:** 4+ in **M**, 6+♦s, good ♦ suit (source of tricks), slam try and too strong for any other direct raise.
- 4♦:** 6+♦s, 5+ in **M**, less than 16 or will make another bid over 4**M** by responder.
- 4♥:** When **M**=♠s, 4♥ shows void in ♠s, 4+ in **M**, slam try and too strong for any other direct raise.
- 4M:** 5-4-2-2 with 5♦s and 4 in **M**, too strong for any other direct raise.

After 1♥ and ♠s showing bid (note only 3 in **M** required if 5+♠s promised by responder)

- 3NT:** Singleton/void in ♠s, 4+♠s, slam try and too strong for any other direct raise.
- 4♣:** Singleton/void in ♦s, 4+♠s, slam try and too strong for any other direct raise.
- 4♦:** 6+♥s, 4+♠s, good ♥ suit (source of tricks), slam try and too strong for any other direct raise. Forcing to 4♣.
- 4♥:** 6+♥s, 5+♠s, less than 16 or will make another bid over 4♣ by responder.
- 4♠:** 4=5=2=2, too strong for any direct raise.

If playing the methods of other modules of ETM Gold Premium, after a 1♣ or 1♥ opening a 5-4-2-2 hand with 4 in responder's **M** that is too strong for 3**M** can first use a low level bid that is forcing, then show the hand type. This can free up the 4**M** rebid above to be used as something else, though the recommendation is to keep it as is, but define it as denying first round control in the two side suits (so a picture jump).

**[Over Transfer Length Bids]**

The sequence 1X-Responder shows **M**—4 level one-under-opening bid (e.g. 1♦-1♠—4♣) shows 6+ in the opening suit, 4+ in **M**, good opening suit that can be a source of tricks. Now a bid of the opening suit by responder is ORB (see slam section), and 4NT becomes a replacement cuebid, in this case a cuebid in the opening suit (e.g. 1♦-1♠—4♣-4NT would show ♦ control, likely missing a ♥ control for slam).

**[Over Transfer Shortness Bids]**

There are a number of situations where ETM Gold Premium uses the transfer to shortness Italian style singleton/void showing bids. The original **M** bidder uses this method after this:

- If little interest in pursuing this further, 4**M** is bid. The shortness bidder can still bid on with a big hand.
- If controls in a non-short suit are the primary issue, one of these suits is cuebid to focus on the lack of control in the other non-short suit.
- If strength of the shortness showing bidder is of concern, and perhaps controls or keycards also, then the short suit is bid as ORB, but note that using ORB denies immediate interest whether the short suit bidder is void or not, so the short suit bidder should not jump in response to ORB to show a void, if held. If the shortness bidder shows keycards in response to ORB, and the **M** bidder now cuebids a suit instead of re-asking, it shows interest in the void as either not enough keycards are present or the void will be useful in exploring for a grand slam – thus the short suit bidder does not take the bidding above 5**M** without a void.
- If the **M** bidder has interest if partner has a void, and partner can have a void and wants to ask for keycards, then 4NT RKCB is bid, and the short suit bidder should jump respond with a void. If the short suit bidder cannot have a void, then 4NT becomes a replacement cuebid for the short suit. For example: 1♦-1♠—3NT(♣ singleton)-4NT(cuebid in ♣s, usually ace).

When the short suit bidder uses RKCB here are the two possibilities:

- 4NT by the short suit bidder denies a void, and asks for keycards.
- 5 of the short suit by the short suit bidder promises a void if that is possible, and asks for keycards, but for partner to exclude the ace of the short suit in replying.

**[Non-raises that could be mistaken for raises]**

These game bids are natural, not raises:

1♥-4♠: Natural, long ♠s, to play opposite opening bid, even it has a few extras.

1♠-4♥: Natural, long ♥s, to play opposite opening bid, even it has a few extras. Note that in ETM Gold Base this is not natural and shows short ♥s & game going ♠ support (however 1♠-3♥ is natural in ETM Gold Base). Partnerships may decide on another meaning for this bid using ETM Gold Premium, such as a good raise to 4♠s.

**[Slam Tries]**

After raises of 3♣ or higher, undefined suit bids by opener show a singleton/void and a slam try (e.g. 1♥-3♣—4♣ shows singleton/void in ♣s, slam try). 3NT by opener shows a mild slam try, only interested if responder is a maximum. After any raise, a jump in a new suit shows a singleton/void and is a slam try. If the jump is above 4**M** it shows a void, and is Exclusion Blackwood.

**[By passed hand]**

Use the methods of the ETM Gold base.

**[In Competition - Extended support doubles]**

After our one level suit opening and one level **M** showing response (either natural or a transfer), if the opponents make a cuebid at the three or four level of opener's suit, a double of it shows three card support for **M**.

**[In competition – 4 card raises]**

In ETM Gold Premium it is recommended to keep using the Bergen raises in competition, as in ETM Gold, with two changes:

- When 2NT is available as a raise, 2NT starts at 12, so that 3♣ shifts down a point to 8 to 11.
- Invert the meanings of 3♦ and 3**M**, and give 3♦ two meanings. 3**M** becomes a 4/5 to 7 raise, just like 1**M**-3**M** in ETM Gold Premium. A jump to 3♦ is 0-5 (no ace) or 15+, and it limits 2NT then to 14. If the opponents bid over 3♦, a subsequent double is used to show the 15+ hand type.

Example: 1♥=1♠=?

2NT:	12-14, 4+♥s.
3♣:	7/8-11, 4+♥s.
3♦:	0-5 or 15+, 4+♥s.
3♥:	4/5-7, 4+♥s

**[In Competition – 3NT to establish a forcing auction]**

These methods apply when we have bid and raised a major (either naturally or artificially), and the opponents have bid and raised another suit to the three level. At this point the auction can continue to be very competitive, and making the right decisions involves providing partner with the necessary information. In this case we use the 3NT as a raise tool, as it is not that useful as a natural call on auctions where we have a **M** fit and the opponents have a fit they are willing to bid to the three level.

In these sequences:

Double: If last bid just under 3**M** this is a game try in **M**, and otherwise it shows extra defensive values.

3**M**: To play, competitive.

4**M**: To play, but if the opponents bid again partner should either double with extra values (defensive or not) or pass otherwise, as the 4**M** bidder will know what to do next otherwise. Only with a highly distributional hand does the partner of the 4**M** bidder make a bid on the five level if the opponents bid again.

New suit: Showing a good second suit, often five cards or longer, but not necessarily any extra values. The purpose of showing the second suit on competitive auctions is to help partner judge how high to compete. If the opponents do compete further, partner assumes a minimum, but the new suit bidder here can then double to show extra values. For example 1♥=1♠=2♥=3♠—4♣=4♠=Pass=Pass—Double shows extras now, usually with 5♥s & 5♠s.

3NT: This is now artificial, shows a power bid to at least 4**M**, and it says we will either play in **M**, at 4**M** or higher, or the opponents will play the contract doubled. It is either with a long **M** suit, or a three suiter (5-4-3-1), or a 5-4-2-2 type hand. Now if the opponents do not compete further, partner of the 3NT bidder can show a good side suit of at least four cards, helping to investigate for slam if the 3NT bidder is interested.

If the opponents do compete further we use the ETM Transfer to Double at High Levels method (see base notes): Pass directly over the last bid by the opponents is a transfer to double, and asks partner to double unless has a hand that needs to bid again. If the hand that made the pass (as a transfer to double) next bids it is inviting to slam (or if a limited hand showing a maximum in case partner is interested in slam). Double directly over the last bid by the opponents shows a preference to bid, but offers partner the chance to pass if that's right. Direct bids are competitive only, and are not slam invites or show maximum values, and this includes suit bids which offer a possible new place to play, and 4NT which asks partner for a long suit not shown yet.

For example 1♥=2♠=3♥=3♠—3NT(power)=4♠=4NT: Please bid a four card minor if you have one - 5♣/♦ here instead of 4NT would be non-forcing with a five card or longer suit.



## ETM 2NT Asking Bid after 1M-2M

### [Overview]

On the sequences where it goes 1M-2M by our partnership, regardless of whether we have bid a suit before that, or if the opponents intervened at some point, we can ask with 2NT to learn more about partner's hand. The replies depend on whether the 2M bid confirms an eight card fit and/or is mostly a single length (3 in M or 4 in M), or if it varies between 3 and 4 and an eight card fit is not promised. Note that ETM does not recommend using 2♣ over 2♥ as the asking bid, even though it provides more bidding space, since it can be effectively doubled to bring ♠s into play for the opponents.

### [Details]

After 2NT ask, if asker next bids 3M it shows an original GI hand, and is NF.

Case 1: The 2M bidder has not shown a second suit (e.g. by opening the bidding). In ETM Gold the length of M has usually already been defined (e.g. 3 in M or 4-3-3-3) or an eight card fit has been promised.

After the 2NT:

3♣: A doubleton somewhere, no singleton/void. Now 3M is a mild invite, and 3♦ re-asks:  
If ♥s=M:

3♥: Minimum. 3♠ re-asks:  
3NT: Doubleton ♠, may have other doubleton. 4♣ re-asks:  
4♦: Doubleton ♦.  
4♥: No other doubleton.  
4♠: Doubleton ♠.  
4♣: Doubleton ♦, no other doubleton.  
4♦: Doubleton ♣, no other doubleton.  
4♠: Doubleton ♦ & ♣.  
3♠: Doubleton ♠, maximum, may have other doubleton: 3NT re-asks:  
4♣: Doubleton ♦.  
4♦: Doubleton ♣.  
4♥: No other doubleton.  
3NT: Doubleton ♦, maximum, no other doubleton.  
4♣: Doubleton ♣, maximum, no other doubleton.  
4♦: Doubleton ♣ & ♦, maximum.

If ♠s=M:

3♥: Doubleton ♥, minimum, may have other doubleton.  
3♠: To play.  
4♣: Re-asks:  
4♦: Doubleton ♦.  
4♥: Doubleton ♣.  
4♠: No other doubleton.  
3♠: Minimum, not doubleton ♥. 4♣ re-asks:  
4♦: Doubleton ♦, no other doubleton.  
4♥: Doubleton ♣, no other doubleton.  
4♠: Doubleton ♦ & ♣.  
3NT: Doubleton ♥, maximum, may have other doubleton: 4♣ re-asks:  
4♦: Doubleton ♦.  
4♥: Doubleton ♣.  
4♠: No other doubleton.  
4♣: Doubleton ♦, maximum, no other doubleton.  
4♦: Doubleton ♣, maximum, no other doubleton.  
4♥: Doubleton ♣ & ♦, maximum.

3♦: Singleton/void in a suit, minimum. Now 3M to play and 3OM asks suit as follows:

If ♥s=M, 3♠ re-asks:

3NT: ♠ singleton/void.

4♣: ♦ singleton/void.

4♦: ♣ singleton.

4♥: ♣ void.

If ♠s=M, 3♥ re-asks:

3♠: ♥ singleton/void.

3NT: ♦ singleton/void.

4♣: ♣ singleton.

4♦: ♣ void.

3M: 4-3-3-3, minimum.

3NT: 4-3-3-3, maximum.

3OM, 4♣, 4♦: Singleton/void in suit above, maximum.

4♥: Void in OM, maximum.

Case 2: The 2M bidder has shown a second suit (e.g. by opening the bidding), and the partnership almost always has an 8+ card M fit on this sequence (4-4 or 5-3 etc.). For the two suits that can be short, one is defined as the minor, being the minor where the 2M bidder has not shown length in. If both minors could possibly be short (e.g. after 1♥ opening and responder bids ♠s, which opener raises), then the minor that could be short is ♠s, and ♦s becomes the other suit that could be short.

After 2NT:

3♣: Short in the minor (see note above for what suit this is). Short is doubleton or less.

3♦: Re-asks:

3M: Doubleton in the minor, minimum. 4♣ asks if doubleton in other suit, 4♦=no.

3OM: Doubleton in the minor, maximum. 4♣ asks if doubleton in other suit, 4♦=no.

3NT: Singleton in the minor, minimum.

4♣: Singleton in the minor, maximum.

4♦: Void in the minor, minimum.

4♥: Void in the minor, maximum.

3M: Mild invite, only accept if maximum as shortness in the minor doesn't help.

3♦: Doubleton in the other suit that could be short.

3OM asks if minimum/maximum:

1<sup>st</sup> step: Minimum.

2<sup>nd</sup> step: Maximum.

3M: To play opposite minimum, and if 3♣ to play opposite anything but good maximum.

3OM: Singleton in the other suit that could be short, minimum.

Now if 4-3-3-3 is possible, then:

3M: 4-3-3-3, minimum.

3NT: 4-3-3-3, maximum.

4♣: Singleton in the other suit that could be short, maximum.

4♦: Void in the other suit that could be short, minimum.

4♥: Void in the other suit that could be short, maximum.

If 4-3-3-3 not possible, then:

3M: Singleton in the other suit that could be short, maximum.

3NT: Singleton in the minor, maximum. (This shifts down the 2NT-3♣-3♦-4♦/4♥ responses given above to 4♣/♦, since 4♣ is now bid directly here).

4♣: Void in the other suit that could be short, minimum.

4♦: Void in the other suit that could be short, maximum.

Case 3: The 2**M** bidder has shown a second suit (e.g. by opening the bidding), and the partnership may have a 7 card 4-3 **M** fit on this sequence, with the 2**M** bidder having 3 in **M** with some shortness (doubleton or less). Thus sometimes 2NT is bid with GI & length in a minor in case 3♣ or 3♦ may be the best spot. The full ETM Gold Premium has no 4-3 sequences like this, but many systems (including other ETM variations) do. See note for Case 2 about what “the minor” is.

After 2NT:

- 3♣: 3 in **M** and short in the minor, or if both minors could be short, then this is short in ♣s. Short is doubleton or less.  
 Pass: To play.  
 3♦: Suggestion to play, even if this is the short minor, though partner can bid on if maximum.  
 3OM: Re-asks:  
     1<sup>st</sup> step: Doubleton.  
     2<sup>nd</sup> step: Doubletons in both outside suits.  
     3<sup>rd</sup> step: Singleton. Not good maximum if ♠s=**M**.  
     4<sup>th</sup> step: Void. Not good maximum if ♠s=**M**.  
     5th step: If ♠s=**M** only, 4♥ shows singleton and good maximum.  
     6th step: If ♠s=**M** only, 4♠s shows void and good maximum.  
 3M: Mild invite, only accept if maximum as shortness in the minor doesn't help.  
 3NT: Strong suggestion to play.
- 3♦: 3 in **M** and short (doubleton or less) in the other suit that could be short.  
 Pass, 4♣: Signoff.  
 Rest: As over 3♣ including 3OM re-ask.
- 3OM: 4+ in **M**, no singleton/void, maximum.  
 3M: Needs good maximum to accept.  
 3NT: Suggests passing with flat hand.  
 4♣: Asks if doubleton held:  
     4♦: Doubleton in the minor, or if both minors can be short, doubleton ♣.  
     4M: No (so 4-3-3-3 shape):  
     4OM: Doubleton in the other suit possible (**OM** or ♦s).  
     4NT+: Two doubletons, RKCB replies with 4NT first step.  
 4♦,4OM: Cuebids.  
 4NT: RKCB for **M**.
- 3M: 4+ in **M**, no singleton/void, minimum. As over 3OM though can pass 3M here too.
- 3NT: Singleton in the minor, 4+ in **M**.
- 4♣: Singleton in the other suit that could be short, 4+ in **M**.
- 4♦: Void in the minor, 4+ in **M**.
- 4♥: Void in the other suit that could be short, 4+ in **M**.
- 4♠: If ♠s=**M**, void in the other suit that could be short, 4+♠s, maximum.
- 4M by the 2NT bidder on these auctions is to play.

## Premium method over ETM Two Club Opening

### [2♣ Opening Description]

The ETM Gold Premium 2♣ opening tightens the range down from ETM Gold, to a very manageable 17/18-20, and still shows a balanced hand (or a semi-balanced hand that wants to be treated as balanced). Also it removes hands with 5♥s from the opening. This is done because it makes many sequences simpler and avoids responder playing the contract after a 2♥ transfer, when holding 4+♠s & 3♥s.

### [Prerequisites]

To play 2♣ as 17/18-20 requires the ETM Gold Premium Two Diamond structure, and/or the ETM Gold Premium One Club structure that can handle 20/21+ balanced. It requires the ETM Gold Premium 1F Structure to handle the 17/18-20 (17-19 in HCP) 5-3-3-2 hands in the 1♥ opening (or own adjustments for this). Note that since 1♥-1♠ is played as 1F (i.e. the equivalent of 1NT forcing), opener will be able to play notrump (or a ♠ contract) on most sequences, while in standard 1♥-1NT would lead to the weak hand (and possibly unbalanced) declaring the notrump contract. This is the reason why the 5-3-3-2 hand with 5♠s is kept in the 2♣ opening, since 1♠-1NT is too frequent the start of the auction.

### [Structure Overview]

The purpose of the structure is to find all 5-3 major fits and have opener play the contract. Compared to basic ETM Gold, this one drives all 5-4+ major hands through 2♦ or 3♦. Also it does not provide for invitational sequences if no four card major – either bid game or signoff. Finally it puts ♥&♦ hands into 3♣, so that opener can play either suit contract.

### [Responding to 2♣ Opening]

Response	Style	Description
Pass	Natural	Signoff with weak hand and 5+♠s.
2♦	Transfer	Transfer to ♥s with 4+♥s, any strength.
2♥	Transfer	Transfer to ♠s with 4+♠s, any strength.
2♠	Transfer to NT or with a minor or minors.	Transfer to 2NT with no four card major, either signoff in notrump (2NT or 3NT), or game force with 6+♦s, or 6+♠s, or 5-5+ minors.
2NT	Minors or Minor or balanced slam try	Signoff with both minors or just diamonds, OR slam try or stronger with a balanced semi-balanced hand without 4+♥s, including if 5-4 in minors and no major suit shortness (or singleton honour).
3♣	Reds	5-4+ either way in the red suits - ♥s & ♦s, game forcing.
3♦	Short ♥s or both majors	3♠s & 5-4 or 5-5 in minors OR 5-5 or better in majors, game forcing.
3♥	Ask for five ♠s.	Asks for 5♠s, though may not have 3♠s. Can use this bid to signoff in 3NT without bidding 2♠, or to get to the replacement Gerber bid, to ask for aces/kings/queens.
3♠	Shortness	Game force with singleton/void in ♠s, 5-4 either way in minors.
3NT	Majors	6-5+ in the majors, no slam interest (unless opener has great fitting hand). 4♣ asks responder to bid suit under six card major.
4♣	Transfer to ♥s	Transfer to ♥s, 6+♥s, no slam interest.
4♦	Transfer to ♠s	Transfer to ♠s, 6+♠s, no slam interest.
4♥	Transfer to ♣s	Shows 7+♠s, and asks that opener bid 4♠ as RKCB for ♣s to find out if slam should be bid.
4♠	Transfer to ♦s	Shows 7+♦s, and asks that opener bid 4NT as RKCB for ♦s to find out if slam should be bid.

**[After 2♣-2♦ transfer with 4+♥s]**

After 2♦:

- 2♥: 17/18-19, not 4+♥s, may have 5♠s. After 2♥:  
 P, 3NT: To play.
- 2♠: Asks opener to bid 2NT. After 2NT:  
 Pass: To play.  
 3♣: 4+♠s, 4♥s, game force. 3♦ asks:  
     3♥: 4♥s, 5+♠s, quite distributional or slam try.  
     3♠: 4♥s, 5-4 in minors.  
     3NT: 1=4=4=4, game going.  
     4♣: 1=4=4=4, slam try.  
 3♦: 5♥s, 4+♠s, distributional game force or slam try.  
 3♥: 6♥s, game force.  
 3♠: Choice of game with 5♥s.  
 3NT, 4♥: To play.  
 4♣, 4♦: Slam try with 6+♥s, 4 card minor (can also bid 3♥ first).
- 2NT: Big balanced hand with 4+♥s, slam try. Bid suits up the line.
- 3♣: All hands 5-4+ in the majors.  
 3♦: Not 4♠s.  
     3♥: 4♥s only, 5+♠s.  
     3♠: 3♠s. Now 4♥ slam try in ♠s. 4♣ to play.  
     3NT: 2♠s. Now 4♥ transfer to ♠s mild slam try.  
     Over 3♠ or 3NT, 4♣/♦ is a natural slam try (can be just 5-4 in majors).  
     3♠: 5+♥s, only 4♠s, game force.
- 3♠: 4+♠s, game force.
- 3♦: Asks if 5♠s, game force.  
 3♥: No but 3♥s.  
 3♠: 5♠s.  
 3NT: No and only 2♥s.
- 3♥: 4♥s only, asks if 4♠s, game force.  
 3♠: 4+♠s.  
 3NT: No.
- 3♠: 0=5=4=4 exactly, game force or better.  
 3NT: Slam try with 6+♥s, singleton/void in ♠s, forcing to 4♥.  
 4♣, 4♦: Slam try with 6+♥s, singleton/void in bid minor.
- 2♠: 18/19-20, 5♠s (and thus not 4♥s). After 2♠:  
 P, 2NT: To play.  
 3♣: 4+♠s, 4+♥s, game forcing. Opener can relay with 3♦ and then:  
     3♥: 4♥s & longer ♠s.  
     3♠: 5+♥s & 4+♠s, distributional or slam try.
- 3♦: Transfer to ♥s with 6+♥s or signoff. After opener bids 3♥, all bids (but pass) show 6+♥s, 4♣ and 4♦ show shortness, 3♠ offers choice of game between 3NT and 4♥, and 3NT shows singleton/void in ♠s.
- 3♥: Transfer to NT with just 4♥s. Opener to bid 3NT.
- 3♠: Transfer to NT with 5♥s, choice of game. Opener to bid 3NT or 4♥. 4♣ over either says forgot 3♠ not natural.
- 3NT: Slam try with ♠ fit, no minor suit singleton/void.
- 4♣, 4♦: Singleton/void in minor, 3+♠s, slam try.
- 4♠: To play.

- 2NT: 19/20, not 4+♥s, not 5♠s. After 2NT:  
 P, 3NT: To play.  
 3♣: All hands with 4+♠s.  
     3♦: Not 4♠s  
         3♥: 4♥s only, 5+♠s.  
             3♠: 3♠s. 4♥ slam try in ♠s. 4♠ to play.  
             3NT: 2♠s. 4♥ transfer to ♠s. 4m cuebid slam try.  
         3♠: 5+♥s, only 4♠s  
         3NT: To play.  
         4♣, 4♦: Natural, 4-4 in majors, slam try.  
         3♠: 4♠s. Now 4♠ to play, 3NT choice, and other cuebid slam tries.  
 3♦: Transfer to ♥s with signoff or 5♥s flat COG, or 6+♥s (see jumps to 4X too).  
     3♥: Waits. After 3♥:  
         Pass: signoff  
         3♠: 6+♥s, interest in notrump or good slam interest, perhaps with ♠ singleton/void. 4♣ asks:  
             4♦: Slam interest but no singleton/void.  
             4♥: No slam interest.  
             4♠: Slam try with singleton/void in ♠s.  
         3NT: COG, flat hand.  
         4♣, 4♦: 6+♥s, 4 card minor, slam try.  
         4♥: To play.  
     Other: Rare. Location of values showing great hand with 3♥s that can make 4♥ opposite 0-2 HCP.  
 3♥: 4♥s, 4+♠s, quite distributional or slam interest. 3♠ asks:  
     3NT: 4♥s, 5+♠s, distributional but not slam try.  
     4♣: 1=4=4=4/0=4=4=5 slam try.  
     4♦: 4♥s, 5+♠s, slam try.  
 3♠: 5+♥s, 4+♠s, quite distributional or slam interest. Can have 4♦s with 5=0=4=4 slam try.  
 4♣, 4♦: Slam try with 6+♥s, singleton/void in bid minor.
- 3♣: 17/18-19, 4♥s. After 3♣:  
     3♦: Transfer to ♥s, as over 2♠.  
     3♥: Natural, slam going.  
     3♠: Suggests notrump with 4-3-3-3.  
     Other: Natural and game forcing, with ♥ fit.
- 3♥: 19/20, 4♥s. After 3♥:  
     Pass: To play, rare since 5-4 ♥ fit will offer play for game.  
     3♠: Asks opener to bid 3NT.  
     4♥: To play.  
     Other: Cuebids, slam try.

**[After 2♣-2♦ transfer with 4+♠s]**

After 2♥:

- 2♠: 17/18-19, not 4+♠s. After 2♠:  
 P, 2NT, 4♠: To play.
- 3♣: Asks if 3♠s, game force, can have 4♠s and longer ♦s.  
 3♦: Return ask – why were you asking:  
 3♥: 4♠s & 5+♦s, distributional or slam interest.  
 3NT: Not interested  
 3♠: 5♠s, COG.  
 3NT: To play.  
 3NT: 5♠s & 4+♦s, distributional.  
 4♣, 4♥: 5♠s & 4♦s, values in suit bid, slam try.  
 4♦: 5+♠ & 5+♦s, at least 6-5 or slam interest  
 4♠: 6+♠s & 4♦s, non-forcing.
- 3♥: 3♠s.  
 3♠: 4♠s & 5+♦s, distributional or slam interest.  
 Rest with 5♠s, forcing to 4♠.  
 3NT: Whatever you got, NT is best.
- 3♦: ♣s & ♠s, game force.  
 3♥: 3♠s, asks 5♠s?  
 3♠: No.  
 3NT+: Yes.  
 3♠: Not 3♠s but ♣ fit.  
 3NT: Not interest.
- 3♥: 6♠s, can have second suit, game force.  
 3♠: We are playing ♠s, tell me more.  
 3NT: Flat hand.  
 4♣, 4♦: Length and/or values in bid minor – slam interest.  
 4♥: Flat hand, slam try.  
 4♠: To play.  
 3NT: Notrump better if opposite 6♠s and flat hand.  
 As over 3♠, with pass of 3NT an option
- 3♠: Bid 3NT so we can play there, or will describe hand next with a three suit slam try short in ♥s. After 3NT:  
 4♣: 4=1=4=4/4=0=5=4/4=0=4=5, slam try.  
 4♦: 5=0=4=4, slam try.
- 3NT: Rare (prefer 3♥ bid), 6♠s, good slam try, no singleton.  
 4♣, 4♦: 6+♠s, singleton/void in ♠s, slam try.  
 4♥: 6♠s, singleton/void in ♥s, slam try.  
 4♠: To play.

- 2NT: 19-20, not 4+♠s. After 2NT:  
 P, 3NT: To play.
- 3♣: Asks if 3♠s, game force, can have 4♠s and longer ♦s.  
 3♦: Return ask – why were you asking:  
 3♥: 5♠s & 4+♦s, game going or better.  
 3♠: 4♠s & 5+♦s, distributional or slam try.  
 3NT: Not interested.  
 3NT: 5♠s, COG.  
 4♥: 5♠s & 4-4 in the minors, slam try.  
 4♦: 5+♠ & 5+♦s, at least 6-5 or slam interest
- 3♥: 3♠s  
 3♠: 4♠s & 5+♦s, distributional or slam try.  
 Rest with 5♠s, forcing to 4♠.
- 3NT: Whatever you got, NT is best.
- 3♦: ♣s & ♠s, game force.  
 3♥: 3♠s, asks 5♠s?  
 3♠: No.  
 3NT+: Yes.  
 3♠: Not 3♠s but ♣ fit.  
 3NT: No.
- 3♥: 6♠s, can have second suit.  
 3♠: We are playing ♠s, tell me more.  
 3NT: Flat hand.  
 4♣, 4♦: Length and/or values in bid minor – slam interest.  
 4♥: Flat hand, slam try.  
 4♠: To play.  
 3NT: Notrump better if opposite 6♠s and flat.  
 4♥: Retransfer.
- 3♠: 4♠s, singleton ♥, 4-4 or 5-4 in minors.  
 4♣, 4♦: 6+♠s, singleton/void in ♠s, slam try.  
 4♥: 6♠s, singleton/void in ♥s, slam try.  
 4♠: Rare - to play from this side.
- 3♣: 17/18-19, 4+♠s. After 3♣, responder bids 3♥ to transfer to 3♠, then 3NT to offer choice of games, 4♠ to play, and new suit cuebid slam tries.
- 3♦: 19/20, 4♠s. As over 3♣.
- 3♠: 19/20, 5♠s. 4♠ to play. New suits are cuebid slam tries.



**[After 2♣-2♦ transfer to 2NT with no four card major]**

2♣ is a transfer to 2NT with no four card major, either signoff in 2NT or game force with 6+♦s or 6+♣s or 5-5+ minors (but see 2NT, 3♦ and 3♠ responses). Opener rebids:

- 2NT: Usual response, but denies 5♦s or 4-4 or better in the minors. After 2NT:  
 P, 3NT: To play.
- 3♣: Game force with ♦s, may have secondary ♣s if 6-4+. 3♦ re-asks:  
 3♥: 6+♦s, 4+♣s. If slam try only 4♣s. 3♠ asks if slam try, 3NT=no and 4♣ = no with at least a 6-5, and 4♦=yes.  
 3♥: Slam try with 6+♦s.  
 3NT: 6+♦s, distributional but not slam try.  
 4♣: 6+♦s, 5+♣s, slam try or better.  
 4♦+: Showing values/length, 6+♦s, no second suit, slam force.
- 3♦: Game force with 6+♣s, no second suit if not slam try values. 3♥ asks if slam interest, 3NT=no but has distributional hand with 6+♣s, 3♠ shows slam try with 6+♣s & 4♦s, and 4♣+ shows slam try with 6+♣s, no second suit.
- 3♥: Game force with 5-5 or better in minors, equal length in minors. 3♠ asks if slam interest, 3NT=no.
- 3♠: 6+♣s, 4+♦s, less than a slam try.  
 4♣: 6+♣s, 5+♦s, slam try or better.  
 4♦+: Showing values/length, 6+♣s, no second suit, slam force.
- 3♣: 4-4 or better in the minors. After 3♣:  
 3♦: To play (with 4+♦s in a 2NT signoff hand).  
 3♥: Waiting or says trump suit is ♣s. 3♠ says interest in ♣s, while 3NT over 3♦ shows no interest back.  
 3♠: Says trump suit is ♦s, has interest beyond 3NT. 3NT/3♦ shows no interest back.  
 4♣: ORB with ♣s as trump.  
 4♦: ORB with ♦s as trump.
- 3♦: 5+♦s. Replies as over 3♣. Note that since responder can signoff with 5+♣s by pass 2♣, the 2NT signoff bid usually includes 3+♦s; hence the system encourages the 3♦ bid here (and the 3♣ 4-4 in the minors bid above) in order to find a minor suit contract.

**[After 2♣-2NT with signoff with minor(s) or slam try balanced without 4♥s]**

2NT shows a signoff with both minors or just diamonds, OR slam try or stronger with a balanced/semi-balanced hand without 4+♥s. Can have 5-4 in the minors slam try with no major suit shortness (so 2-2) or with a major suit singleton honour. If responder holds the strong balanced hand the follow-up scheme uses a non-jump 4NT as natural and non-forcing, and a 4♥ bid to show a good hand but nothing further to show, after which 4♠ is RKCB for the last bid suit (not including ♥s).

After 2NT, opener bids better minor, preferring ♦s if close, and then:

Pass, 3♦: Signoff.

- 3♥: 4/5♠s, balanced hand slam try or stronger, may have second suit. Now:
- 3♠: 3♠s. Now 3NT shows a minimum, 4♣/♦/♠ natural & descriptive, 4NT RKCB for ♠s and 4♥ shows a good hand to strong for 3NT (now 4♠ is RKCB for ♠s, being the last bid suit, and 4NT is natural).
- 3NT: 2♠s & not a maximum – since 2♠s must have at least 4 in minor bid over 2NT. Now 4♣ or 4♦ is natural, 4NT a slam invite, and 4♥ a strong hand with no other good bid (over this 4♠ is RKCB for ♠s, last bid suit, and 4NT is natural).
- 4♣/♦: Natural/descriptive and 2♠s, with a rebid of the minor showing 5 in the suit. As over 3NT.
- 4♥: 2♠s and a maximum, but nothing else to show – usually 2=4=3=4 or 2=4=4=3 with 4 in the minor bid over 2NT. 4NT is now natural, non-forcing, and 4♠ is RKCB for ♠s.
- 4♠: 4/5♠s, not enough to bid 4NT.
- 4NT: 4/5♠s, RKCB for ♠s.
- 3♣: 4/5 in the minor opener bid over 2NT, balanced hand slam try or stronger, may have 4/5 in other minor as well but fewer than 4♠s. 3NT shows minimum and no good fit, 4♥ shows maximum and nothing further to say, rest natural.
- 3NT: 4/5 in the minor opener did not bid over 2NT, balanced hand slam try, no second suit, non-forcing. Pass with minimum and no good fit, 4♥ shows maximum but nothing further to say, rest natural.
- 4♣: 4/5 in the minor opener did not bid over 2NT, slam force, no second suit. Since slam force 4NT by either player is now RKCB for last bid suit, not including ♥s.
- 4♦: 5 in minor opener bid, 4 in other minor, 2-2 in majors, slam force, 4♥ RKCB for minor.
- 4M: 5 in minor opener bid, 4 in other minor, singleton honour in this major, slam force. 4NT is RKCB for minor.

**[After 2♣-3♣ 5-4+ either way in the red suits - ♥s & ♦s, game forcing]**

After 3♣:

- 3♦: Waiting, what do you have?
- 3♥: 4♥s, 5+♦s, distributional or slam try. 3♣ asks which, 3NT shows no slam try values.
- 3♠: 5+♥s, 4+♦s, distributional or slam try. As with all these types of bids (distributional or slam try) if opener bids 3NT and decent slam try will bid again.
- 4♦: 6+♥s, 5+♦s, slam try.
- 3♥: 4♥, not a great ♦ fit. 4♥ to play, 3NT=mild slam try, new suits=good slam try.
- 3♠: 4♥ & ♦ fit. 3NT=mild slam try. 4♦=no slam try (to play in 4♥). 4♣=good slam try.

**[After 2♣-3♦ 5-4 or 5-5 in minors & 3♠ OR 5-5 or better in majors, game forcing]**

After 3♦:

3♥ asks which:

- 3♠: 3♠s & 5-4 or 5-5 in minors. Now 4♣ or 4♦ by opener is ORB.
- 3NT: Both majors, just 5-5 and game going.
- 4♣: Both majors, 5-5+ slam try.
- 4♦: Both majors, 6+♥s.
- 4♥: Both majors, 6+♠s, non-forcing.

3♠ says likes spades regardless of hand type but still wants to know which:

- 3NT: 3♠s, game going.
- 4♠: 3♠s, slam try, bidding best minor.
- 4♥: Both majors, slam interest.
- 4♣: Both majors, game going.

3NT: To play opposite both majors, bid best minor if just 3♠s.

**[After 2♣-3♥ asks for 5♠s, maybe going to 3NT or will ask for aces]**

3♥ asks for 5♠s, though may not have 3♠s. Can use this bid to signoff in 3NT without bidding 2♠, or to get to the replacement Gerber bid, to ask for aces/kings/queens. Over 3♥ opener bids 3♠ with 5♠s and 3NT otherwise. Over opener's rebid:

3NT: To play, was using 3♥ to get to 3NT instead of bidding 2♠.

Pass: Pass of 3NT to play.

4♣, 4♦: Over 3NT, natural and forcing to 4NT (and if opener now cuebids then 4NT becomes RKCB for the minor). Over 3♠, 4♣/4♦ is a cuebid for ♠s.

4♠: To play.

4♥: Artificial, asks for aces, like Gerber. After this if responder bids 5♥ it asks for kings, and then 6♥ asks for queens.

4NT: Over 3NT natural slam invite, over 3♠ RKCB for ♠s.

**[After 2♣ and 3♠ and 3NT response]**

3♠: Game force with singleton/void in ♠s, 5-4 either way in minors. 4♣ or 4♦ by opener is ORB.

3NT: 6-5+ in the majors, little slam interest. 4♣ asks responder to bid suit under six card major.

## Premium method over ETM Two Diamond Opening

### [2♦ Opening Description]

This opening is slightly different than in basic ETM Gold. Here it shows 22/23+ balanced or any game force not including primary ♦s (♦s longest suit). With ♦s the longest suit open 1♦, so in ETM Gold Premium 1♦ is a natural and forcing opening. Also since the 2♦ opening often has responder playing ♥s (due to the 2♥ waiting bid) 1♥ should be opened with ♥s the primary suit and anything less than an absolute game force.

Playing this version of the ETM Gold 2♦ opening, the notrump ladder changes:

2♣: 17/18-20  
2NT: 20/21-22  
2♦: 22/23+

The 2♣ opening is more precise, as it loses a top end point.

### [2♦ Responses]

After 2♦, responder can bid:

2♥: Waiting, but denies 5+♥s.  
2♠: 5+♥s, any strength, but denies the ability to bid 3♦.  
2NT: 5+♠s, good suit or 8+ points.  
3♣: 6+♦s, good suit or 8+ points.  
3♦: Transfer to ♥s with 6 or longer ♥s, KQT or better suit.  
3♥: Transfer to ♠s with 6 or longer ♥s, KQT or better suit.  
3♠: Six card or longer ♠s, KQJTxx in the suit or better.

**[2♦-2♥ Structure]**

The structure used here permits two ranges of notrumps while still allowing the partnership to find all 4-4 major fits and 5-3 fits with responder's 5 card suit.

After 2♦-2♥:

- 2♠: Natural game force with 5♠s or 4♠s & a 4-4-4-1 (with a 1=4=4=4 treat hand as balanced and rebid 3♣). Over 2♣, 2NT shows any hand with exactly 3♠s (if partnership remembers 3♣ over 2NT now shows a 4-4-4-1, 3♦ asks which, 3♥=short ♥s, 3♠=short ♦s, 3NT+=short ♣s), 3♣ is negative/waiting, and 3♥ shows ♣s.
- 2NT: 22/23-24 (anything less than GF balanced, could be 25 in some cases) balanced/semi-balanced. The 2NT structure is played except 3♠ shows both minors, and 3♦ is a relay to 3♥, and then 3♠ shows ♣s, while 3NT and higher show ♦s. These minor or minors showing bids promise either a slam try or exceptional length/distribution, so opener is encouraged to show a fit by bidding beyond 3NT.
- 3♣: Artificial, 24/25+ balanced (or could be 1=4=4=4), game forcing, not 4+♠s unless also 4♥s or 28+ balanced. See below for sequences.
- 3♦: Artificial, long ♣s, not 4♠s, game forcing. After 3♦:  
     3♥: Waiting. Now 3♠ shows 4♥s, 3NT and above natural without 4♥s.  
     3♠: 5+♠s.
- 3♥: 5+♥s, game force.
- 3♠: 4♠s, longer ♣s, game force.
- 3NT: 24/25-27 balanced, 4/5♠s but not 4♥s.
- 4X: Hand based on long suit, ability to take at least 9 ½ tricks, and far less worth if playing in another suit.

After 2♦-2♥-3♣:

Note: Opener's rebids are based on three ranges:

- A: 24/25-27 (not much extra than promised).
- B: 27/28-29 or slam force (if slam force will bid again if responder gives up).
- C: 29/30 to just below slam force. If opener bids 4♠ and 4NT to show C range, then responder, if does not pass or bid 4NT, replies above 4NT with RKCB replies.

3♦: Stayman. Replies are based on three ranges above.

3♥: 4/5♥s, not 4♠s. 3♠ asks range and if 5♥s:

3NT: Not 5♥s, A range.

4♣: Not 5♥s, B range.

4♦: 5♥s, B.

4♥: 5♥s, A.

4♠: 5♥s, C.

3♠: 4-4 in majors. 3NT is signoff opposite A. 4♣ asks range: 4♦: B, 4♥: A, 4♠: C.

3NT: No four card major, A.

4♣: 4/5♠s, not 4♥s, B. 4♥ transfer to ♠s. 4♦ or 4♠ asks opener to bid 4NT.

4♦: No four card major, B. 4♥ transfer to ♠s, 4♠ transfer to 4NT.

4♠: 4/5♠s, C. 4NT to play.

4NT: No four card major, C.

Over 3♥ or 3♠ replies, if responder signoffs in 3NT, opener bids again with B or C.

After 3♥, 3♠ or 3NT, responder's bids of 4♣ or 4♦ are natural, except for 4♣/3♠ (which is a range ask).

3♥: Transfer to ♠s with 5+♠s. 3♠=3+♠s. 3NT=2♠s (or 1=4=4=4) & A. 4♣=2♠s & B, 4♦=2♠s & C.

After 3NT+, 4♥ always transfers to ♠s, 4♠ always transfers to 4NT. Minor suit bids natural, except 4♣/3♠ asks range: 4♦: B, 4♥: A, 4♠: C.

3♠+: As over a 2NT opening, except if there is a transfer to ♥s it now shows single suited ♠s, so the 3♠ response would promise ♦s (and may also have ♣s too).

**[2♦-2♠ Structure]**

What makes the 2♦-2♥ structure click is the removal of all hands where responder has 5+♥s. This has the other benefit of opener usually playing the contract if a ♥ fit is found. Since responder with 5+♥s would normally bid over any 2NT bid showing 22/23+ balanced, 2NT over the 2♠ response can be played as natural and forcing.

After 2♦-2♠(5+♥s):

2NT: Forcing, 22/23+ balanced or, rarely a 28/29+ 4=1=4=4. Denies 4♥s but may have 3♥s if less than 26.

3♣: Artificial, ♠s & minor. Now 3♥=3♠s, 3♠=6+♥s (and not 3♠s), 3♦ asks which minor: 3♥=♣s, 3♠+=♦s.

3♦: Artificial, long ♣s, not 3♥s. Now 3♥=waiting, may have 4♠s. 3♠=6+♥s.

3♥: 3+♥s, game forcing and forcing to 4♥ (no stopping in 3NT). 3NT now is waiting with a few points, allowing opener to cuebid, 4♥ shows a hand of little or no value, and cuebids are value showing.

3♠: 6+♠s, not 3+♥s, game forcing.

3NT: 4=1=4=4, game forcing, maximum of 28.

4♣, 4♦: Splinters, singleton/void in ♠, 3/4+♥s, slam try.

4♥: 4♥s, 5♠s, no singleton/void, minimum game force.

After 2♦-2♠(5♥s)—2NT(forcing):

- 3♣: Game force with 5+♥s and a minor (can be longer) or flat hand 1/2-4 points. After 3♣:
- 3♦: Denies 3+♥s or 5♠s – usually less than 28, or 29/30+ needing to learn more. Now responder assumes less than 28 and bids:
- 3♥: 4+♣s and either slam interest or distributional.
- 3♠: 4+♦s and either slam interest or distributional.
- 3NT: No slam interest, includes fairly flat hand, 1/2-4.
- 4♣: Natural, 5-5+, slam force
- 4♦: Natural, 5-5+, slam force
- 3♥: 3♥s, less than 28.
- 3♠: 5♠s, 2♥s.
- 3NT: 27/28-29, 2♥s and less than 5♠s.
- 4♣: 4=1=4=4 exactly, 28+. 4♦ is a waiting bid, 4NT is to play.
- 3♦: Transfer – either weak hand to play 3♥ opposite 22/23-24 balanced, or with 4+♠s.
- After 3♦:
- 3♥: 22/23-24 balanced, usually just 2♥s, and may have 4/5♠s. Now all bids show 5+♥s, 4+♠s.
- 3♠: 4/5♠s, game forcing (usually balanced but this is the bid to make with 4=1=4=4 28+). 3NT now shows the weak hand without 4♠s, all other bids show 5+♥s & 4+♠s.
- 3NT: Denies 3♥s or 4+♠s and shows less than 28+.
- 4♣: Denies 3♥s or 4+♠s. 27/28-29 or 31/32+. 4♦ is a transfer to ♥s.
- 4♥: 3♥s, enough for game opposite weak hand but not 26+ (since then 2♣-2♠—3♥).
- 4NT: Denies 3♥s or 4+♠s. Shows 29/30-31.
- Note: If responder bids ♠ later after opener denied 4♠s, this is showing at least a 5-5.
- 3♥: 5♥s, 8+ points, fairly flat hand. Cuebid to investigate.
- 3♠: 6+♥s, either 3/4+ or less with interest in playing notrump. Cuebid to investigate.
- 3NT: 5-3-3-2 with 5♥s and 4/5-7. Cuebid to investigate.
- 4♣: 6+♥s, not interest in playing notrump, close to forcing to slam or a slam force for opener to play.
- 4♦: 6+♥s, weak hand, 0-3, no king, not interested in playing notrump.
- 4♥: 6+♥s, slam force.

**[2NT or higher response]**

As over ETM Gold 2♦.



## Premium Slam Methods & Slam Conventions

### ORB – Optional Roman Blackwood

#### [Overview]

Optional Roman Blackwood (ORB) is used when Blackwood can be employed below game in the trump suit, and, if a minor is the trump suit, there are at least four steps below game in the minor suit (so if ♣s are trump, 4♦ is okay as ORB if defined as such). ORB allows the partner being asked for the number of keycards to respectively decline to answer. If partner declines to answer, the ORB bidder can ask again to insist on an answer. When partner declines to answer, one of two things will be shown. If partner must have a fit in the trump suit, since previous bidding has indicated length there, then if partner declines to answer keycards it shows a poor minimum relative to the bidding. If partner might not have a fit in the trump suit, then if partner declines to answer it shows no fit for the potential trump suit, or a hand that opened the bidding but has 0 keycards.

#### [ORB Responses]

ORB uses a modified set of replies, based on the 1430 model:

1<sup>st</sup> step: The negative response: poor minimum and/or no fit depending on the bidding. Also used to show 0 keycards when this hand opened the bidding or showed a GF.

2<sup>nd</sup> step: 1 or 4 key cards.

3<sup>rd</sup> step: 0 keycards, and not 3, if this hand did not open the bidding or showed a GF+ opposite an opening bid. If this hand opened the bidding or showed a GF, this step shows 3 keycards, and so then make the 1<sup>st</sup> step if 0 keycards.

4<sup>th</sup> step: 2 keycards, no queen of trumps or extra length

5<sup>th</sup> step: 2 keycards, queen of trumps or extra length

6<sup>th</sup> step: If 3<sup>rd</sup> step showed 0 keys, this shows 3 keycards, no queen of trumps or extra length. If 3<sup>rd</sup> step showed 3 keycards, this step not used.

7<sup>th</sup> step: If 3<sup>rd</sup> step showed 0 keys, this shows 3 keycards, queen of trumps or extra length. If 3<sup>rd</sup> step showed 3 keycards, this step not used.

5NT: (if not a step) – 2 or 4 keycards, useful void.

6X: Odd number of keycards, useful void.

5NT or 6X are not used if uncertain slam should be safe.

After all of these replies except for the 1<sup>st</sup> step, the normal RKCB re-asks (for queen of trumps or specific kings) are available. Note the 6<sup>th</sup> and 7<sup>th</sup> steps are only used by hands that did not open the bidding or showed a GF+ opposite an opening bid.

If ORB is made below 3NT, then the 1<sup>st</sup> step, or negative response, is always 3NT, and the 2<sup>nd</sup> and subsequent steps are made starting at the bid above the ORB bid, but ignoring 3NT. So, for example, if 3♥ was ORB, 3♠ would be the 2<sup>nd</sup> step (1 or 4 keycards), 3NT would be the negative bid (1<sup>st</sup> step), and 4♣ would be the 3<sup>rd</sup> step etc.

After the 1<sup>st</sup> step (if not 3NT) the cheapest suit bid that is not game in the trump suit is RKCB. Also if 4 $\mathbf{m}$  was used as ORB for  $\mathbf{m}$ , then 4NT is a signoff, and the next cheapest suit bid asks for 3 or more keycards – after this without 3 or more keycards one must bid 5 $\mathbf{m}$ , and with three keycards, the bid above 5 $\mathbf{m}$  is made, and with four keycards the bid two steps above 5 $\mathbf{m}$  is made. For example 1 $\diamond$ -2 $\heartsuit$ ( $\diamond$  raise)—4 $\diamond$ (ORB)-4 $\heartsuit$ (yuck)—5 $\clubsuit$ (3+ keycards?)-5 $\diamond$ (surprise, no), while if opener had rebid 4 $\clubsuit$  instead of 5 $\clubsuit$  that would be normal RKCB.

When 3NT is the equivalent of the 1<sup>st</sup> step, then ORB or RKCB is available on the four level.

#### [4 $\mathbf{m}$ ORB]

If in a game forcing auction, a player has bid  $\mathbf{m}$  as natural, then 4 $\mathbf{m}$  is ORB for  $\mathbf{m}$ , unless otherwise defined. The auction must be game forcing, either because a game force has already been established, or the auction is a strength showing auction so that 4 $\mathbf{m}$  would be forcing anyways, thus producing a game force. It is not used on game try auctions, or any sequence where 4 $\mathbf{m}$  would be non-forcing.

#### [ORB Examples]

1 $\diamond$ -2 $\heartsuit$ (GI+ in  $\diamond$ s)—3 $\clubsuit$ -4 $\diamond$ (ORB)—4 $\heartsuit$ (poor minimum)-4 $\clubsuit$ (RKCB)—5 $\diamond$ (2 keycards, no queen)—6 $\diamond$ .  
 1 $\clubsuit$ -2 $\diamond$ (Gold base)—3 $\clubsuit$ -4 $\clubsuit$ (ORB)—4 $\heartsuit$ (1 or 4 keycards, not poor minimum)-4 $\clubsuit$ (queen?)-4NT(no).  
 2 $\heartsuit$ (10-13 6+ $\heartsuit$ s)-2NT(asks)—3 $\diamond$ (no singleton/void)-4 $\clubsuit$ (ORB)—4 $\heartsuit$ (1 or 4 keycards).  
 1NT-2 $\clubsuit$ —2 $\clubsuit$ -3 $\clubsuit$ ( $\diamond$ s)—3 $\diamond$ -3 $\heartsuit$ (short  $\clubsuit$ s)—3NT-4 $\diamond$ (ORB)—4 $\heartsuit$ (no fit, 2 $\diamond$ s)-4NT(to play).

#### [ORB Without a Known Fit]

In some cases a player will be able to use ORB without knowing if the length in the suit being asked. In this case the negative first step response to ORB will show less length than one could hope for. Less length does not necessarily mean shortness, but just means one of the worse of possible holdings. For example if a player has implied three or longer in the potential trump suit, then the negative response would show just three, and not longer. If a player has indicated three or shorter in a suit, then less length would be 2 or shorter. This negative reply is termed “no fit”.

### Re-Asking after RKCB/ORB, not in asking mode

After RKCB and ORB replies showing keycards, the form of re-ask depends on whether the partnership was in asking mode (see section below) or not. If the partnership was not in asking mode, but simply using RKCB or ORB to move towards slam, then the re-ask asks for the trump queen, if not known, and specific kings. If the trump queen is not known, then the cheapest bid, not including the trump suit, asks for the trump queen. If the trump queen is not held, the cheapest bid is made, while if the trump queen is held, then suit bids are used to show specific kings, with the cheapest bid of either the trump suit or notrump excluding the cheapest bid used to deny any specific kings. The second cheapest bid of either the trump suit or notrump excluding the cheapest bid is used to show a specific king in the suit above this bid, to save bidding space and keep the bidding from getting too high.

If the trump queen is known, then the cheapest bid, not including the trump suit, asks for specific kings. Now the cheapest reply is not needed to show no queen, so suit bids show specific kings, the cheapest bid of either the trump suit or notrump shows no specific kings, and the second cheapest bid of either the trump suit or notrump shows a specific king above that bid.

After a specific king is shown, the trump suit and notrump bids are sign-offs. A bid of a new suit asks for something extra there – if a specific king not denied there then it asks for a specific king in the suit, while if a specific king is denied in that suit then it asks for a doubleton or queen of the suit.

## Double Fit RKCB

When both partners know or can assume there is a double fit, then Double Fit RKCB can be employed. This is only used in defined situations, so it does not apply unless the system specifically says so or the partnership has agreed to use it in the situation.

To reply to Double Fit RKCB one has 7 key values:

- The four aces;
- The two kings of the two suits;
- The two queens of the two suits together in one hand.

Replies to Double Fit RKCB are:

1<sup>st</sup> Step: 1 or 4 or 7 key values.

2<sup>nd</sup> Step: 0 or 3 or 6 key values.

3<sup>rd</sup> Step: 2 or 5 key values, either zero or two queens in the two suits.

4<sup>th</sup> Step: 2 key values, one of two queens in the two suits.

5<sup>th</sup> step: Even number of key values, void in side suit.

6<sup>th</sup> step: Odd number of key values, void in side suit, showing specific kings if void is obvious.

After 1<sup>st</sup> step or 2<sup>nd</sup> steps, the cheapest non-trump suit bid asks if just has one queen in the two suits:

Cheapest reply: No queens or two queens in the two suits.

Other Bids: 1 queen in the two suits, specific king bids.

## Double Fit ORB

Double Fit ORB is like Double Fit RKCB except the cheapest bid is reserved to show a poor minimum for previous bidding that does not want to show keycards, and the usual replies to Double Fit RKCB start at the next cheapest bid. If the cheapest bid is made, then Double Fit RKCB is still on, as the cheapest bid not including either of the two key suits. However when an eight card or better **M** fit has been established then a bid of a five of a minor, even if one of the double fit suits, is not to play, and will be Double Fit RKCB if it is the cheapest bid.

## Shortness Showing After Major Fit

If a player has showed nine plus cards in two suits, and if the other player bids the major at the two or three level, and the bidding is forcing, then the player will show shortness by bidding a suit that could be short. This also applies when the partnership has found a double fit, even though neither player may have promises nine plus cards in two suits.

For the player showing the shortness, the scheme simply is:  
 Suit that could be short: Singleton/void in suit.

With no singleton/void, the player replies with RKCB responses using the combination of notrump bids, suits that cannot be short, major bids, and jump bids.

Cheapest bid of notrump/suit that cannot be short/ <b>M</b> :	1 <sup>st</sup> step response to RKCB.
2 <sup>nd</sup> cheapest bid of notrump/suit that cannot be short/ <b>M</b> :	2 <sup>nd</sup> step response to RKCB.
3 <sup>rd</sup> cheapest bid of notrump/suit that cannot be short/ <b>M</b> :	3 <sup>rd</sup> step response to RKCB.
Etc.	

Except the player does not bid above 4**M** unless has good slam try values or better so that 4**M** shows all possible responses that are 4**M** or higher, so 4**M** might show the 3<sup>rd</sup> or 4<sup>th</sup> step response to RKCB.

Example playing ETM Gold base 2/1:

1♥-2♣—2♦-2♥—?

2♠ and 3♣ show singleton/voids.  
 2NT is 1<sup>st</sup> step response to RKCB  
 3♦ is 2<sup>nd</sup> step response to RKCB  
 3♥ is 3<sup>rd</sup> step response to RKCB  
 3♠ is 4<sup>th</sup> step response to RKCB.

## Asking Mode and Moving Towards Slam

### [Overview]

With ETM Gold Premium methods responder often has the ability to find out opener's shape, and sometimes opener can find out responder's shape. After shape is known (or most known), the asker can continue to find information using RKCB or ORB asks, and additional follow-ups. This section defines what can be done to investigate slam once the shape is known or mostly known.

### [Asking Mode]

We define that a player is in Asking Mode in sequences when a player has started an asking sequence (e.g 1♣-1NT, 1♦-1NT, 1M-2♣ etc.) and has continued to ask instead of showing hand type.

### [Extra values]

Sometimes the asker will signoff in a game but partner will have significant extra values, and by design, often extra shape. In these cases opener will bid again to describe hand naturally. For example 1♠-2♣—2♦-2♥(asks)—3♣(Less than 15 with 5♠s & 4♥s or 6=5 in majors and 17/18+.)-3NT(to play opposite less than 15)—4♦ would show 6♠s, 5♥s, 17/18+ points, and a control/fragment in ♦s.

### [Suit Order]

After the asker knows exact shape (or shape descriptions have come to an end), then ORB and/or RKCB is available to obtain more information. In some cases the asker will break an asking chain to launch into ORB before complete shape is known. For this to happen there must have been at least one asking bid, the cheapest bid or cheapest suit bid must be a re-asking bid, or a terminating bid (see below), and the bids have no other defined meaning.

In these cases the hand that is not doing the asking orders their suits based on both suit rank, with lowest ranking suit first, and on whether length or shortness has been shown or not, with length defined as four or longer, and shortness doubleton or less. Also if the asker is asking over partner's major suit opening, and if opener has not promised extra **M** length, then there is usually not a **M** fit at this point, so the major is moved down the suit order.

So suit order is:

- Suits where four or longer have been promised, from lowest ranking up, excluding a major suit opened by the non-asker, unless now 6+ in **M** has been shown.
- Suits where four or longer not promised but not known to be two or less, from lowest ranking up.
- A major suit opened by the non-asker, and not known to be 6 or longer at this point.
- Suits where shortness promised, from the lowest ranking up.

For example 1♥-2♣—2♦-2♥—2♠-2NT—3♣ shows 5♥s & 4♦s minimum. So suit order at this point is diamonds, clubs, spades and hearts, clubs being the suit with length not including **M**, diamonds and spades being of equal unknown length. In asking sequences any free bids not including 3NT, the terminating bid (4♦), or the re-asking bid, are by default defined as ORB with the cheapest ORB showing the first suit in suit order, the next cheapest ORB showing the second suit in suit order etc. So in the example sequence just given, 3♥ is ORB for ♦s, and since ORB is made below 3NT, then 3NT is the negative ORB reply (after which suit order still applies, so now 4♣ is RKCB for ♦s).

### [After first ORB – more ORB!]

If the asker breaks the asks, before exact shape is known, to use ORB and partner makes a negative response, the asker can continue to use ORB to find fits and keycards. Now all available bids, aside from the terminating sequence, are again ORBs in suit order. A bid in a suit not already asked is ORB, and asks for length if that is unknown – opener bids the cheapest bid to deny the hoped for length and otherwise makes RKCB replies in steps. A bid in a suit already asked is ORB, and now the negative first step ORB response shows a poor hand that doesn't want to show keycards, like regular ORB.

**[Terminating Bid]**

On asking sequences, there is a terminating bid used to close off bidding by the asker and arrive at the contract, usually game. This bid is normally 4♦, which asks partner to bid 4♥. Then the asker will pass to play in 4♥, or bid the contract to play in, which might be 4♠, 4NT, 5♣, 5♦ or a slam. If partner has extra values that the asker will need to know about, then instead of bidding 4♥ the reply is 4♠, and now 4NT is RKCB for the replier's longest suit. In some cases if the bidding is already at 4♦ or higher and the partnership has a known fit (i.e. both players know it, not just the asker) and then there is no terminating bid and the asker can just place the contract or re-ask. Finally the bidding can be at 4♦ or higher and the partnership does not both know of a fit – in this case the cheapest suit bid in a suit where responder must be two or less is the terminating bid, and any game bid below that (including 4NT) is to play.

**[Asking Mode: Sub-modes]**

In asking mode, there are two sub-modes:

- 1) If the asker used ORB below the terminating bid, then the mode allows for playing in other suits and notrump.
- 2) If the asker used RKCB, with the RKCB bid being 4♥ or higher, or ORB at 4♥ or higher, then the mode only permits playing in the trump suit, so as to conserve bidding space and to allow suit asking bids to be made.

The first sub-mode will be called ORB sub-mode, and the second RKCB sub-mode.

In ORB sub-mode the bids after ORB are different than in non-asking mode or in RKCB sub-mode, since the ORB bidder may be planning on a different trump suit or intending on playing in notrump. In ORB sub-mode the cheapest suit bid excluding the suit the RKCB/ORB was in is always used to re-ask. This means in ORB sub-mode that the cheapest notrump bids are always available for signoff as well as suits where length has been showed, not including the cheapest suit bid.

**[Re-Asking after RKCB/ORB, in asking mode]**

When the partnership is in asking mode, where one partner has been asking a set of questions, then after the keycard replies, and finding out about the queen of the RKCB/ORB suit, then subsequent asks can determine king and/or queens in the other suits that are not singleton/void. This is done by using bids that deny holding a king and/or queen, and it “scans” through suits in a special order, instead of naturally. This is called the “denial scan”.

Suit order for the “denial scan” is:

- Suits where four or longer have been promised, from lowest ranking up
- Suits where four or longer not promised but not known to be two or less, from lowest ranking up.
- Suits where shortness promised, from lowest ranking up, but excluding suits where suits must be singleton/void.

Also the RKCB/ORB suit is not included in the suit order, and note that singleton/void suits are neither.

The first round of denial focuses on whether a suit is missing the king and queen of the suit – if missing both the bidding stops there. With one or both the replier skips over that suit to the next. If holding the king or queen in all suits the bidding moves to the next round of denial. When the bidding moves to the second round of denial suits are excluded where both the king and queen were denied. Stopping on the second round of denial denies the king in the suit, so only has the queen. The bidding may move to a third round of denial – in this case suits of two or less or excluded from the suit order, as well as suits where the king was denied. For third round denials, a suit is skipped only if holding the king and queen of the suit. As noted above, moving through the suit orders, for first round, second round and third is called a ‘scan’ as it scans the suits for honours.

When the scan stops with a denial, the asker can restart the scan at the next suit in suit order (or the next round if at the end of the suit order) if in ORB sub-mode by making the cheapest suit bid which is not the ORB suit. In ORB sub-mode all other suit bids and notrump bids are signoffs. In RKCB sub-mode the cheapest bid that is not the trump suit restarts the scan.

If the queen of the RKCB/ORB suit is not known, the cheapest bid before the denial scan can begin asks for the queen. If the queen is not held, then the cheapest bid is made, and then the cheapest suit bid not including the RKCB/ORB suit starts the scan. If the queen is held, the replier skips the cheapest bid and then immediately starts providing the scan replies, in suit order starting with the first round scan.

Example: 1♠-2♣(asks)—2♠-2NT(re-asks)—3♠(5=1=3=4, 15-17)-4♣(ORB in ♣s)—4♥(not poor minimum, 1 or 4 keys)-?

Now 4♣ re-asks for queen and scan, with replies:

4NT: No Q♣, now 5♦ re-asks and starts scan.

5♣: Has Q♣, and this is first step of scan, so denies king and queen of ♠s (suit order is ♠s then ♦s).

5♦: Q♣, has king or queen of ♠s, but denies king or queen of ♦s.

5♥: Q♣, has king and/or queen of ♦s, but only queen of ♠s.

5♠: Q♣, has king and perhaps queen of ♠s, and queen of ♦s but not king.

5NT: Q♣, has king of ♠s but not queen, and king of ♦s and perhaps queen.

6♣: Q♣, has king and queen of ♠s, and king of ♦s but not queen.

6♦: End of scan – Q♣, has king and queen of ♠s and king and queen of ♦s.

**[Keycards & Denial]**

If replying to ORB or RKCB, and the reply that will show two keycards with the ORB/RKCB suit queen (4<sup>th</sup> step if RKCB, 5<sup>th</sup> step if ORB), and this is just below 5 of the ORB/RKCB suit, and if ORB was used the 3<sup>rd</sup> step would show 3 keycards, not 0, then the replies includes the first step of the scan with this mechanism:

- Bid of suit just below ORB/RKCB suit shows two keycards with the key suit queen, but says would have skipped first step of denial scan.
- Bid of ORB/RKCB suit shows two keycards with the key suit queen, and says would have stopped on the first step of the scan.

This does not apply if double-fit ORB/RKCB is being used, since then more than 4 steps. It does not apply if the 3<sup>rd</sup> step of ORB shows 0 keycards, since then more than 4 steps.

Example: 1♠-2♣(asks)—2♠-2NT(re-asks)—3♣(4♦s)-3♦(re-asks)—3♠(5=1=4=3, 15-17)-4♠(ORB in ♦s)—?

Now 5♣: 2 keycards and ♦Q, and king and/or queen of ♠s.

Now 5♦: 2 keycards and ♦Q, but neither king or queen of ♠s.

After this the denial scan begins on next suit. So in example above, 5♥ would ask restart denial scan and 5♠ then would show no ace or king of ♣s.

**[ORB Sub-Mode Reverse Scan]**

In ORB-sub mode, the cheapest bid in a known doubleton or shorter suit, not including the cheapest bid possible, starts a denial scan in reverse suit order, and does not ask for queen of RKCB/ORB suit, even if that is not known. The suit order excludes any singleton/void, but includes doubletons.

Example: 1♠-2♣—2♠-2NT—3♣-3♦—3♠(5=1=4=3, 15-17)-4♠(ORB in ♦s)—4♠(0 or 3)-5♥:

5♥ here says do denial scan, with ♣s first suit and ♠s second suit.

**[RKCB Sub-Mode Suit Asks]**

In RKCB mode free bids are used as suit asking bids in any suit longer than a singleton. The cheapest bid which is either a known singleton/void or 5NT is a proxy bid, and asks in the suit that would be most expensive to ask in. The second cheapest bid of either a known singleton/void or 5NT is also a proxy bid, but only if there was a suit that could not be asked for below this level. Otherwise 5NT is pick a slam. If the replier shows no ace or king in response to a suit ask, and bid of 5NT is to play.

Example: 1♠-2♣—2♠-2NT—3♣-3♦—3♠(5=1=4=3, 15-17)-4♥(RKCB in ♣s)—4NT(0 or 3)-?:

5♣: To play.

5♦: Denial scan start, first asking for ♣Q, then for kings.

5♥: Suit ask in ♦s.

5♠: Suit ask in ♠s.

5NT: Pick a slam, since suit asks available below.

See below for suit ask replies.



### [Other uses for Terminating Sequences if bidding is at 3NT or lower]

If the bidding is currently at 3NT or lower, there are freed up terminating sequences that can be used to investigate for suit control. First note that suit control investigating can be a risky business – if partner has Kx/Kxx/Kxxx in the suit, and the opponents are told which suit to attack, the results can be fatal. Since the system positions the asker to be the declarer on the vast majority of contracts, there is usually no way to place the Kx/Kxx/Kxxx back as declarer in some contract (though sometimes possible in a 5-2 major fit after a major suit opening).

When the bidding is at 3NT or lower these are the free sequences:

- The terminating sequence 4♦ followed by 4NT is free, since to sign in notrump just bid or pass 3NT.
- The terminating sequence 4♦ followed by 5 of a major is free since it is unnecessary.
- The terminating sequence 4♦ followed by a rebid of five of a minor is free when that suit could have been asked for with ORB at 4♣ or lower.
- The terminating sequence 4♦ followed by 5NT is free.

The situation depends whether the player being asked has already shown a singleton/void. When the player has shown a singleton/void:

- 1) The terminating sequence 4♦ followed by 4NT is used to show a slam going hand with no control in the first suit in ORB suit order. Responses are 5♣ with no control (i.e. no ace, king, or singleton/void), and otherwise RKCB replies starting at 5♦ for the second suit in ORB suit order. After 5♣, five of a non-short suit is to play.
- 2) The terminating sequence 4♦ followed by five of the first suit in ORB suit order shows no control in the second suit in ORB suit order. Response is to pass with no control, or to give RKCB replies with the suit bid by the asker as trump.
- 3) The terminating sequence 4♦ followed by a bid in the singleton/void suit shows no control in the suit third suit in ORB suit order. Response is to make the cheapest bid with no control, and otherwise give RKCB replies starting at the next cheapest bid, with trump being the first suit in ORB suit order.
- 4) Five of a major, if not the singleton/void suit, shows no control in the suit in the second suit in ORB suit order (if that is this major, then it is no control in the third suit in ORB suit order). Response is to pass with no control, or to give RKCB replies with the major suit bid by the asker as trump.
- 5) The terminating sequence 4♦ followed by 5NT shows no control in either of the first two suits in ORB suit order, but a great hand otherwise.

If the player is balanced or semi-balanced (i.e with no singleton/void), then:

- 1) The terminating sequence 4♦ followed by 4NT is used to show a slam going hand with no control in the first suit in ORB suit order. Responses are 5♣ with no control (i.e. no ace, king, or singleton/void), and otherwise RKCB replies starting at 5♦ for the second suit in ORB suit order. After 5♣, five of a suit is to play.
- 2) The terminating sequence 4♦ followed by five of the first suit in ORB suit order, shows no control in the second suit in ORB suit order. Response is to pass with no control, or to give RKCB replies with the suit bid by the asker as trump.
- 3) The terminating sequence 4♦ followed by a bid in a doubleton suit shows no control in that suit. Response is to make the cheapest bid with no control, and otherwise give RKCB replies starting at the next cheapest bid, with trump being the first suit in ORB suit order.
- 4) The terminating sequence 4♦ followed by five of a major, where the major is not a known doubleton, shows no control in the second suit in ORB suit order (if that is this major, then it is no control in the third suit in ORB suit order). Response is to pass with no control, or to give RKCB replies with the suit bid by the asker as trump.
- 5) The terminating sequence 4♦ followed by 5NT shows no control in either of the first two suits in ORB suit order, but a great hand otherwise.

Example: After 1♠-2♣(asks)—2♠-2NT(re-asks)—3♠(5=1=3=4, 15-17), now:

- 1) 4♦—4♥-4NT shows a slam going hand with no ♣ control. Opener bids 5♣ with no ♣ control, or with a ♣ control bids RKCB replies for ♦s with 5♦ or higher.
- 2) 4♦—4♥-5♣ shows a slam going hand with no ♦ control. Opener passes with no ♦ control, or with a ♦ control bids RKCB replies for ♣s starting at 5♦.
- 3) 4♦—4♥-5♥ shows a slam going hand except no ♠ control.
- 4) 4♦—4♥-5♠ shows a slam going hand willing to play 5♠ with no ♦ control.
- 5) 4♦—4♥-5NT shows a great hand except no ♣ or ♦ control (e.g. ♠ AK ♥ AKT3 ♦ QJT2 ♣ QJ4).

## Suit control asks

In some situations one partner can ask the other for controls in a suit. The approach is the more one bids, the more control one has of the suit. There are five types of asks:

If suit is being asked in asking mode and RKCB replies not given yet:

- 1<sup>st</sup> step: No control of suit – no ace, king, or singleton/void.  
 2<sup>nd</sup> step+: RKCB replies for first suit in ORB order, or if **M** fit agreed to, RKCB replies for **M**.

If suit is not known to be short or long, the replies are:

- 1<sup>st</sup> step: No Ace or King in suit.  
 2<sup>nd</sup> step: Doubleton in suit, no ace or king.  
 3<sup>rd</sup> step: Singleton or King in suit.  
 4<sup>th</sup> step: Ace or Void in suit.

If suit is known not to be short:

- 1<sup>st</sup> step: None of the top three honours.  
 2<sup>nd</sup> step: Q in suit, no Ace or King.  
 3<sup>rd</sup> step: Ace or King in suit, but no queen  
 4<sup>th</sup> step: Two of top three honours.  
 5<sup>th</sup> step: Three of top three honours.

If suit is known to be short, but shortness unknown:

- 1<sup>st</sup> step: Doubleton without Ace or King.  
 2<sup>nd</sup> step: King doubleton.  
 3<sup>rd</sup> step: Singleton, not Ace.  
 4<sup>th</sup> step: Void or Singleton Ace or Ax.

If suit must be a doubleton:

- 1<sup>st</sup> step: No Ace or King.  
 2<sup>nd</sup> step: Ace or King.  
 3<sup>rd</sup> step: Ace and King.

If the suit asked must be singleton or void, then only two steps:

- 1<sup>st</sup> step: Singleton, not Ace.  
 2<sup>nd</sup> step: Void or Singleton Ace or Ax.

## Exclusion Blackwood

Exclusion Blackwood allows for the asking for aces while holding a void.

Rules:

- 1) The Exclusion bid is higher than game in the trump suit, and is not defined as natural by the system (ETM Gold uses natural jumps to game, but partnerships may decide they have more value as Exclusion Blackwood).
- 2) The bid is a jump.
- 3) The Exclusion suit bid must not have been bid or shown naturally by either partner including via a takeout or negative double.
- 4) Trumps are defined by RKCB rules.
- 5) Replies to Exclusion Blackwood are the same as to RKCB, with 1<sup>st</sup> step = 1 or 4, 2<sup>nd</sup> step = 0 to 3 etc., except in reply to the ask, the ace of the void suit is ignored.
- 6) If 4/5 of a suit is Exclusion, then after reply, cheapest of 5/6 of suit or 5NT is Specific King ask (like 4NT-reply-5NT), ignoring the king of the void suit.

## Lying Blackwood

Sometimes a player, who has already limited their hand, may use Blackwood (RKCB etc.) as a slam signal, and expect partner to lie in reply if not enough for slam. Thus partner can deduct from the keycards held when replying to Lying Blackwood to keep out of slams (like bidding 5♣ with 2 keycards and the queen of trumps). Examples:

1♦-1♥-2♣-3♦(GI)-3♠-4NT:	Lying Blackwood for ♦s, partner is limited by GI 3♦ bid.
1♣-1♠-2♣-3♣(GI)-3♠-4♣-4NT:	Lying Blackwood for ♣s, partner is limited by 2♣ rebid.

Six of partner's suit does not show a void (in a higher suit), but just what five of the suit would have shown if holding great hand, and didn't want to get passed there. Examples:

1♦-3♦-3♥-4NT-6♦:	3 keycards and did not want to bid 5♦ (0 or 3) in case passed.
------------------	--

## Grand Slam Try and 5NT Pick a Slam

5NT without RKCB & trumps not known & not a double jump is pick a slam.

5NT without RKCB and either trumps can be assumed to be known, or it is a double jump, is graded Grand Slam Try, asking for honours, with the higher the reply the better the hand:

Trumps:	♣ or unknown	♦	♥	♠
1 <sup>st</sup> step (6♣)	Not two of top three honours.	None of top three honours.	None of top three honours.	None of top three honours.
2 <sup>nd</sup> step (6♦)	---	A, K, or Q.	Q or extra length.	Q or extra length.
3 <sup>rd</sup> step (6♥)	---	---	A or K.	A or K, no extra length.
4 <sup>th</sup> step (6♠)	---	---	---	A or K plus extra length.

With two of the top three honours bid above 6 of trump suit, or 7♣.

Jump to the suit just above 5 of established trump suit: Grand Slam Try with replies like ♠ are trumps in steps.

For example: 1♥-4♥-5♠ is Grand Slam Try.

## Lonely Q

The Lonely Cuebid (Q) is a version of the “Last Train” convention. For the Lonely Q approach the following conditions are necessary:

- Trump has been established via a raise, perhaps a splinter or fit showing bid;
- No cuebidding has taken place already;
- There is only one cuebid possible before game in the suit is reached, or there is no cuebid possible but there is one bid available.

In this case, the only cuebid possible becomes the lonely Q – it is not a cuebid in the suit, but a general slam try, the last try before game in the trump suit is overshot. In the case where there is no cuebid possible, but a bid available, the bid is taken over as the lonely Q.

## Partly Serious 3NT – Mild Slam try

General rule: If both players know there is a double fit, 3NT is partly serious slam interest, not to play. On the following sequences, 3NT is not to play but artificially shows part slam interest, with an immediate cuebid showing serious slam interest.

With ETM Gold Base sequences, if not playing Shortness Showing After Major Fit (see above):

1M-2♣—2OM-3OM—3NT

1M-2X—Raise of X-3M—3NT

Where 3NT is a partly serious slam try, if instead of bidding 3NT opener makes a cuebid, it shows serious interest. For example, in ETM Gold base, 1♥-2♣—3♣-3♥—4♣ is a cuebid in ♣s, serious slam interest.

## Game and Slam Investigating - Shape Showing Scheme

The sequences **1♣-1NT**, **1♦-1NT**, and **1M-2♣** allow responder with game going values to find out opener's hand shape and values, allowing accurate placement of games and slam investigation. On these sequences responder continues to ask with balanced or semi-balanced hand, allowing opener to describe hand shape. By balanced or semi-balanced hand it does not mean that responder must have at least two cards in each suit – it just means that responder should not be very distributional – so rarely has a great six card or longer suit, or a void, or a two five card suits when using the asks and re-asks. However while rare it is possible to have these hand types if it is felt asking will determine the necessary information to place the contract.

The asking sequences are designed to often let responder declare 3NT or a major suit game if slam is not in the picture. Since responder's hand shape and values are relatively unknown the defense will not be easy for the opponents. With this advantage responder when playing IMPs (i.e. scoring that especially rewards game bidding) should stretch to use the asking bids, even with hands that would be considered good GI but not game going. Responder should stretch a little when not-vulnerable as the game bonus is modest and opener can be light, while vulnerable responder should stretch more, using the asking bids on many 11 HCP hands, knowing the opener should not be very light, and that the game bonus is significant.

The response sequences are designed to have a considerable degree of affinity as was discussed in the ETM Gold Premium Common Mechanisms section. Sometimes the replies are designed to give responder information that may not be required, but if not given then the defenders will be able to figure out what responder has by whether there was a re-ask or not. Thus in some cases the replies show something about opener's hand, so that responder does not need to ask for it and reveal something.

Sometimes a reply buries a hand with extra shape and extra values into a reply that show a minimum. Then if responder signs off in game, opener "comes alive" bidding again to show both the extra shape and extra values.

## Premium One Club – One Notrump Asking

### [Overview]

Gold Premium uses 1♣-1NT to allow responder to find out opener's hand shape, and on game going balanced hand and semi-balanced hands to find out any necessary information on the way to 3NT, without giving up much information as the declarer of 3NT.

### [Prerequisites]

See the Premium Slam Methods and Conventions, and in particular ORB, Slam Bidding after finding shape, and Game and Slam Investigating – Shape Showing Scheme.

When playing 1♣ can contain 20/21+ balanced, then bid the hand as if 11/12-14 balanced (careful not to bid 3NT, but make a bid above 3NT that cannot be possible), then come alive when partner signs off.

### [1♣-1NT Rebids]

After 1♣-1NT asking:

- 2♣: No four card major.
- 2♦: Both majors or extras (14/15+, 14 only if 6+♠s) with a 4 card major.
- 2♥: 4♠s, not 4♥s, less than 15.
- 2♠: 4♥s, not 4♠s, less than 15.
- 2NT: 5♥s, can be 5-3-3-2 if less than 15, maximum of 16 if 6-5.
- 3♣: 5♠s, can be 5-3-3-2 if less than 15, maximum of 16 if 6-5.
- 3♦: 4-3-3-3 with a four card major (4=3=3=3/3=4=3=3), less than 15 or (rarely) 7♠s & 6M one bad suit.
- 3♥: 4=0=4=5, 14-16 or 4=1=4=4 15+ (with either hand type with less bid 2♥).
- 3♠: 1=4=4=4 less than 15 or 0=4=4=5 less than 13/14.
- 3NT: 0=4=4=5, 13/14-16.
- 4♣: 6+♠s, 5♥s, 17+. 4♦ RKCB for ♠s.
- 4♦: 6+♠s, 5♠s, 17+. 4♥ RKCB for ♠s.
- 4♥: 7♠s, 6♥s, good suits. 4♠ RKCB for ♥s, 4NT RKCB for ♠s.
- 4♠: 7♠s, 6♠s, good suits. 4NT RKCB for ♠s.

### [1♣-1NT Detailed Sequences]

In general after opener's rebid, the cheapest bid (not including 3NT) re-asks, and 2NT can re-ask as well. 2NT, when not the cheapest bid, is used when responder is only looking for extra shape and/or extra values.

Aside from the re-asking bids, responder can bid a new suit below game as natural and forcing. These bids show a five or longer suit, and suggests that partner with three card support raise with a minimum, and cuebid or splinter if more than a minimum.

After 1♣-1NT(asking)—2♣(no four card major):

2♦: Re-asks:

- 2♥: Weak notrump: 11/12-14 balanced (includes 2=2=3=6 as only hand with 6♣s). 2♣ re-asks:  
 2NT: 4-4 in minors or 3=3=3=4/3=3=4=3 or 2=2=5=4. 3♣ re-asks:  
     3♦: 4-4 in minors. 3♥ re-asks: 3♠: 2=3=4=4, 3=2=4=4.  
     3♥: 3=3=3=4.  
     3♠: 3=3=4=3.  
     3NT: 2=2=5=4.  
     3♣: 5♣s. 3♦ asks doubleton (SO so 3♥=♠s, 3♠=♥s, 3NT=♦s).  
     3♦: 5♦s, major doubleton, 3♥ asks, 3♠ shows ♠s, 3NT shows ♥s.  
     3♥: 2=2=4=5  
     3♠: 2=2=3=6  
     3NT: 3=3=5=2.
- 2♠: 6+♣s, less than 15, or 15+ with no singleton. 2NT re-asks:  
     3♣: 6+♣s, less than 15, singleton/void. 3♦ asks singleton (SO replies, 3♥=short ♠, 3♠=short ♥, 3NT=short ♦).  
     3♦: 6+♣s, no singleton/void, less than 15, 2♦s. 3♥ asks three card suit (LO):  
         3♠=3♥s, 3NT=3♠s, 4♣ shows 2=2=2=7.  
     3♥: 2=2=3=6 or 2=2=2=7, 15+. 3♠ asks:  
         3NT: 2=2=3=6, 15-17.  
         4♣: 2=2=2=7, 15-17.  
         4♦: 2=2=3=6, 18+.  
         4♥: 2=2=2=7, 18+.  
         If responder bids 3NT over 3♥, responder bids again with 18+.  
     3♠: 2=3=2=6, 15-17.  
     3NT: 3=2=2=6, 15-17.  
     4♣: 3=2=2=6, 18+.
- 2NT: 5-4+ minors & singleton, less than 14 or 18+ (then 6-4+ since 5-4 17+ opens 1♦ in ETM Gold). With 2=2=4=5/2=2=5=4 less than 15, rebid 2♥. 3♣ reasks:  
     3♦: 6♣s, 4+♦s, less than 14. 3♥ asks shortness, or to bid 4♣ with 7-4, or 4♦ with 6-5+.  
     3♥: 1=3=4=5 less than 14 or 6♣s, 4♦s, short ♠s, 17+. 3♠ asks which.  
     3♠: 3=1=4=5, less than 14.  
     3NT: 6♣s, 4♦s, short ♥s, 17+.  
     4♣: 7♣s, 4♦s, 17+.  
     4♦: 6+♣s, 5+♦s, 17+.
- 3♣: 6+♣s, singleton/void, 15+. 3♦ asks with SO replies, 4♣ shows singleton ♦ with 18+.
- 3♦: 6♣s, 4♦s, 14-16. 3♥ re-asks:  
     3♠: 1=2=4=6, 14/15-17.  
     3NT: 2=1=4=6, 14/15-17.  
     4♣: 0=3=4=6, 14/15-17.  
     4♦: 3=0=4=6, 14/15-17.
- 3♥: 2=2=4=5, 14-16, or 2=3=2=6, 18+. 3♠ re-asks:  
     3NT: 2=2=4=5, 14-16.  
     4♣: 2=3=2=6, 18+.
- 3♠: 3=1=4=5, 14-16.  
 3NT: 1=3=4=5, 14-16.  
 4♣: 7♣s & 4♦s, 14/15-17  
 4♦: 8♣s & 4♦s, 14/15-17  
 4♥: 9♣s & 4♦s, 14/15-17.

- 2NT: Limited re-ask. This is to play 3NT opposite minimums, and to check if extras.
- 3♣: 6+♣s, no second suit, 15+. 3♦ asks if shortness:
- 3♥: short ♠s or no shortness. 3♠ asks if short ♠s, 3NT=no, less than 18, 4♠=yes, 15+, 4♦=no, 18+, 4♥=yes, 18+).
- 3♠: short ♥s, 15+.
- 3NT: short ♦s, 15-17.
- 4♣: short ♦s, 18+.
- 3♦: 6+♣s, 4+♦s, 15+. 3♥ asks shortness:
- 3♠: 6♣s, 4♦s, ♠ shortness, 15+.
- 3NT: 6♣s, 4♦s, ♥ shortness, 15-17.
- 4♣: 7♣s, 4♦s, 15+.
- 4♦: 6♣s, 5♦s, 15+.
- 4♥: 6♣s, 4♦s, ♥ shortness, 18+.
- 3M: 5-4 in minors, short in M, both minors, 15+.
- 3NT: To play, less than 15.

After 1♣-1NT(asking)—2♦ (Both majors or extras with a 4 card major):

- 2♥: Re-asks:
- 2♠: 4♥s, not 4♠s, 14/15+. 2NT re-asks:
- 3♣: 4♥s, 17/18+. 3♦ re-asks:
- 3♥: 2=4=2=5, 18+ or 4♥s & 7+♣s 17/18+. 3♠ asks which:
- 3NT: 2=4=2=5, 18+.
- 4♣+: 7+♣s, 4♥s, 17/18+.
- 3♠: 1=4=3=5, 18+
- 3NT: 3=4=1=5, 18+
- 4♣: 6♣s, 4♥s, singleton ♠, 17/18+
- 4♦: 6♣s, 4♥s, singleton ♦, 17/18+
- 3♦: 4♥s & 6♣s & 14/15-17. 3♥ re-asks:
- 3♠: 6♣s, 4♥s, singleton ♥, 14/15-17
- 3NT: 6♣s, 4♥s, singleton ♦, 14/15-17
- 4♣: 6♣s, 4♥s, void ♥, 14/15-17.
- 4♦: 6♣s, 4♥s, void ♦, 14/15-17.
- 3♥: 2=4=2=5, 15-17 or 4♥s & 7+♣s 14/15-17. 3♠ asks which:
- 3NT: 2=4=2=5, 15-17.
- 4♣+: 7+♣s, 4♥s, 14/15-17.
- 3♠: 1=4=3=5, 15-17.
- 3NT: 3=4=1=5, 15-17.
- 4♣: 6♣s, 4♥s, void ♠s, 17/18+
- 4♦: 6♣s, 4♥s, void ♦, 17/18+
- 2NT: Both majors. 3♣ re-asks:
- 3♦: Both majors, 11/12-14 balanced. 3♥ asks shortness, 3♠=♦s.
- 3♥: 4=4=0=5, maximum of 17. 3♠ asks if more than 14, 3NT=no.
- 3♠: 4=4=1=4, 15-17.
- 3NT: 4=4=1=4, 11/12-14.
- 4♣: 4=4=1=4, 18+
- 4♦: 4=4=0=5, 18+.

Instead of asking with 3♣, responder can re-ask with 3M, which asks opener to bid 3NT if balanced, 4M if 4=4=1=4 less than 15, and otherwise cuebid, 4♦ showing a void, though not necessarily extras.



- 3♣: 4♠s, 17/8+. 3♦ re-asks:  
     3♥: 4=2=2=5, 18+, or 4♠s & 7+♣s, 17/18+. 3♠ asks:  
         3NT: 4=2=2=5, 18+.  
         4♣+: 4♠s & 7+♣s, 17/18+.  
     3♠: 4=1=3=5, 18+  
     3NT: 4=3=1=5, 18+  
     4♣: 6♣s, 4♠s, singleton ♥s, 17/18+  
     4♦: 6♣s, 4♠s, singleton ♦, 17/18+  
 3♦: 4♠s & 6♣s & 14/15-17. 3♥ re-asks:  
     3♠: 6♣s, 4♠s, singleton ♥, 14/15-17  
     3NT: 6♣s, 4♠s, singleton ♦, 14/15-17  
     4♣: 6♣s, 4♠s, void ♥, 14/15-17.  
     4♦: 6♣s, 4♠s, void ♦, 14/15-17.  
 3♥: 4=2=2=5, 15-17 or 4♠s & 7+♣s 14/15-17. 3♠ asks which:  
     3NT: 4=2=2=5, 15-17.  
     4♣+: 7+♣s, 4♠s, 14/15-17.  
     3♠: 4=1=3=5, 15-17.  
     3NT: 4=3=1=5, 15-17.  
     4♣: 6♣s, 4♠s, void ♥s, 17/18+  
     4♦: 6♣s, 4♠s, void ♦, 17/18+  
 2NT: Limited re-asks:  
     3♣: 6+♣s, 14/15+. 3♦ re-asks:  
         3♥: 4♠s. 3♠ re-asks, 3NT shows 14/15-17, 4♣+ with 17/18+.  
         3♠: 4♥s, 14/15-17.  
         3NT: 4♥s, 17/18-19.  
         4♣+: 4♥s, 19/20+.  
     3♦: Both majors, unbalanced (short ♦s). 3♥ asks range, 3♠=15-17, 3NT=11-14, 4♣/4♦=18+.  
     3♥: 4♠s, 4/5♣s, 15+, 3♠ re-asks: 3NT=15-17, 4♣+=18+.  
     3♠: 4♥s, 5♣s, 15-17.  
     3NT: Both majors, balanced.  
     4♣+: 4♥s, 5♣s, 18+.

After 1♣-1NT(asking)—2♥(4♠s, not 4♥s, less than 15):

2♠ re-asks:

- 2NT: 11/12-14 balanced with 4♠s, not 4=2=2=5. 3♣ re-asks:  
     3♦: 4♣s & 4♠s, 11/12-14 balanced. 3♥ re-asks:  
         3♠: 4=2=3=4, 11/12-14.  
         3NT: 4=3=2=4, 11/12-14.  
     3♥: 4=2=4=3, 11/12-14.  
     3♠: 4=3=4=2, 11/12-14.  
     3NT: 4=2=5=2, 11/12-14. Usually weak ♦s or open 1♦.  
 3♣: 4♠s & 5♣s, less than 15. 3♦ re-asks:  
     3♥: 4=2=2=5, less than 15.  
     3♠: 4=1=3=5, less than 15.  
     3NT: 4=3=1=5, less than 15.  
 3♦: 6+♣s, 4♠s, less than 14/15, and if just 6♣s short in ♥s. 3♥ re-asks:  
     3♠: 4=1=2=6, less than 14/15.  
     3NT: 4=0=3=6, less than 14/15.  
     4♣+: 4♠s & 7+♣s, less than 14/15.  
 3♥: 6+♣s, 4♠s, short ♦s. 3♠ re-asks:  
     3NT: 4=2=1=6, less than 14/15.  
     4♣: 4=3=0=6, less than 14/15.  
     3♠: 4=1=4=4, less than 15.  
     3NT: 4=0=4=5, less than 15.

2NT: Artificial, shows 5♥s, forcing. A limited re-ask is not required here.

After 1♣-1NT(asking)—2♠(4♥s, not 4♠s, less than 15):

Note: There has to be little more embedding of shapely hands with balanced hands here, due to space compression. The usual scheme is used, where responder can signoff opposite either hand type, or can ask again, in which case it is safe for opener to show the shapely hand above 3NT.

2NT re-asks:

- 3♣: 11/12-14 balanced with 4♥s & ♦s, or 4♥s & 6+♣s & short ♠s, less than 14/15. 3♦ re-asks:  
 3♥: 2=4=3=4, 11/12-14 or 1=4=2=6 & less than 14/15. 3♠ asks which:  
 3NT: 2=4=3=4, 11/12-14.  
 4♣: 1=4=2=6, less than 14/15  
 3♠: 3=4=2=4, 11/12-14.  
 3NT: 2=4=5=2, 11/12-14 (this hand type can be opened 1♦, so ♦s are weak here).  
 4♣: 0=4=3=6, less than 14/15.  
 3♦: 11/12-14 balanced with 4♥s & 4♣s, or 4♥s & 6+♣s & short ♦s, less than 14/15. 3♥ asks which:  
 3♠: 2=4=3=4, 11/12-14.  
 3NT: 3=4=2=4, 11/12-14.  
 4♣: 2=4=1=6, less than 14/15.  
 4♦: 3=4=0=6, less than 14/15.  
 3♥: 2=4=2=5 less than 15, or 4♥s & 7+♣s, less than 14/15. 3♠ asks which:  
 3NT: 2=4=2=5.  
 4♣+: 4♥s & 7+♣s, less than 14/15.  
 3♠: 1=4=3=5, less than 15.  
 3NT: 3=4=1=5, less than 15.

After 1♣-1NT(asking)—2NT(5♥s, can be 5-3-3-2 if less than 15, maximum of 16 if 6-5):

- 3♣: Re-asks:  
 3♦: 2=5=3=3, 11/12-14, or 6♣s & 5♥s 14/15-16. 3♠ re-asks:  
 3NT: 2=5=3=3, 11/12-14.  
 4♣: 1=5=1=6, 14/15-16.  
 4♦: 0=5=1=6, 14/15-16.  
 4♥: 1=5=0=6, 14/15-16.  
 3♥: 6♣s & 5♥s, less than 14/15. 3♠ re-asks:  
 4♣: 1=5=1=6, less than 14/15.  
 4♦: 0=5=1=6, less than 14/15.  
 4♥: 1=5=0=6, less than 14/15.  
 3♠: 3=5=2=3, 11/12-14.  
 3NT: 3=5=3=2, 11/12-14.  
 4♣: 7+♣s, 5♥s, less than 14/15-16.  
 4♦: 7+♣s, 5♥s, 14/15-16.  
 3♥: Re-asks, wants to play 4♥s, but checking if 6-5+.  
 3♠: 6+♣s & 5♥s, less than 14/15-16. 3NT re-asks:  
 4♣: 1=5=1=6, 14/15-16.  
 4♦: 6+♣s & 5♥s, void in ♦s, 14/15-16.  
 4♥: 6+♣s & 5♥s, void in ♠s, 14/15-16.  
 3NT: 5♥s, 11/12-14 balanced.  
 4♣: 1=5=1=6, 14/15-16.  
 4♦: 6+♣s & 5♥s, void in ♦s, 14/15-16.  
 4♥: 6+♣s & 5♥s, void in ♠s, 14/15-16.

After 1♣-1NT(asking)—3♠(5♠s, can be 5-3-3-2 if less than 15, maximum of 16 if 6-5):

3♦: Re-asks:

3♥: 5=2=3=3, 11/12-14, or 6♣s & 5♠, less than 14/15 or no void 14/15-16. 3♠ re-asks:

3NT: 5=2=3=3, 11/12-14.

4♣: 5=1=1=6, less than 14/15.

4♦: 5=0=2=6, less than 14/15.

4♥: 5=2=0=6, less than 14/15.

4♠: 5=1=1=6, 14/15-16.

3♣: 5=3=2=3, 11/12-14.

3NT: 5=3=3=2, 11/12-14.

4♣: 5=0=2=6, 14/15-16.

4♦: 5=2=0=6, 14/15-16.

4♥: 7+♣s, 5♠s, less than 14/15-16.

4♠: 7+♣s, 5♠s, 14/15-16.

3♠: Re-asks, wants to play 4♠s, but checking if 6-5+.

3NT: 5♠s, 11/12-14 balanced.

4♣: 6+♣s & 5♠s, less than 14/15.

4♦: 5=1=1=6, 14/15-16.

4♥: 6+♣s & 5♠s, void in ♦s, 14/15-16.

4♠: 6+♣s & 5♠s, void in ♠s, 14/15-16.

After 1♣-1NT(asking)—3♦(4-3-3-3 with a four card major (4=3=3=3/3=4=3=3), less than 15, or 7♣s & 6♠ one or both bad suits). After 3♦:

3♥ asks:

3♠: 3=4=3=3, less than 15.

3NT: 4=3=3=3, less than 15.

4♣: 7♣s & 6♥s, bad ♥s.

4♣: 7♣s & 6♠s, bad ♠s.

4♣: 7♣s & 6♥s, bad ♣s.

4♣: 7♣s & 6♠s, bad ♣s.

3NT: To play, opposite 3=4=3=3 or 4=3=3=3. Opener pass with these, or rebids 7-6 as over 3♥.

After 1♣-1NT(asking)—3♥(4=0=4=5, 14-16 or 4=1=4=4 15+):

3♠ asks:

3NT: less than 17.

4♣: 4=1=4=4, 17+.

After 1♣-1NT(asking)—3♠(1=4=4=4 less than 15 or 0=4=4=5 less than 13/14):

4♣ asks which:

4♦: 1=4=4=4, less than 15.

4♥: 0=4=4=5, less than 13/14.

## Examples of 1♣-1NT

a)			
♠ AT872	♠ KQ3	1♣-1NT—	3♣ shows 5♠s, 3♦ re-asked, 3♥
♥ 52	♥ KQ87	3♣-3♦—	showed 5=2=3=3 or 6-5, 3♣ re-asked,
♦ QT4	♦ K75	3♥-3♣—	3NT shows 5=2=3=3. 4♣ was ORB
♣ AQ3	♣ K62	3NT-4♣—	for ♠s, 4NT showed two keys without
		4NT-6♣	♣Q.
b)			
♠ AQJ9	♠ KT	1♣-1NT—	2♥ showed 4♠s and not 4♥s, less than
♥ T	♥ A98	2♥-2♠—	15. 2♠ re-asked, and 3♠ showed
♦ KJ64	♦ AQ75	3♠-4♣—	4=1=4=4. 4♣ was ORB for ♠s, and
♣ A632	♣ KJT8	4NT-6♣	4NT showed two keys without ♣Q.
c)			
♠ AT84	♠ K	1♣-1NT—	2♦ showed both majors or one major
♥ AKJ9	♥ Q64	2♦-2♥—	& 15+. 2♥ re-asked. 2NT showed 4-4
♦ T2	♦ AKQ74	2NT-3♣—	majors. 3♣ re-asked. 3♦ showed 4-4
♣ T63	♣ Q984	3♦-3♥—	majors 11/12-14 balanced. 3♥ re-
		3♠-3NT	asked. 3♠ showed 4=4=2=3.
d)			
♠ AT84	♠ K963	1♣-1NT—	Like c) in terms of hand description.
♥ AKJ9	♥ Q64	2♦-2♥—	Now responder knows that the AK of
♦ T2	♦ AK	2NT-3♣—	♦s opposite doubleton is bad. 4♣ is
♣ T63	♣ AK84	3♦-3♥—	ORB for ♥s, and 4♣ shows 3 (with 0
		3♠-4♣—	bid 4♦). 5♠ is a natural invite.
		4♠-5♠ OR	Responder could have bid 4♥ RKCB
		3♠-4♥—	for ♠s and found two without queen
		5♠-5♦—	(5♠), then bid 5♦ denial and found out
		5♠	missing ♣Q.
e)			
♠ AT84	♠ K963	1♣-1NT—	Similar to the last two but 3NT shows
♥ AKJ9	♥ Q64	2♦-2♥—	4=4=1=4 up to 14. 4♣ is ORB in ♠s.
♦ T	♦ AK2	2NT-3♣—	5♣ shows two keys and ♣Q. If opener
♣ Q643	♣ AK5	3NT-4♣—	had bid 4♦ over 4♣, responder would
		5♣-6♣	have placed contract in 4♣.
f)			
♠ T84	♠ A	1♣-1NT—	2♠ showed less than 15 and 4♥s & not
♥ AQJ9	♥ K64	2♠-2NT—	4♠s. 3♣ and then 3♠ showed
♦ T2	♦ AK764	3♣-3♦—	3=4=2=4. 4♣ was ORB for ♠s. 4♠
♣ AKT3	♣ Q984	3♠-4♣—	show 3 keycards. 5♦ & 5♠ was denial
		4♠-5♦—	scan. 5♥ without ♣Q. 6♣ showed ♥Q
		5♥-5♠—	and/or ♥K, no ♠K or ♠Q. 7♣ was
		6♣-7♣	aggressive.
g)			
♠ T84	♠ AQ76	1♣-1NT—	Typical use of 1♣-1NT: get to game
♥ AQJ9	♥ K64	2♠-3NT	without disclosing much.
♦ T6	♦ J742		
♣ AQT3	♣ K4		
h)			
♠ J84	♠ AQ76	1♣-1NT—	Again typical use of 1♣-1NT: get to
♥ QJ3	♥ K64	2♣-2NT—	3NT without disclosing much.
♦ AKJT2	♦ Q42	3NT	
♣ 32	♣ Q84		

## Premium One Diamond – One Notrump Asking

### [Overview]

Like the sequence 1♣-1NT, Gold Premium uses 1♦-1NT to allow responder to find out opener's hand shape, and on game going balanced hand and semi-balanced hands to find out any necessary information on the way to 3NT, without giving up much information as the declarer of 3NT.

### [Prerequisites]

See the Premium Slam Methods and Conventions, and in particular ORB, Slam Bidding after finding shape, and Game and Slam Investigating – Shape Showing Scheme.

### [1♦-1NT Rebids]

After 1♦-1NT asking:

- 2♣: Both majors, or extras (14/15+, 14 only if 6+♦s) with a 4 card major, or 6-5+ with major.
- 2♦: No four card major, but see 2NT+ bids for hands that don't use this (not 5-5 in minors or 5-4 in minors with 17 or 18+, and not 2=2=6=3 & less than 15).
- 2♥: 4♠s, not 4♥s, less than 15.
- 2♠: 4♥s, not 4♠s, less than 15.
- 2NT: 5-5+ in minors.
- 3♣: 18+, 5-4+ with 5+♦s & 4♠s and no four card major.
- 3♦: 2=2=6=3 less than 15 or 5-6+ (just 5-6 if 14/15-16) with 5♥s.
- 3♥: 2=2=4=5, 17+.
- 3♠: 1=3=4=5, 17+.
- 3NT: 3=1=4=5, 17+.
- 4♣: 6+♦s, 5+♠s, 17/18+.
- 4♦: 6+♦s, 5♠s, 17+. 4♥ RKCB for ♦s. Can also bid 2♦ instead of 4♦.
- 4♥: 7♦s, 6♥s, good suits. 4♠ RKCB for ♥s, 4NT RKCB for ♠s.
- 4♠: 7♦s, 6♠s, good suits. 4NT RKCB for ♠s.

### [1♦-1NT Detailed Sequences]

In general after opener's rebid, the cheapest bid (not including 3NT) reasks, and 2NT can re-ask as well. 2NT, if not the cheapest bid, is used when responder is only looking for extra shape and/or extra values.

Aside from the re-asking bids, responder can bid a new suit below game as natural and forcing. These bids show a five or longer suit, and suggests that partner with three card support raise with a minimum, and cuebid or splinter if more than a minimum.

After 1♦-1NT(asking)—2♣( Both majors or extras with a 4 card major):

2♦: Re-asks:

2♥: 4♠s, not 4♥s, 14/15+. 2♠ re-asks:

2NT: 14/15-17 (if 6+♦s less than 17/18), 4♠s, not 4=0=5=4. 3♣ re-asks:

3♦: 6+♦s, 4♠s, 14/15-17. 3♥ re-asks:

3♠: 4=1=6=2, 14/15-17.

3NT: 4=2=6=1, 14/15-17.

4♣: 4=0=6=3, 14/15-17.

4♦: 4=3=6=0, 14/15-17.

3♥: 4=2=5=2, 15-17.

3♠: 4=1=5=3, 15-17.

3NT: 4=3=5=1, 15-17.

4♣: 7♦s, 4♠s, 15-17.

4♦: 8♦s, 4♠s, 15-17.

4♥: 9♦s, 4♠s, 15-17.

3♣: 4=0=5=4 15+, 4=0=4=5 17+ or 5+♠s & 6+♦s & 14/15+. 3♦ re-asks:

3♥: 5+♠s, 6+♦s, 14/15+.

3♠: 4=0=5=4, 15-17.

3NT: 4=0=4=5, 17-19.

4♣: 4=0=5=4, 18+.

4♦: 4=0=4=5, 20+.

3♦: 6♦s, 4♠s, 17/18+. 3♥ re-asks:

3♠: 4=1=6=2, 17/18+.

3NT: 4=2=6=1, 17/18+.

4♣: 4=0=6=3, 17/18+.

4♦: 4=3=6=0, 17/18+.

3♥: 4=2=5=2, 18+.

3♠: 4=1=5=3, 18+.

3NT: 4=3=5=1, 18+.

4♣: 7♦s, 4♠s, 17/18+.

4♦: 8♦s, 4♠s, 17/18+.

4♥: 9♦s, 4♠s, 17/18+.

2♠: 4♥s, not 4♠s, 14/15+, but not with 6+♦s if 17/18+. 2NT re-asks:

3♣: 4♥s & 5♦s, 15-17. 3♦ re-asks:

3♥: 2=4=5=2, 15-17.

3♠: 1=4=5=3, 15-17.

3NT: 3=4=5=1, 15-17.

3♦: 6♦s & 4♥s, 14/15-17. 3♥ re-asks:

3♠: 1=4=6=2, 14/15-17.

3NT: 2=4=6=1, 14/15-17.

4♣: 0=4=6=3, 14/15-17.

4♦: 3=4=6=0, 14/15-17.

3♥: 2=4=5=2, 18+.

3♠: 1=4=5=3, 18+.

3NT: 3=4=5=1, 18+.

4♣: 7♦s, 4♥s, 15-17.

4♦: 8♦s, 4♥s, 15-17.

4♥: 9♦s, 4♥s, 15-17.

- 2NT: Both majors, unbalanced.  
 3♣ re-asks:  
     3♦: 4=4=4=1, less than 15  
     3♥: 4=4=5=0, less than 15.  
     3♠: 4=4=4=1, 15-17.  
     3NT: 4=4=5=0, 15-17.  
     4♣: 4=4=4=1, 18+.  
     4♦: 4=4=5=0, 18+.
- 3♥ and 3♠ also re-asks like 3♣, but sets trumps – opener replies as over 3♣ but two or three bids higher (e.g. 2NT-3♠-4♣ is 4=4=5=0, less than 15).
- 3♣: 0=4=5=4 15+ or 0=4=4=5 17+ or 1=4=4=4 15+. 3♦ re-asks:  
     3♥: 1=4=4=4, 15+.  
     3♠: 0=4=5=4, 15-17.  
     3NT: 0=4=4=5, 17-19.  
     4♣: 0=4=5=4, 18+.  
     4♦: 0=4=4=5, 20+.
- 3♦: 6♦s, 4♥s, 17/18+. 3♥ re-asks:  
     3♠: 1=4=6=2, 17/18+.  
     3NT: 2=4=6=1, 17/18+.  
     4♣: 0=4=6=3, 17/18+.  
     4♦: 3=4=6=0, 17/18+.
- 3♥: 5+♠s, 6+♦s, less than 14/15. 3♠ asks if more than just 6-5, 3NT says no.  
 3♠: 5♥s, 6♦s, less than 14/15.  
 3NT: 7+♦s, 5+♥s, less than 14/15.  
 4♣: 7♦s, 4♥s, 17/18+.  
 4♦: 8♦s, 4♥s, 17/18+.  
 4♥: 9♦s, 4♥s, 17/18+.

After 1♦-1NT(asking)—2♦ (No four card major, not 5-5+ in minors or 17+ with 5-4+ in minors).

2♥ re-asks:

- 2♠: 6+♦s, less than 15, or 15+ with no singleton. 2NT re-asks:  
 3♠: 6+♦s, less than 15, singleton/void. 3♦ asks singleton (SO replies, 3♥=short ♠, 3♠=short ♥, 3NT=short ♣).  
 3♦: 6+♦s, no singleton/void, less than 15, 2♣s. 3♥ asks three card suit (LO):  
     3♠=♥s, 3NT=♠s, 4♣ shows 2=2=7=2.  
 3♥: 2=2=6=3 or 2=2=7=2, 15+. 3♠ asks:  
     3NT: 2=2=6=3, 15-17.  
     4♣: 2=2=7=2, 15-17.  
     4♦: 2=2=6=3, 18+.  
     4♥: 2=2=7=2, 18+.
- If responder bids 3NT over 3♥, responder bids again with 18+.
- 3♠: 2=3=6=2, 15-17.  
 3NT: 3=2=6=2, 15-17.  
 4♣: 3=2=6=2, 18+.
- 2NT: 5-4 in minors less than 15. 3♣ reasks:  
 3♦: 6♦s, 4♠s, less than 14/15. 3♥ re-asks shortness:  
     3♠: 1=2=6=4, less than 14/15.  
     3NT: 2=1=6=4, less than 14/15.  
     4♣: 0=3=6=4, less than 14/15.  
     4♦: 3=0=6=4, less than 14/15.
- 3♥: 2=2=5=4, less than 15.  
 3♠: 3=1=5=4, less than 15.  
 3NT: 1=3=4=5, less than 15.  
 4♣: 7♦s, 4♠s, less than 14/15.  
 4♦: 8♦s, 4♠s, less than 14/15.  
 4♥: 9♦s, 4♠s, less than 14/15.

- 3♣: 6+♦s, singleton/void, 15+. 3♦ asks with SO replies, 4♣ shows singleton ♣ with 18+.  
 3♦: 6♦s, 4♣s, 14/15-17. 3♥ re-asks:  
     3♠: 1=2=6=4, 14/15-17.  
     3NT: 2=1=6=4, 14/15-17.  
     4♣: 0=3=6=4, 14/15-17.  
     4♦: 3=0=6=4, 14/15-17.  
 3♥: 2=2=5=4, 15-17 or 2=3=6=2, 18+. 3♠ re-asks:  
     3NT: 2=2=5=4, 15-17.  
     4♣: 2=3=6=2, 18+.  
 3♠: 3=1=5=4, 15-17.  
 3NT: 1=3=4=5, 15-17.  
 4♣: 7♦s, 4♣s, 14/15-17.  
 4♦: 8♦s, 4♣s, 14/15-17.  
 4♥: 9♦s, 4♣s, 14-15-17.  
 2NT: Limited re-ask. This is to play 3NT opposite minimums, and to check if extras. After 2NT:  
     3♠: 6+♦s, no second suit, 15+. 3♦ asks if shortness (SON replies):  
         3♥: short ♠s or no shortness. 3♠ asks if short ♠s, 3NT=no, less than 18, 4♣=yes, 15+,  
             4♦=no, 18+, 4♥=yes, 18+).  
         3♠: short ♥s, 15+.  
         3NT: short ♣s, 15-17.  
         4♣: short ♣s, 18+.  
     3♦: 6+♦s, 4+♣s, 15-17. 3♥ asks shortness:  
         3♠: 6♦s, 4♣s, ♠ shortness, 15-17.  
         3NT: 6♦s, 4♣s, ♥ shortness, 15-17.  
         4♣: 7♦s, 4♣s, 15-17.  
     3M: 5-4 either way in minors, short in M, 15+.  
     3NT: To play, less than 15.

After 1♦-1NT(asking)—2♥(4♣s, less than 15):

2♠ re-asks:

- 2NT: Less than 13 (if 6+♦s less than 12/13), 4♣s, not 4=0=5=4. 3♣ re-asks:  
     3♦: 6♦s, 4♣s, less than 12/13. 3♥ re-asks:  
         3♠: 4=1=6=2, less than 12/13.  
         3NT: 4=2=6=1, less than 12/13.  
         4♣: 4=0=6=3, less than 12/13.  
         4♦: 4=3=6=0, less than 12/13.  
     3♥: 4=2=5=2, less than 13.  
     3♠: 4=1=5=3, less than 13.  
     3NT: 4=3=5=1, less than 13.  
     4♣: 7♦s, 4♣s, less than 12/13.  
     4♦: 8♦s, 4♣s, less than 12/13.  
     4♥: 9♦s, 4♣s, less than 12/13.  
     3♣: 4=0=5=4, less than 15.  
     3♦: 6♦s, 4♣s, 12/13-14. 3♥ re-asks:  
         3♠: 4=1=6=2, 12/13-14.  
         3NT: 4=2=6=1, 12/13-14.  
         4♣: 4=0=6=3, 12/13-14.  
         4♦: 4=3=6=0, 12/13-14.  
     3♥: 4=2=5=2, 13-14.  
     3♠: 4=1=5=3, 13-14.  
     3NT: 4=3=5=1, 13-14.  
     4♣: 7♦s, 4♣s, 12/13-14.  
     4♦: 8♦s, 4♣s, 12/13-14.  
     4♥: 9♦s, 4♣s, 12/13-14.

2NT: Artificial, shows 5♥s, forcing. A limited re-ask is not required here.



After 1♦-1NT(asking)—2♠(4♥s, less than 15).

2NT re-asks:

- 3♣: 0=4=5=4, or less than 13 and either 3=4=5=1 or 1=4=5=3. 3♦ asks:  
 3♥: 0=4=5=4.  
 3♠: 4=1=5=3, less than 13.  
 3NT: 4=3=5=1, less than 13.  
 3♦: 6+♦s, 4♥s, less than 14/15. 3♥ re-asks:  
 3♠: 1=4=6=2, less than 14/15.  
 3NT: 2=4=6=1, less than 14/15.  
 4♣: 0=4=6=3, less than 14/15.  
 4♦: 3=4=6=0, less than 14/15.  
 3♥: 2=4=5=2, less than 15.  
 3♠: 1=4=5=3, 13-14.  
 3NT: 3=4=5=1, 13-14.  
 4♣: 7♦s, 4♥s, less than 14/15.  
 4♦: 8♦s, 4♥s, less than 14/15.  
 4♥: 9♦s, 4♥s, less than 14/15.

2NT: 5-5+ in minors. 3♣ re-asks:

- 3♦: 5-5+ in minors, less than 14/15.  
 3♥: 5-5+ in minors, short ♠s, 14/15-17. 3♠ asks if extra minor length, 3NT says no.  
 3♠: 5-5 in minors short ♥s, 14/15-17.  
 3NT: 6-5+ in minors, short ♥s, 14/15-17.  
 4♣: 5-5 in minors, short ♠s, 17/18+.  
 4♦: 5-5 in minors short ♥s, 17/18+.

3♣: 18+, 5-4+ with 5+♦s & 4♣s and no four card major. 3♦ re-asks:

- 3♥: 2=2=5=4, 18+ or 6+♦s & 4♣s & short ♠s. 3♠ asks:  
 3NT: 2=2=4=5, 18+.  
 4♣+: 6+♦s & 4♣s & short ♠s, 17/18+.  
 3♠: 1=3=5=4, 18+.  
 3NT: 3=1=5=4, 18+.  
 4♣+: 6+♦s & 4♣s & short ♥s, 17/18+.

3♦: 2=2=6=3 less than 15 or 14/15-16 with 6+♦s & 5+♥s. 3♥ re-asks:

- 3♠: 6♦s & 5♥s & 14/15-16.  
 3NT: 2=2=6=3, less than 15.  
 4♣: 6+♦s & 5+♥s, 16/17+.

3♥: 2=2=4=5, 17+.

3♠: 1=3=4=5, 17+.

3NT: 3=1=4=5, 17+.

4♣: 6+♦s, 5+♠s, 17/18+.

## Examples of 1♦-1NT

a)			
♠ AT87	♠ KQ63	1♦-1NT—	2♥ showed 4♠s and less than 15. 3♥
♥ 52	♥ KQ87	2♥-2♣—	showed 4=2=5=2 13-14. 4♣ was
♦ AQT64	♦ K75	3♥-4♣—	ORB for ♠s (3♠ would have been
♣ A2	♣ K6	4♣-5♣—	ORB for ♦s). 4♣ showed 3 keys. 5♣
		5♦-5♥—	asks for ♠Q, 5♦ denied, and 5♥ was
		5NT-6♣	denial scan, 5NT showing ♦K and ♦Q
			without ♠K and ♠Q.
b)			
♠ AQJ9	♠ KT	1♦-1NT—	2♣ showed both majors or one major
♥ T	♥ A98	2♣-2♦—	15+. 2♥ showed 4♠s & 15+, not 4♥s.
♦ KJ642	♦ AQ75	2♥-2♠—	2NT showed 14/15-17. and 3♠ showed
♣ A63	♣ KJT8	2NT-3♣—	4=1=5=3 15-17. 4♣ was ORB for ♠s,
		3♣-4♣—	4♣ with 3 keys. 5♣ asked for ♦Q and
		4♣-5♣—	5♥ was denial scan. 5NT showed ♠K
		5♦-5♥—	and/or ♠Q, but not ♠K or ♠Q. 7♦ took
		5NT-7♦	a chance on ♠J or ♣ finesse.
c)			
♠ AT6	♠ K	1♦-1NT—	2♠ showed 4♥s and less than 15 with
♥ AKJ9	♥ Q64	2♠-2NT—	fewer than 4♠s. 3NT showed
♦ JT852	♦ AKQ74	3NT-4♣—	3=4=5=1 with 13-14. 4♣ was ORB
♣ T	♣ Q984	4NT-6♦	for ♠s, and 4NT showed two without
			the queen.
d)			
♠ A4	♠ K963	1♦-1NT—	2♠ show 4♥s & 15+, but not 4♠s. 3♥
♥ AKJ9	♥ Q64	2♣-2♦—	showed 2=4=5=2 15-17. 3♠ was ORB
♦ QJT32	♦ AK	2♣-2NT—	for ♠s, and 4♠ showed two keys and
♣ T6	♣ AK84	3♣-3♦—	♦Q.
		3♥-3♠—4♠-6NT	
e)			
♠ A	♠ K963	1♦-1NT—	3♣ shows three suiter short ♠s & 15+.
♥ AKJ9	♥ Q64	2♣-2♦—	3♥ showed 1=4=4=4 15+. 3♠ ORB
♦ QJT4	♦ AK2	3♣-3♦—	for ♠s. 4♠ showed two keys and ♠Q.
♣ Q643	♣ AK2	3♥-3♠—	5♦ was denial scan, and 5NT show ♦Q
		4♣-5♦—	but not ♦K, and ♥K and/or ♥Q. Now
		5NT-6/7NT	it's up to responder.
f)			
♠ T8	♠ AK2	1♦-1NT—	2♦ showed no four card major. 3♦
♥ AQJ	♥ K64	2♦-2♥—	show 6+♦s, less than 15, 2♠s and no
♦ AKT432	♦ Q6	2♠-2NT—	major suit singleton/void. 3♠ broke
♣ T3	♣ KQ984	3♦-3♠—	asks to ORB in ♦s. 4♦ showed 3 keys.
		4♦-6♦	
g)			
♠ T8	♠ AJ76	1♦-1NT—	Typical use of 1♦-1NT: get to game
♥ AQJ9	♥ K4	2♠-3NT	without disclosing much. Responder
♦ AQT63	♦ 9742		stretches to bid 1NT since sequence
♣ T3	♣ K74		hides hand.
h)			
♠ J8	♠ AQ76	1♦-1NT—	Again typical use of 1♦-1NT: get to
♥ QJ3	♥ K64	2♦-2NT—	3NT without disclosing much.
♦ AKJT32	♦ Q74	3NT	
♣ 32	♣ Q84		

## Premium 1M-2C asking and 2/1 Telling Bids

### [Prerequisites]

See the Premium Slam Methods and Conventions, and in particular ORB, Slam Bidding after finding shape, and Game and Slam Investigating – Shape Showing Scheme.

### [Overview]

ETM Gold Premium installs two significant changes to the 2/1 structure after a major suit opening. The changes are used to help to find more heart fits when 1♠ is opened, to better investigate games and slams, and to reveal less information if just bidding to 3NT.

The first change is that a game force in either minor, or a balanced/semi-balanced game force, all start with 2♣. This would at first seem to consume space to unwind hand types, but a careful rebidding scheme that focuses on what is important actually gains in many cases. In addition responder can find out about opener's hand and bid 3NT without disclosing information, a key advantage. The bidding scheme is designed to produce many common sequences. While initial use does take some memory work, the common sequences, combined with many occurrences, make the method easy to use after the first hurdle.

The second change is a result of the 2♦ response to 1M being freed up for use. The bid just under 2M is used to show 3 in M, at least GI values, and less than 5 in OM. This allows responder to describe hand type to opener, when opener is likely to be declarer in a M game or slam. The 2♦ response to 1♠ shows ♥s and either a signoff or a game forcing or a GI with 5+♥s & 3+♠s, allowing some improvements in the 1NT forcing structure (in another section), the ability to signoff in ♥s at the two level, and offering better choice of game sequences.

### [Structure Overview]

After 1M:

- 2♣: GF without 5 in OM and not 3 in M unless balanced. Can have 4+ in M with a five card or longer minor suit (if 6+♦s prefer 1M-3♦ if play Premium) intending to show hand type.
- 2♦/1♠: Transfer to ♥s, either 6+♥s and less than 3♠s, or GI+ with 5+♥s & 3+♠s or GF with 5+♥s.
- 2♦/1♥, 2♥/1♠: One-under-the-major shows 3 in M, GI+, fewer than 5 in OM.

**These responses are used by unpassed hands only.**

### [Introductory Examples of 1M-2♣]

a)

♠ AT872	♠ 2	1♠-2♣—	2♦ showed various, 2♥ re-asks, 2♠ was less than 14/15 with a minor suit, 3NT was to play unless opener had 7+♠s. Opponents know very little about declarer's hand and don't know opener's minor.
♥ 52	♥ KQ87	2♦-2♥—	
♦ QT42	♦ AJ653	2♠-3NT	
♣ AJ	♣ KT2		

b)

♠ AQJ932	♠ KT	1♠-2♣—	3♣ shows 6+♠s, 16/17+. 3♦ and 3♠ re-asked and 3♥ showed short ♥s and 3NT shows 6=1=3=3. Now the partnership will easily reach 6♠.
♥ T	♥ A987	3♣-3♦—	
♦ K62	♦ 43	3♥-3♠	
♣ AQ3	♣ KJT82	3NT—etc.	

c)

♠ AKT93	♠ 64	1♠-2♣—	2♦ showed various, 2♥ re-asks, and 3♠ showed usually a minimum with 5♠s & 4♥s (could also be 6-5 with 17/18+). 3♦ re-asks, and 3NT shows 5=4=3=1 exactly. 6♥ is reached.
♥ AT53	♥ KQ87	2♦-2♥—	
♦ T32	♦ 4	3♣-3♦—	
♣ T	♣ AKQ832	3NT—etc.	

## Premium 1M-2C Asking

### [1♥-2♣ and 1♠-2♣ Asking]

Responder uses 1M-2♣ asking with these hand types:

- GF with balanced hand. May have 3 or longer in **M**, intending on finding out about opener's hand instead of showing hand type.
- GF with long minor, not five or longer in **OM**, and not exactly 3 in **M**. With exactly 3 in **M** use the one-under-2M response (i.e. 1♥-2♦ or 1♠-2♥), except if 5 or longer in **OM** bid 1♥-1NT, 1♥-2♠ or 1♠-2♦.

### [1♥-2♣ and 1♠-2♣ General Scheme]

Basic scheme to opener's rebid:

- 2♦: Usually like a transfer to next suit, or less than 14/15 with a minor suit. If responder re-asks with 2♥, 2♠ shows less than 14/15 with a minor, and now the sequence parallels the 1M-2♣—2♠ rebid.
- 2♥: Like a transfer to next suit.
- 2♠: 14/15-17 with a minor suit.
- 2NT: 17/18+ with ♦s or a big hand depending on **M**
- 3X+: 6+ in **M**, 16/17+, not 4+ in **OM**, Goldilocks type scheme

This is the Goldilocks type scheme (similarly used with 2M Goldilocks opening and 2NT asking):

- 3♣: 6+ in **M**, singleton/void in a suit, no 4 card or longer suit except exactly 6 in **M** & 4♦s & singleton/void in **OM**. 3♦ re-asks for singleton:
  - 3♥: Singleton in **OM**, 6 in **M** (so 6=1=3=3/1=3=3=6) or 6 in **M** & 4♦s and singleton/void in **OM**. 3♠ re-asks:
    - 3NT: 6=1=3=3/1=6=3=3.
    - 4♣: 6=1=4=2/1=6=4=2.
    - 4♦: 6=0=4=3/0=6=4=3.
    - 4♠: Like 3NT but too strong to bid 3NT.
  - 3♠: Singleton in ♦s, 6 in **M**.
  - 3NT: Singleton in ♣s, 6 in **M**.
  - 4♣: Singleton/void in **OM**, 7+ in **M**, no other 4 or longer suit.
  - 4♦: Singleton/void in ♦s, 7+ in **M**, no other 4 or longer suit.
  - 4♥: Singleton/void in ♣s, 7+ in **M**, no other 4 or longer suit.
  - 4♠: Like 3NT but too strong to bid 3NT.
- 3♦: 6 in **M**, 3 in a minor, no singleton/void, or 7-5+ with 7/8 in **M** & a 5/6 card minor.
  - 3♥ asks:
    - 3♠: 6 in **M**, 3♣s, no singleton/void.
    - 3NT: 6 in **M**, 3♦s, no singleton/void.
    - 4♣: 7-5+ in **M** and ♣s.
    - 4♦: 7-5+ in **M** and ♦s.
    - 4♠: Like 3NT but too strong to bid 3NT.
  - 3NT is a signoff, but opener always bids again with 7-5+.
- 3♥: 6 in **M**, 4♣s. 3♠ asks:
  - 3NT: 6 in **M**, 4♣s, singleton in **OM**.
  - 4♣: 6 in **M**, 4♣s, singleton ♦.
  - 4♦: 6 in **M**, 4♣s, void in **OM**.
  - 4♥: 6 in **M**, 4♣s, void ♦.
  - 4♠: Like 3NT but too strong to bid 3NT.

3♠: 6 in **M**, 4♦s, ♣ shortness. 4♣ asks:

4♦: 6 in **M**, 4♦s, singleton in ♣s.

4♥: 6 in **M**, 4♦s, void in ♣s.

3NT: 6 in **M**, 3 in **OM**, no singleton/void (so 6=3=2=2 or 3=6=2=2).

4X: 6-5 exactly, two suiter with 6 in **M** and 5 in **X**.

4M: 7-2-2-2 shape.

4NT: Like 3NT but too strong to bid 3NT. 5♣ now is RKCB for **M**.

5X: Like 4M, but too strong to bid 4M – these bids show 7-2-2-2 and provide RKCB replies.

If opener has 6+ in **M**, not 4 in **OM**, and less than 16/17, then after initial rebid and responder's re-ask, 3X+ with show hand type with Goldilocks type scheme (see below).

### [1♥-2♣ Rebids]

After 1♥-2♣:

2♦: Either:

- a) 6+♥s, fewer than 4♠s, less than 17 (the transfer type bid).
- b) Exactly 5♥s, 4 or longer in a minor, less than 14/15.
- c) 7 or longer ♥s, exactly 4 in a minor, less than 14/15.
- d) 17/18+ with either 5♥s & 4/5♠s or 5♥s & 5♦s and short ♠s (1=5=5=2/0=5=5=3).
- e) 17/18+ with 7+♥s and 4♠s.

2♥: 4+♠s (transfer).

2♠: 5♥s & 4+ in a minor, 14/15-17 or 7+♠s & 4 in a minor, 14/15-17.

2NT: Either:

- a) 17-19 HCP with 5-3-3-2.
- b) 17/18+, 5♥s & 4/5♦s, but not 5♦s and short ♠s, or
- c) 17/18+, 7+♥s & 4♦s.
- d) 7+♥s & 4♠s.

3X: Goldilocks type rebids with 6+♥s, not 4+♠s, 17+.

### [1♠-2♣ Rebids]

After 1♠-2♣:

2♦: Either:

- a) 4+♥s (the transfer type bid) but not 6+♠s with exactly 4♥s.
- b) Exactly 5♥s, 4 or longer in a minor, less than 14/15.
- c) 7 or longer ♠s, exactly 4 in a minor, less than 14/15.

2♥: Either:

- a) 6+♠s (the transfer type bid), fewer than 4♥s, less than 17.
- b) 17/18+ with either 5♠s & 4/5♠s or 5♠s & 5♦s and short ♥s (5=1=5=2/5=0=5=3).
- c) 17/18+ with 7+♠s & 4♠s, 17/18+.

2♠: 5♠s & 4+ in a minor, 14/15-17 or 7+♠s & 4 in a minor, 14/15-17.

2NT: Either:

- a) 6+♠s & 4♥s.
- b) 17/18+, 5♠s & 4/5♦s, but not 5♦s and short ♥s or
- c) 17/18+, 7+♠s & 4♦s.

3X: Goldilocks type rebids with 6+♠s, not 4+♥s, 17+.

**[After 1♥-2♣ Rebids]**

**After 1♥-2♣—2♦ (6+♥s less than 17 & fewer than 4♠s, or less than 14/15 with a minor, or 17/18+ with 4+♠s or 5♦s & short ♦s or 4♠s & 7♥s):**

2♥ re-asks:

2♠: 5♥s, 4+ in a minor, less than 14/15 or 7+♥s, 4 in a minor, less than 14/15. 2NT re-asks, with rebids like 1♥-2♣—2♠-2NT.

2NT: 17/18+ with 5♥s & 4/5♠s or 1=5=5=2/0=5=5=3 or 7+♥s & 4♠s. 3♣ re-asks with rebids like 1♥-2♣—2♠-2NT—3♦+.

3X+: Goldilocks type rebids with 6+♥s and less than 17.

2NT limited re-ask:

3♣: 17/18+ with 5♥s & 4/5♠s but not 5♠s and short ♠s or 17/18+ with 7+♥s & 4♠s. 3♦ re-asks and rebids like 1♥-2♣—2♠-2NT—3♣-3♦—♥/3♠/3NT+.

3♦: Like 1♥-2♣—2♠-2NT—3♣-3♦, but with 17/18+.

3♥: Exactly 6♥s, not too distributional, less than 17. 3♠ asks if good suit, 3NT=no.

3♠: 6♥s or 2=7=2=2, less than 17, distributional.

3NT: Less than 14/15, exactly 5♥s.

4X: 7+♥s, shortness in next suit (4♥ is short ♠s).

**After 1♥-2♣—2♥(4+♠s):**

2♠ re-asks:

2NT: 17/18+ with 4+♠s, or any strength and either 5♥s & 4♠s & 4 in a minor, or 7-5+ in majors. 3♣ re-asks:

3♦: 4=5=4=0 or 4=5=0=4. If responder bids 3NT, opener bids 4 card minor if 18+. 3♥ re-asks:

3♠: 4=5=0=4 less than 15/16 or 18+. If responder bids 3NT, 18+ bids again.

3NT: 4=5=4=0 less than 15/16.

4♠: 4=5=0=4, 15/16-17.

4♦: 4=5=4=0, 15/16-17.

4♥: 4=5=0=4, 18+.

3♥: 4=5=2=2 or 4=6 in majors, 18+. 3♠ re-asks:

3NT: 4=5=2=2, 18+

4♣: 4=6=1=2 or 4=6=0=3, 18+. 4♦ re-asks:

4♥: 4=6=1=2, 18+.

4♠: 4=6=0=3, 18+.

4♦: 4=6=2=1, 18+.

4♥: 4=6=3=0, 18+.

3♠: 4=5=1=3, 18+.

3NT: 4=5=3=1, 18+.

4♣: 7♥s & 5♠s.

4♦: 7♥s & 6♠s.

4♥: 8♥s & 5♠s.

4♠: 8♥s & 5♠s, and big hand.

3♣: Less than 15 with 5♥s & 4♠s or 5=6 in majors and 17/18+.

3♦ re-asks:

3♥: 4=5=2=2, less than 15.

3♠: 4=5=1=3, less than 15.

3NT: 4=5=3=1, less than 15.

4♣: 5=6=1=1, 17/18+.

4♦: 5=6=0=2, 17/18+.

4♥: 5=6=2=0, 17/18+.

If responder bids 3NT instead of 3♦ re-asking, then 4♠+, shows the big hand just as over 3♦.

3NT is to play opposite less than 15, but opener bids again with 5=6 in majors and 17/18+.

- 3♦: 4-6 or 5-6 in majors, less than 14/15. 3♥ re-asks:  
 3♠: 4=6 in majors, ♦ shortness. 4♣ re-asks:  
     4♦: 4=6=1=2, less than 14/15.  
     4♥: 4=6=0=3, less than 14/15.  
 3NT: 4=6 in majors, ♣ shortness, less than 14/15. 4♣ re-asks:  
     4♦: 4=6=2=1, less than 14/15.  
     4♥: 4=6=3=0, less than 14/15.  
     4♠: 5=6=1=1, less than 14/15.  
     4♦: 5=6=0=2, less than 14/15.  
     4♥: 5=6=2=0, less than 14/15.  
 3♥: 4=5=2=2, 15-17, or 4=6 in majors, 14/15-17. 3♠ re-asks:  
 3NT: 4=5=2=2, 15-17.  
 4♣: 4=6=1=2 or 4=6=0=3, 14-15/17. 4♦ re-asks:  
     4♥: 4=6=1=2, 14/15-17.  
     4♠: 4=6=0=3, 14/15-17.  
     4♦: 4=6=2=1, 14-15/17.  
     4♥: 4=6=3=0, 14/15-17.  
 3♠: 4=5=1=3, 15-17  
 3NT: 4=5=3=1, 15-17.  
 4♣: 5=6=1=1, 14/15-17.  
 4♦: 5=6=0=2, 14/15-17.  
 4♥: 5=6=2=0, 14/15-17.

2NT limited re-asks:

- 3♣: 5-4+ and 16/17/18+ hand. 3♦ re-asks and all bids like after 1♥-2♣—2♥-2♠—2NT-3♣—3♦, except bids show 16/17/18+, not 17/18+.  
 3♦: 6-4/6-5 in majors, less than 16/17/18+. 3♥ re-asks and all rebids like after 1♥-2♣—2♥-2♠—3♦, except bids show less than 16/17+, not less than 14/15.  
 3♥: 4=5=0=4. 3♠ asks if extras, 3NT=no. If responder bids 3NT, opener bids again with a good 17+.  
 3♠: 4=5=4=0. If responder bids 3NT, opener bids again with a good 17+.  
 3NT: 5♥s & 4♠s and no minor suit void and less than good 17.  
 4♣: 7♥s & 5♠s.  
 4♦: 7♥s & 6♠s.  
 4♥: 8♥s & 5♠s.  
 4♠: 8♥s & 5♠s, and big hand.

**After 1♥-2♣—2♠ and 1♠-2♣—2♠ (5 in M & 4+ in a minor, 14/15-17 or 4 in a minor & 7+ in M, 14/15-17)**

2NT re-asks:

- 3♣: 14/15-17 with 4+♠s, not 5-5+ with singleton/void in **OM**. 3♦ re-asks:  
 3♥: 15-17 with 5=2=4=2/2=5=4=2 or 14/15-17 with 5♠s & singleton/void in ♠s. 3♠ re-asks:  
 3NT: 15-17 with 5=2=4=2/2=5=4=2.  
 4♣: 5♠s and singleton ♣, 14/15-17.  
 4♦: 5♠s and void in ♠s, 14/15-17.  
 3♠: 15-17 with 5=1=4=3/1=5=4=3.  
 3NT: 15-17 with 5=3=4=1/3=5=4=1.  
 4♣: 4♠s & 7 in **M** & 14/15-17  
 4♦: 4♠s & 8 in **M** & 14/15-17  
 4♥: 4♠s & 9 in **M** & 14/15-17  
 3♦: 14/15-17, 5-5+ with a five card, singleton/void in **OM**. 3♥ asks:  
 3♠: 5♣s, singleton in **OM**, 14/15-17.  
 3NT: 5♠s, singleton in **OM**, 14/15-17.  
 4♣: 5♣s, void in **OM**, 14/15-17.  
 4♦: 5♠s, void in **OM**, 14/15-17.  
 3♥: 15-17 with 5=2=2=4/2=5=2=4 or 14/15-17 with 5♣s & singleton/void in ♠s. 3♠ re-asks:  
 3NT: 15-17 with 5=2=2=4/2=5=2=4.  
 4♣: 5♣s and singleton ♦, 14/15-17.  
 4♦: 5♣s and void in ♦s, 14/15-17.  
 3♠: 15-17 with 5=1=3=4/1=5=3=4.  
 3NT: 15-17 with 5=3=1=4/3=5=1=4.  
 4♣: 4♣s & 7 in **M** & 14/15-17  
 4♦: 4♣s & 8 in **M** & 14/15-17  
 4♥: 4♣s & 9 in **M** & 14/15-17

**After 1♥-2♣—2NT (7+♥s & 4♠s or 17-19 HCP with 5-3-3-2, or 17/18+ with 7+♥s & 4♠s or 5♥s & 4/5♠s, but not 5♠s and short ♠s):**

3♠ re-asks:

- 3♦: 5-3-3-2, 17-19 or 7+♥s & 4♠s & 16/17+. 3♥ re-asks:  
 3♠: 2=5=3=3, 17-19.  
 3NT: 3=5=2=3, 17-19.  
 4♣: 3=5=3=2, 17-19.  
 4♦: 7♥s & 4♠s, 16/17+.  
 4♥: 8♥s & 4♠s, 16/17+.  
 4♠: 9♥s & 4♠s, 16/17+.  
 3♥-3NT: 5♥s & 4/5♠s, 17/18+. Like sequence 1♥-2♣—2♠-2NT—3♣-3♦—? But with 17/18+.  
 4♣: 7+♥s & 4♠s & 17/18+.  
 4♦: 7♥s & 4♠s, less than 16/17.  
 4♥: 8+♥s & 4♠s, less than 16/17.  
 4♠: 9♥s & 4♠s, less than 16/17, but due to shape and values, play for five level.



**[After 1♠-2♣ Rebids]****After 1♠-2♣—2♦ (4+♥s but not 6+♠s and exactly 4♥s, or less than 14/15 with a minor):**

2♥ re-asks:

2♠: 5♠s, 4+ in a minor, less than 14/15 or 7+♠s, 4 in a minor, less than 14/15. 2NT re-asks, with rebids like 1♠-2♣—2♠-2NT.

2NT: 17/18+ with 4+♥s, or any strength and either 5♠s & 4♥s & 4 in a minor, or 7-5+ in majors. 3♣ re-asks:

3♦: 5=4=4=0 or 5=4=0=4. If responder bids 3NT, opener bids 4 card minor if 18+. 3♥ re-asks:

3♠: 5=4=0=4 less than 15/16 or 18+. If responder bids 3NT, 18+ bids again.

3NT: 5=4=4=0 less than 15/16.

4♣: 5=4=0=4, 15/16-17.

4♦: 5=4=4=0, 15/16-17.

4♥: 5=4=0=4, 18+.

3♥: 5=4=2=2 or 5=5 in majors, 18+. 3♠ re-asks:

3NT: 5=4=2=2, 18+

4♣: 5=5=1=2 or 5=5=0=3, 18+. 4♦ re-asks:

4♥: 5=5=1=2, 18+.

4♠: 5=5=0=3, 18+.

4♦: 5=5=2=1, 18+.

4♥: 5=5=3=0, 18+.

3♠: 5=4=1=3, 18+.

3NT: 5=4=3=1, 18+.

4♣: 7♠s & 5♥s.

4♦: 7♠s & 6♥s.

4♥: 8♠s & 5♥s.

4♠: 8♠s & 5♥s, and big hand.

3♣: Less than 15 with 5♠s & 4♥s or 6=5 in majors and 17/18+.

3♦ re-asks:

3♥: 5=4=2=2, less than 15.

3♠: 5=4=1=3, less than 15.

3NT: 5=4=3=1, less than 15.

4♣: 6=5=1=1, 17/18+.

4♦: 6=5=0=2, 17/18+.

4♥: 6=5=2=0, 17/18+.

If responder bids 3NT instead of 3♦ re-asking, then 4♠+, shows the big hand just as over 3♣.

3NT is to play opposite less than 15, but opener bids again with 5=6 in majors and 17/18+.

3♦: 5-5 or 6-5 in majors, less than 14/15. 3♥ re-asks:

3♠: 5-5 in majors, ♦ shortness. 4♣ re-asks:

4♦: 5=5=1=2, less than 14/15.

4♥: 5=5=0=3, less than 14/15.

3NT: 5=5 in majors, ♣ shortness, less than 14/15. 4♣ re-asks:

4♦: 5=5=2=1, less than 14/15.

4♥: 5=5=3=0, less than 14/15.

4♣: 6=5=1=1, less than 14/15.

4♦: 6=5=0=2, less than 14/15.

4♥: 6=5=2=0, less than 14/15.

3♥: 5=4=2=2, 15-17, or 4=6 in majors, 14/15-17. 3♠ re-asks:

3NT: 5=4=2=2, 15-17.

4♣: 5=5=1=2 or 5=5=0=3, 14-15/17. 4♦ re-asks:

4♥: 5=5=1=2, 14/15-17.

4♠: 5=5=0=3, 14/15-17.

4♦: 5=5=2=1, 14-15/17.

4♥: 5=5=3=0, 14/15-17.

3♠: 5=4=1=3, 15-17

3NT: 5=4=3=1, 15-17.

4♣: 6=5=1=1, 14/15-17.

4♦: 6=5=0=2, 14/15-17.

4♥: 6=5=2=0, 14/15-17.

2NT limited re-asks:

3♠: 5-4+ and 16/17/18+ hand. 3♦ re-asks and all bids like after 1♠-2♣—2♦-2♥—2NT-3♣—3♦, except bids show 16/17/18+, not 17/18+.

3♦: 5-5/6-5 in majors, less than 16/17/18+. 3♥ re-asks and all rebids like after 1♠-2♣—2♦-2♥—3♦, except bids show less than 16/17+, not less than 14/15.

3♥: 5=4=0=4. 3♠ asks if extras, 3NT=no. If responder bids 3NT, opener bids again with a good 17+.

3♠: 5=4=4=0. If responder bids 3NT, opener bids again with a good 17+.

3NT: Either 5♠s & 4♥s and no minor suit void and less than good 17, or 5♠s & a minor, less than 14/15.

4♣: 7+♠s & 4 card minor & less than 14/15. 4♦ asks minor:

4♥: 7+♠s & 4♣s.

4♠: 7+♠s & 4♦s.

4♦: 7♠s & 5♥s.

4♥: 7♠s & 6♥s.

4♠: 8♠s & 5♥s.

4NT: 8♠s & 5♥s, and big hand.

**After 1♠-2♣—2♥ (6+♠s less than 17, or 17/18+ with 4+♠s or 5♦s & short ♦s or 4♠s & 7♠s):**

2♠ re-asks:

2NT: 17/18+ with 5♠s & 4/5♠s or 1=5=5=2/0=5=5=3 or 7+♠s & 4♠s. 3♣ re-asks with rebids like 1♠-2♣—2♠-2NT—3♦+.

3X+: Goldilocks type rebids with 6+♠s and less than 17.

**After 1♠-2♣—2♠ see the common section on 1♥-2♣—2♠ and 1♠-2♣—2♠ in the 1♥-2♣ rebids above.**

**After 1♠-2♣—2NT (6+♠s and exactly 4♥s, or 17/18+ with 5♠s & 4/5♦s, but not 5♦s and short ♠s, or with 7+♠s & 4♦s):**

3♣ re-asks:

3♦: 6-4 in majors, or 8+♠s & 4♥s & 16/17+. 3♥ re-asks:

3♠: 6=4 in majors, ♦ shortness, less than 16/17. 4♣ re-asks:

4♦: 6=4=1=2, less than 16/17.

4♥: 6=4=0=3, less than 16/17.

3NT: 6=4 in majors, ♣ shortness, less than 16/17. 4♣ re-asks:

4♦: 6=4=2=1, less than 16/17.

4♥: 6=4=3=0, less than 16/17.

4♣: 6=4=1=2 or 6=4=0=3, 16/17+. 4♦ re-asks:

4♥: 6=4=1=2, 16/17+.

4♠: 6=4=0=3, 16/17+.

4♦: 6=4=2=1, 16/17+.

4♥: 6=4=3=0, 16/17+.

4♠: 8+♠s & 4♥s, 16/17+

3♥-3NT: 5♠s & 4/5♦s, 17/18+. Like sequence 1♠-2♣—2♠-2NT—3♣-3♦-? But with 17/18+.

4♣: 7+♠s & 4♦s & 17/18+.

4♦: 7♠s & 4♥s, less than 16/17.

4♥: 7♠s & 4♥s, 16/17+.

4♠: 8+♠s & 4♥s, less than 16/17.

#### [Responder showing bids after opener's rebid over 1♥-2♣ and 1♠-2♣]

After opener's rebid, responder may be able to show various hand types instead of re-asking.

If opener rebids 2NT or lower, these bids to show 4 in **M** are always available:

3**M**: GF with 5♠s and 4+ in **M**. Opener makes cheapest bid, and then:

3NT: Only if ♥s=**M**, 2=4=2=5, slam try.

4♣: Singleton/void in ♦s, 5+♠s, 4+ in **M**, slam try.

4♦: Singleton/void in **OM**, 5+♠s, 4+ in **M**, slam try.

4♥: Only if ♠s=**M**, 4=2=2=5, slam try.

3NT: To play, even if opener is distributional.

4♣: 4 in **M**, 5♦s, 5-4-2-2, slam try.

4♦: Singleton/void in **OM**, 5+♦s, 4+ in **M**, slam try.

4♥: Singleton/void in ♠s, 5+♦s, 4+ in **M**, slam try.

4♠: Singleton/void in ♠s, 5+♦s, 4+ in **M**, slam force.

After 1**M**-2♣—2♠ and 1**M**-2♣—2♦-2♠ these bids are available:

3♣: GF with long ♣s. Now:

3♦, 3♥, 3♠, 3NT: Natural, as if the sequence went 1**M**-2♣-2♦-3♣.

4♣: 2=5=2=4 or 5=2=2=4 shape.

4♦: 4+♠s, singleton/void in ♦s.

4♥: 4+♠s, singleton/void in **OM**.

3♦: GF with long ♦s, Now:

3♥, 3♠, 3NT, 4♣: Natural, as if the sequence went 1**M**-2♦-3♠-3♦.

4♦: 2=5=4=2 or 5=2=4=2 shape.

4♥: 4+♦s, singleton/void in **OM**.

4♠: 4+♦s, singleton/void in ♠s

3**OM**: GF with 5+♦s and values/length in **OM**.

After 1M-2♣—2♦:

- 2♠: GF with ♣s. Without a ♣ fit opener usually bids 2NT to allow responder to continue to describe hand.
- 3X: Not including 3M. GF with ♦s, natural bid, except that 1♠-2♣—2♦-3♥ shows values in ♥s, since with ♥ length, responder would re-ask with 2♥ first.

After 1M-2♣—2NT, bids of 3♦ and 3OM show ♣s, with 3OM showing length in OM.

After 1M-2♣-2♦—2♥-2NT, bids of 3♦ and 3OM show ♦s, with 3OM showing length in OM.

After 1♥-2♣—2♥(4♠s):

- 3♣: GF with ♣s, may have long suit, or no stopper in ♦s.
- 3♦: GF with long ♦s.
- 3♠: GF with ♦s and values in OM and no ♣ stopper.

After 1♥-2♣—2♠(6+♠s or big hand with ♣s):

- 3♣: GF with ♣s.
- 3♦: GF with ♦s, willing to play above 3NT if opener has big hand with ♣s.

Now all of opener's rebids on three level show 6+ in M and no good fit for responder's minor.

After 1M-2♣—3♣ and 1♥-2♣—2♦-2♥—3♣ and 1♠-2♣—3♣: these sequences usually show 6+ in M and a singleton. After 3♣, 3♥ artificially shows ♣s, and 3♠ shows ♦s. It asks opener to bid 4m with a singleton A, K, or Q in the minor, 3NT with any other singleton (or void) in the minor, and bid a new suit to show a singleton not in responder's minor (if ♠s is M, 3♠ over 3♥ shows ♥ shortness).

## Examples of 1M-2♣

a)

♠ AT872	♠ K3	1♠-2♣—	2♦ various, 2♥ asked, 2♠ showed 4
♥ 52	♥ KQ87	2♦-2♥—	card minor less than 14/15, 2NT re-
♦ QT43	♦ AK65	2♠-2NT—	asked, 3♣ showed 4♦s, 3♦ re-asked,
♣ AQ	♣ KT2	3♣-3♦—	3♥ showed 5=2=4=2 or 5=2=5=1, 3♠
		3♥-3♠—	re-asked, 3NT showed 5=2=4=2, 4♣
		3NT-4♣—	ORB for ♦s, 5♦ shows two keycards
		4♦-4♥—	and queen of diamonds (don't make
		4♦-6♦	negative ORB reply with three
			working cards here) and not ♠K or ♠Q
			(first step scan included), 6♦ to play.

b)

♠ AQJ93	♠ KT	1♠-2♣—	2♠ 14/15-17 with a minor, 2NT asked,
♥ T	♥ A987	2♠-2NT—	3♦ with 5-5 & singleton ♥, 3♥ asked,
♦ KJ643	♦ AQ5	3♦-3♥—	3NT 5♦s, 4♣ ORB for ♦s, 4♠ was 3
♣ A3	♣ KJ82	3NT-4♣—	keycards.
		4♠-7♦	

c)

♠ AQJ93	♠ 64	1♠-2♣—	2♦ various, 2♥ asked, 2♠ showed 4
♥ AT	♥ KQ87	2♦-2♥—	card minor less than 14/15, 2NT re-
♦ T2	♦ AQ4	2♠-2NT—	asked, 3♥ showed 5=2=2=4 or
♣ T632	♣ AKQ8	3♥-3♠—	5=2=1=5, 3♠ re-asked, 3NT showed
		3NT-4♣—	5=2=2=4, 4♣ ORB for ♣s, 4♦ with a
		4♦-4♥—	relative minimum (here, no values in
		5♣-6♣	♣s is not good), 4♥ RKCB for ♣s, 5♣
			shows two keycards and no queen of
			clubs, 6♣ to play.

d)

♠ AT87      ♠ KQ3  
♥ KJ952    ♥ Q7  
♦ Q8        ♦ AK76  
♣ A8        ♣ KJT3

1♥-2♣—  
2♥-2♠—  
3♣-3♦—  
3♥-4NT—  
5♥-6NT

2♥ show 4+♠s, 2♠ re-asked, 3♣ showed 5-4 (no minor void) with less than 15 (usually), 3♦ re-asked, 3♥ is 4=5=2=2. 4NT was slam invite and non-forcing, opener accepted slam invite by showing two aces.

e)

♠ 7            ♠ QJ2  
♥ QJT62    ♥ AK  
♦ AQ54     ♦ KT9762  
♣ AK3       ♣ 84

1♥-2♣—  
2♠-2NT—  
3♣-3♦—  
3♠-4♣—  
5♦-6♦

2♠ 14/15-17 with a minor, 2NT asked, 3♣ with 4/5♦s, 3♦ re-asked, 3♠ with 1=5=4=3, 4♣ ORB for ♦s, 5♣ is 2 keycards with Q♦ and ♥K and/or ♥Q.

f)

♠ 7            ♠ A5  
♥ AJT62    ♥ 98  
♦ AQ54     ♦ KT9  
♣ T93       ♣ AKJ872

1♥-2♣—  
2♦-2♥—  
2♠-2NT—  
3♣-3♦—  
3♠-4♥—  
5♠-6♣

2♦ various, 2♥ asked, 2♠ showed 4 card minor less than 14/15, 2NT re-asked, 3♣ showed 4♦s, 3♦ re-asked, 3♠ showed 1=5=4=3, 4♥ RKCB for ♣s, 5♠ shows two keycards and not ♣Q. Note that 4♦ is the terminating bid over 3NT, to play in 4♥+.

g)

♠ AQ8        ♠ KJ2  
♥ AQ972    ♥ T3  
♦ 43         ♦ AKQ65  
♣ KQ7       ♣ T42

1♥-2♣—  
2NT-3♣—  
3♦-3♥—  
3NT-4NT

2NT with various strong or distributional. 3♣ and 3♥ re-asked, 3NT shows 3=5=2=3 17-19 HCP. 4NT was a slam invite.

h)

♠ 7            ♠ KQJ6  
♥ AJ952    ♥ Q7  
♦ Q8        ♦ AJT62  
♣ AKJT8    ♣ 32

1♥-2♣—  
2♠-2NT—  
3♦-3♥—  
3♠-3NT

2♠ showed 14/15-17 with a minor suit. 2NT re-asks. 3♦ shows 5-5 with singleton/void in ♠s. 3♥ re-asks and 3♠ show 5♠s.

i)

♠ 7            ♠ Q32  
♥ QJT62    ♥ AK  
♦ AQ5       ♦ KT972  
♣ AKT3     ♣ Q72

1♥-2♣—  
2♠-2NT—  
3♠-4♥—  
5♦-6♦.

2♠ shows 14/15-17 with a minor suit. 2NT re-asks. 3♠ shows 1=5=3=4. 4♥ is ORB for ♦s (ORB still on if 4 steps below trump suit), 5♥ shows 2 keycards with the Q♦.

j)

♠ AT872    ♠ KQ  
♥ A2        ♥ KQ87  
♦ QT43     ♦ AK65  
♣ Q7        ♣ T42

1♠-2♣—  
2♦-2♥—  
2♠-2NT—  
3♣-3♦—  
3♥-3♠—  
3NT-4♦—  
4♥-5♦

Another twist on the above. 4♦ “terminating” followed by 5♦ shows a slam going hand with no control in ♣s. To signoff in ♦s, bid 4♣ ORB for ♦s, then 5♦.

k)

♠ AT872    ♠ KQ  
♥ A2        ♥ T87  
♦ QT43     ♦ AK65  
♣ Q4        ♣ AKT2

1♠-2♣—  
2♦-2♥—  
2♠-2NT—  
3♣-3♦—  
3♥-3♠—  
3NT-4♦—  
4♥-4NT—  
5♠-7♦

Yet another twist. 4♦ followed by 4NT shows a slam going hand with no control in ♥s. 5♠ reply shows ♥ control and two keycards with ♦Q.

## Premium 2♦ transfer to ♥s over 1♠

### [Overview - 2♦ transfer to ♥s over 1♠]

After our 1♠ opening bid, an unpassed responder bids 2♦ with:

- 6+♥s, fewer than 3♠s, any strength that meets requirements for responding to an opening bid (may be zero if 1♠ is played as forcing).
- 5+♥s, 3+♠s, GI.
- GF with 5+♥s, may have 3+♠s.

By bidding 2♦ and not 1NT with 6+♥s, this allows the partnership to find a ♥ fit without being preempted by opener's rebid (e.g. 1♠-1NT-2♠) or by intervention by the opponents (e.g. 1♠=Pass=1NT=3♣ etc.).

### [Summary of Opener's Rebids after 1♥-2♦ transfer to ♥s]

After 1♠-2♦ (6+♥s & fewer than 3♠s, or 5+♥s & 3+♠s & GI or GF with 5+♥s):

- 2♥: A hand wanting to play 2♥s opposite 6♥s and less than 10 HCP. Denies 4+♥s (any strength) and can have 6♠s only if either exactly 2♥s or less than 13/14.
- 2♠: 6+♠s, 13/14-17, singleton/void in ♥s.
- 2NT: Artificial, most hands too good for 2♥ or 2♠, and shows a willingness to play (at least) 4♥ if responder has 6+♥s, good suit, and 8+ HCP.
- 3m: Natural, a hand too strong to bid 2♥, but not willing to play 4♥ even if responder has good six card suit. Usually 17/18+ with ♥ shortness. Semi-forcing.
- 3♥: 3+♥s & 5/6♠s & mild game invite opposite weak hand with 6+♥s.
- 3♠: 6+♠s, singleton/void in ♥s, 18+.
- 3NT: 6♠s, singleton/void in ♥s, stopper(s) in the minors, 18+.
- 4m: Singleton/void in m, 3/4♥s, slam interest even opposite the ♥ signoff hand.

### [How Responder Distinguishes Between Poor and Good Hands after 2♦ transfer to ♥s]

If opener does not rebid in ♥s or in ♦s, the cheapest ♦ bid is a retransfer to ♥s, showing 6+♥s and less than original game invite values. Opener can accept this transfer by making the cheapest ♥ bid, after which responder can pass to play with weak hands. When 3♦ is the retransfer bid, then if 3♥ is bid instead it shows ♥s & ♦s, and an original GF or close to it. When 4♦ is the retransfer bid (due to opener bidding 3♠ or above), then if 4♥ is bid instead it is to play but with mild interest in going on.

If opener rebids in ♦s, then 1♠-2♦-3♦-3♥ is forcing with 6+♥s, any strength, and 1♠-2♦-4♦-4♥ is to play. If opener rebids in ♥s, responder can pass when appropriate, or place contract, show hand, or re-ask.

### [Examples of 2♦ transfer to ♥s over 1♠ sequences]

- 1♠-2♦-2NT(asks)-3♦(retransfer)-3♠(forcing, 6♠s, 2♥s, 17/18+).
- 1♠-2♦-2NT-3♦(retransfer)-3NT(choice of games).
- 1♠-2♦-3♦-3♥(forcing, 6+♥s)-3NT(no ♥ fit, wants to play 3NT opposite ♥ signoff).
- 1♠-2♦-2♠-3♦(retransfer)-3♥-3♠ (6+♥s, not original GI+, but with a GI now opposite 6♠s).
- 1♠-2♦-2♠-3♠ (original GI+ in ♥s, ♠ fit, now GF sequence).
- 1♠-2♦-2♠-3♦-3♥-Pass (6/7+♥s, to play).

**[Detailed Sequences after 1♠-2♦ transfer to ♥s]**

After 1♠-2♦ (6+♥s, or 5♥s & 3♠s & GI or GF with 5+♥s):

- 2♥: A hand wanting to play 2♥s opposite 6♥s and less than 10 HCP. Denies 4+♥s (any strength) and can have 6♠s only if exactly 2♥s or less than 13/14. After 2♥:
- Pass: 6+♥s, less than 10.
- 2♠: Artificial, game forcing with 5/6♥s but not 5-5+ (bid 2NT or 3♣ transfers), and if 6♥s not good suit (bid 3♦ transfer). Can have 3+♠s. Now opener generally makes bid would make over 1♠-2♥ in standard, but has now limited hand. Opener has these special bids:
- 3♥: 3♥s, no singleton/void, not strong hand (would not have bid 2♥). 3NT is now choice of game.
- 3♠: 6+♠s, not 3♥s, up to 17.
- 3NT: 5=0=4=4 exactly, relatively minimum hand. 4m is now ORB for m.
- 4m: Singleton in m, 3♥s but limited since willing to play 2♥ opposite signoff.
- 2NT: Artificial, transfer, 5+♥s & 5+♠s, GF.
- 3♣: Artificial, transfer, 5+♥s & 5+♦s, GF.
- 3♦: Artificial, transfer, 6+♥s, good suit, GF.
- 3♥: 6+♥s, GI.
- 3♠: 5+♥s & 3+♠s, GI.
- 3NT: Singleton/void in ♠s, 5+♥s, 3+♠s, GF.
- 4♣: Singleton/void in ♠s, 5+♥s, 3+♠s, GF.
- 4♦: No singleton/void, 5+♥s, 3+♠s, GF with extra values.
- 4♥: Long ♥s, to play.
- 2♠: 6+♠s, 13/14-17, singleton/void in ♥s. NF but responder with a ♥ signoff to bid again if game possible or if 3♥ better contract. To force to game bid anything but 3♦ (transfer to ♥s) or pass.
- 2NT: Artificial, most hands too good for 2♥ or 2♠, and shows a willingness to play (at least) 4♥ if responder has 6+♥s, good suit, and 8+ HCP (this means with 6+♠s & 3♥s the partnership will reach game if responder has 8+ with 6+♥s, but there will usually be good play for the 4♥ contract). After 2NT:
- 3♣: 5+♥s & 3/4+♠s, original GF or close to it.
- 3♦: Retransfer, 6+♥s, either 0-7 or 11+. Opener assumes 0-7 and bids correspondingly, but responder must bid again if 11+.
- 3♥: 5+♥s & 3/4+♦s, original GF or close to it.
- 3♠: 3+♠s, original GI or better. 3NT asks for shortness.
- 3NT: 6♥s, 8-10 but not good suit.
- 4m: 6+♥s, 7-11, good suit, singleton/void in m.
- 4♥: 6+♥s, 8-10, good suit, no minor suit shortness.
- 3m: Natural, a hand too strong to bid 2♥, but not willing to play 4♥ even if responder has good six card suit. Usually 17/18+ with ♥ shortness. Semi-forcing and can only be passed with singleton/void in ♠s & six weak ♥s & 0-6. Over 3♣ responder with 6+♥s and less than original game invite values bids 3♦ to transfer to ♥s, but over opener's 3♦ responder must bid 3♥, which is forcing with 6+♥s but denies original game forcing values. All other bids promise original game invite or better values.
- 3♥: 3+♥s & 5/6♠s & mild game invite opposite weak hand with 6+♥s. 3♠ asks hand type, 3NT showing no singleton/void and only 5♠s, 4m a singleton/void in m, 4♥ showing 3♥s & 6♠s & no singleton/void.
- 3♠: 6+♠s, singleton/void in ♥s, 18+. Can only be passed with hand with no ♠ fit and that would pass an opening bid.
- 3NT: 6♠s, singleton/void in ♥s, stopper(s) in the minors, 18+.
- 4m: Singleton/void in m, 3/4♥s, slam interest even opposite the ♥ signoff hand. Note that 4♦/4♣ is the transfer with ♥s.

## Premium One-Under-2M to show three card support

### [Overview – One Under 2M]

The One under 2M response, 1♥-2♦ and 1♠-2♥, shows 3 in M or 4 in M with 4-3-3-3, and GI or better values. It denies 5+ in the OM. If GF with extras, it does not have 4-3-3-3, and if a lot stronger will often have a singleton/void, since otherwise might want to bid 1M-2♣ to explore all possible contracts.

The response is used for three key reasons:

- 1) With 3 in M, opener will often be declarer in a M contract, and if one uses 1M-2♣ opener may reveal hand shape and the opponents can play the hand double dummy. With the One-Under-2M response, opener learns responder's hand shape and the opponents are left relatively blind.
- 2) With a GI hand (a limit raise) with 3 in M and no singleton the partnership can stop in 2M instead of 3M, often collecting 4 or 5 IMPs or a good matchpoint score.
- 3) With a GI hand and a singleton/void, responder can show the shortness to opener, who can then decide when it is right to try game.

### [Summary of Opener's Rebids after One Under 2M]

After 1♥-2♦ and 1♠-2♥

2M:	Would not accept a GI raise that has 3 in M and no singleton/void.
2♠/1♥, 2NT/1♠:	One-over-2M is tell-me-more, a hand that wants to find out complete shape details.
2NT/1♥, 3♣/1♠:	Two-over-2M says we are going to game, here's some room for a slam try if you want, and please show a singleton/void if you have extras or a slam try.
3♣/1♥, 3♥/1♠:	Natural Slam try.
3♦:	Natural Slam try.
3M:	Slam try in suit above.
3♠/1♥:	Void in ♠s, slam try.
3NT:	Void in ♣s, slam try.
4♣:	Void in ♦s, slam try.
4♦/1♠:	Void in ♥s slam try.
4♥/1♠:	Void in ♥s limited slam try.

### [Detailed Sequence after opener rebids 2M or One over after One Under 2M]

After 2M (would not accept a balanced GI raise):

4M:	To play.
Cheapest bid:	2♠/2♥ and 2NT/2♠ show a GI raise with a singleton/void. After this: <ul style="list-style-type: none"> <li>- Cheapest bid asks for shortness, with SO replies (highest ranking shortness goes first), except that responder can bid 4M, which says not going to tell you since if you can ask it should be enough.</li> <li>- 3M or 4M are to play.</li> <li>- New suits (aside from cheapest bid) below M are natural game tries.</li> </ul>
Next cheapest:	2NT/2♥ and 3♣/2♠ show a GI raise with no shortness, but something extra like a six card minor, or a game going 3NT suggestion with length/values in a minor. After this M bids to play, 3NT suggests contract, and cheapest bid asks: <ul style="list-style-type: none"> <li>1<sup>st</sup> step: GI or game going with ♣ length/values. After this 3M to play opposite GI.</li> <li>2<sup>nd</sup> step: GI with ♦ length/values.</li> <li>3<sup>rd</sup> step or 3NT: Game going with ♥ length/values.</li> </ul>
All other:	As over opener's Two-Over-2M rebid (see below).



**[One-Over-2M Sequences]**

After 1♥-2♦—2♠ (tell-me-more):

Just like 1♠-2♥—2NT, but all bids one bid lower.

After 1♠-2♥—2NT (tell-me-more):

- 3♣: No singleton/void, no 6 card minor, 3♠s or 4=3=3=3. 3♦ re-asks:  
 3♥: doubleton in ♥s. 3♠ re-asks:  
     3NT: 3=2=4=4.  
     4♣: 3=2=3=5.  
     4♦+: 3=2=5=3.  
 3♠: doubleton in ♦s. 3NT re-asks:  
     4♣: 3=4=2=4.  
     4♦+: 3=3=2=5.  
 3NT: 4=3=3=3, not huge hand.  
 4♣: 3=4=4=2.  
 4♦+: 3=3=5=2.
- 3♦: Singleton/void in ♥s, not 6+♦s (unless 3=0=6=4), OR 3=2=2=6 & not great ♣s. 3♥ asks:  
 3♠: 3=1=4=5 or 3=0=4=6 or 3=0=5=5. 3NT re-asks:  
     4♣: 3=0=4=6.  
     4♦: 3=0=5=5.  
     4♥+: 3=1=4=5.  
 3NT: 3=1=5=4 or 3=0=6=4. 4♣ re-asks:  
     4♦: 3=0=6=4.  
     4♥+: 3=1=5=4.  
 4♣: 3=1=3=6.  
 4♦: 3=2=2=6, not great ♣s.  
 4♥: 3♠s, singleton in ♥s, 7+♠s, extras.  
 4♠: 3♠s, shortness in ♥s, 7+♠s, min.  
 4NT+: 3♠s, void in ♥s, 7+♠s, extras, keycard replies.
- 3♥: Singleton/void in ♦s OR 3=2=2=6 & great ♣s. 3♠ re-asks:  
 3NT: 3=4=1=5 or 3=4=0=6. 4♣ re-asks:  
     4♦: 3=4=0=6.  
     4♥+: 3=4=1=5.  
 4♣: 3=3=1=6.  
 4♦: 3=2=2=6, great ♣ suit.  
 4♥: 3♠s, singleton in ♦s, 7+♠s, extras.  
 4♠: 3♠s, shortness in ♦s, 7+♠s, min.  
 4NT+: 3♠s, void in ♦s, 7+♠s, extras, keycard replies.
- 3♠: Singleton/void in ♣s, 6+♦s, OR 3=2=6=2 & great ♦s. 3NT re-asks:  
 4♣: 3=3=6=1.  
 4♦: 3=2=6=2, not great ♦ suit.  
 4♥: 3♠s, singleton in ♣s, 7+♦s, extras.  
 4♠: 3♠s, shortness in ♣s, 7+♦s, min.  
 4NT+: 3♠s, void in ♣s, 7+♦s, extras, keycard replies.
- 3NT: 3=4=5=1 or 3=4=6=0. 4♣ re-asks:  
 4♦: 3=4=6=0.  
 4♥+: 3=4=5=1.
- (4♣+ shows short in ♥s, long ♦s, as follows)  
 4♣: 3=1=6=3.  
 4♦: 3=2=6=2, not great ♦ suit.  
 4♥: 3♠s, singleton in ♥s, 7+♦s, extras.  
 4♠: 3♠s, shortness in ♥s, 7+♦s, min.  
 4NT+: 3♠s, void in ♥s, 7+♦s, extras, keycard replies.

**[One-Over-2M: Re-asks for strength]**

If responder has shown exact shape, opener can re-ask for strength with cheapest suit bid below 4M. Responder grades hand with the cheapest bid being the weakest. Also at any time responder can bid above 4M to show exact shape, enough values for slam, and RKCB replies. For examples:

- 1) 1♥-2♦—2♠(asks)-4♣(2=3=6=2, not great ♦ suit)—4♦(re-asks)-4♠ is a RKCB reply since above 4♥, and shows 1 or 4 keycards.
- 2) 1♠-2♦—2NT(asks)-5♣ shows 3♠s, void in ♥s, 7+♦s, extras and 0 or 3 keycards.
- 3) After 1♥-2♦—2♠(asks)-3♠(4=3=5=1 or 4=3=6=0)—3NT(re-asks), 4♣ shows all 4=3=6=0, so 4♦ would show worse 4=3=5=1, 4♥ shows a better 4=3=5=1, and 4♠+ shows a great 4=3=5=1 with keycard replies, so 5♦ would mean two keycards and ♥Q.

**[One-Over-2M: Allocation of opener's rebids before RKCB replies given]**

When responder has not provided RKCB replies yet, here is the allocation of opener's rebids:

The cheapest bid that is not 3NT or 4M is always:

- 1) A re-ask until shape is known as per sequences.
- 2) When 1) was not apply, a strength ask if bidding below 4M and strength not asked for yet.
- 3) RKCB when 1) and 2) do not apply.

4M by opener always says does not have enough values to go beyond game.

When the response to One-Over-2M was the cheapest bid (1♥-2♦—2♠-2NT and 1♠-2♥—2NT-3♣):

- Next cheapest bid shows 4 in OM, and asks responder to bid 3M with no four card fit for OM and cuebid otherwise – then after 3M both players can cuebid, with 3NT by either being used as a mild slam try, too weak to make a strong try by cuebidding on four level.
- 3M says lets switch to cuebidding to explore. After 3M, 3NT is a mild slam try, as over the next cheapest bid.
- 3NT offers choice of game.

The suit bids not used above 3M and below 4M are cuebids. Cuebids are natural with two exceptions:

- 1) A cuebid in a short suit (known doubleton or less) is not important, so a cuebid in a short suit shows a cuebid that could not be made below 4M.
- 2) If there is only one cuebid available, it shows a cuebid in responder's long suit (and thus implies weakness in responder's other suit with length).

The cuebidding style is to imply lack of control in one of the other non-short suits (often there is only one other length suit), and thus a suit is freely cuebid with an ace or king or singleton or void. However if the intention of the cuebid is to follow up with another cuebid, then the first cuebid shows the ace of the suit. The cuebids do not promise extra values (beyond what was suggested by bidding One-Over-2M) so responder, if minimum, can also signoff in 4M even with the missing control.

Above 4M the cheapest bid is RKCB for M. If responder has shown a singleton/void then the next two bids, above the RKCB bid, are double fit RKCB – the cheapest of the two bids above the RKCB bid is double fit RKCBs for the first suit in ORB suit order (not including M), and the other double fit RKCB is for the other long suit (or fragment). If responder has shown a five card or longer suit, but no singleton/void, then the cheapest bid above the RKCB bid is double fit RKCB for M & that long suit.

Other than those uses of double fit RKCB, all other bids above 4M are suit control asks. They ask partner to make the cheapest bid with no control in the suit, and otherwise make RKCB replies. These control asking bids are made in ORB suit order, with the cheapest bid available asking in the first suit in ORB suit order (not including M), the next cheapest bid asking in the second suit etc. 5M is available as a suit control ask if bidding is at 4M or lower.

**[One-Over-2M: Allocation of bids after RKCB replies given]**

Once RKCB have been given, cheapest bid in **M** is a signoff, unless pass will obtain signoff in **M**.

Cheapest bid not **M** continues post-RKCB asks as per slam section (including denial scans etc.).

All other bids are suit control asks, with bids in known singleton/voids (or 4NT if not RKCB) asking not in that suit but in the most expensive suit with length.

**[One-Over-2M: Breaking the asks]**

Opener can break the asks to bid 3NT (if not cheapest bid) to suggest a playable spot.

**[One-Over-2M: Example Sequences]**

1♠-2♥—2NT-3♣—?

- 3♦: Re-asks.
- 3♥: 4+♥s, asks responder to bid 3♠ if not 4♥s. Cuebidding follows.
- 3♠: Asks for cuebidding. 3NT is waiting, often not wanting to cuebid since not strong.
- 3NT: Suggests playable spot.
- 4♣: ♣ control.
- 4♦: ♦ control, no ♣ control.
- 4♥: ♥ control, no ♣ or ♦ control.
- 4♠: Nothing extra, so a good hand for bidding 2NT but nothing more to say.
- 4NT: RKCB for ♠s.

1♠-2♥—2NT-3NT—?

- 4♣: Re-asks.
- 4♦: ♦ control.
- 4♥: ♥ control, no ♦ control.
- 4♠: Nothing extra.
- 4NT: RKCB for ♠s.
- 5♣: Double fit RKCB for ♠s & ♦s.
- 5♦: Double fit RKCB for ♠s & ♥s.
- 5♥: Suit control ask in ♦s.
- 5♠: Suit control ask in ♥s, pass if no control.

1♠-2♥—2NT-4♣—?

- 4♦: Re-asks.
- 4♥: ♦ control, suggests no ♣ control.
- 4♠: Nothing extra.
- 4NT: RKCB for ♠s.
- 5♣: Double fit RKCB for ♠s & ♦s.
- 5♦: Double fit RKCB for ♠s & ♣s.
- 5♥: Suit control ask in ♦s.
- 5♠: Suit control ask in ♣s, pass if no control.

**[After Opener's Two-Over-2M]**

The sequences 1♥-2♦—2NT, and 1♠-2♥—3♣ say we are going to game, here's some room for a slam try if you want and please show a singleton/void if you have extras or a slam try. After the Two-Over-2M:

1<sup>st</sup> step: Singleton/void in **OM**, extras or a slam try. Now cheapest bid asks best minor:

1<sup>st</sup> step: ♣s.

2<sup>nd</sup> step: ♦s.

3<sup>rd</sup> step: 5-5 in minors, void in **OM**.

2<sup>nd</sup> step: Singleton/void in ♦s (so at least 5+♣s), extras or a slam try.

3<sup>rd</sup> step: Singleton/void in ♣s (so at least 5+♦s), extras or a slam try.

3NT: No slam try, no singleton/void – offers choice of game.

One-Under-4M: No slam try, no singleton/void with extras, artificial, shows 4 in **OM**.

4M: No slam try, no singleton/void with extras, not 4 in **OM**.

Others: The two remaining bids are cuebid slam tries with no singleton void.

After the slam try both sides can cuebid, or signoff in 4M with no interest, or bid 3M (if not cheapest bid over step) or 3NT as waiting.

For example: 1♥-2♦—2NT-3♥(singleton/void in ♣s)—3NT(waiting)-4♣(Ace or void)-etc.

**[After Opener's Natural Slam Try Over One-Under-2M]**

After 1♥-2♦—3♣/3♦/3♥ (3♥ shows ♠s), and 1♠-2♥—3♦/3♥/3♠ (3♠ shows ♣s), all slam tries, responder rebids cheapest bid with less than Qxx in opener's second suit. Otherwise all non-M bids by both players are cuebids, with 4M as a signoff, and 3M or 3NT as a waiting bid, providing partner room to show more.

For example: 1♥-2♦—3♦-3♥(less than Qxx in ♦s)—4♣(cue)-4♦(cue)—etc.

**[Passed Hand 1M-2♦, 1♠-2♥]**

Although not part of the system, one can continue to play the one-under system on by a passed hand. In this case Pass-1M—2♣ is natural, and Pass-1♠—2♦ is a transfer to ♥s. It is suggested to play this as on in competition as long as 2♦ can be bid.

## Examples of 1M-1 under 2M

a)			
♠ AT872	♠ KQ3	1♠-2♥—	2♠ was to play opposite no singleton
♥ 52	♥ KQ87	2♠-3NT—	GI. 3NT shows slam interest either
♦ QT43	♦ AK765	4♣-4♥—	3=4=5=1 or 3=4=6=0. 4♣ asked, and
♣ AQ	♣ 2	4NT-5♠—	4♥ showed good slam interest
		6♠	3=4=5=1 (4♣ would have shown mild
			slam interest only). 4NT was RKCB.
b)			
♠ AQJ93	♠ KT4	1♠-2♦—	2NT asked, 3♥ showed short ♦s or
♥ T	♥ A98	2NT-3♥—	3=2=2=6 with great ♣s. 3♠ asked and
♦ KJ64	♦ 7	3♠-4♣—	4♣ showed 3=3=1=6. 4♦ asks
♣ A63	♣ KJT842	4♦-4♥—	strength, and 4♥ said not minimum
		5♣-5♥—	(close call). 5♣ was double fit ORB
		5♠	for ♣s and ♠s. 5♥ showed 3 of 7 keys.
c)			
♠ AT84	♠ K	1♥-2♦—	2NT said going to game. 3♣ showed
♥ AKQ93	♥ J64	2NT-3♣—	slam try with short ♠s (close call). 3♦
♦ T	♦ AKQ74	3♦-3♠—	asked better minor, 3♠ said ♦s. 3NT
♣ T63	♣ Q984	3NT-4♦—	was waiting, 4♦ a cue without a ♣
		4♥	cuebid, and so opener bids 4♥.
d)			
♠ AT84	♠ K	1♥-2♦—	Like c) but this time through One-
♥ AKQ93	♥ J64	2♠-3♣—	Over-2M. 3♣ showed short ♠s. 3♥
♦ T	♦ AKQ74	3♥-4♦—	invited further cuebidding. 4♦ cuebid
♣ T63	♣ Q984	4♥	denies ♣ control.
e)			
♠ AT84	♠ K	1♥-2♦—	Like the last two but more re-asks. 3♣
♥ AKQ93	♥ J64	2♠-3♣—	showed short ♠s. 3♦ re-asks. 3♠
♦ T	♦ AKQ74	3♦-3♠—	shows 1=3=5=4 or 0=3=6=4. 4♦
♣ T63	♣ Q984	4♦-4♥	shows ♦ control, but no ♣ control
f)			
♠ T84	♠ A	1♥-2♦—	2♠ asked, 3♣ showed short ♠s. 3♦
♥ AQJ93	♥ K64	2♠-3♣—	asked, and 3♠ showed 1=3=5=4 or
♦ T	♦ AK764	3♦-3♠—	0=3=6=4. 3NT asked and 4NT show
♣ AKT3	♣ Q984	3NT-4NT—	great 1=3=5=4 with 3 keycards. 5♠
		5♠-6♣—	asks in ♣s (5♦ would ask in ♦s) and
		7♥	6♣ shows Q of clubs, no ace or king.
g)			
♠ T84	♠ AQ76	1♥-2♦—	3♣ says we are going to game. 4♦
♥ AQJ93	♥ K64	3♣-4♦—	shows 4♠s and not a slam try. 4♥
♦ T	♦ J7642	4♥	places contract.
♣ AQT3	♣ 4		
h)			
♠ T864	♠ AQ72	1♥-2♦—	4♦ shows a game going hand with 4♠s.
♥ AQJ93	♥ K64	2♥-4♦—	Opener is happy to hear it.
♦ T2	♦ A7643	4♠	
♣ AJ	♣ 4		

## Premium 1M-1F Structure, and 1♥-1NT, Including Bazzilli

### [Overview]

The 1M-1F structure can be improved so the partnership can move towards game when appropriate, showing shape, and can also stay low when necessary. It loses the ability for opener to make the cheapest bid as non-forcing, and it loses the ability for responder to then make the cheapest bid in return as non-forcing, but it gains on many medium and big hands. The structure is based on the Italian method Gazzilli, of which there are many variations. This version of Gazzilli is unique to ETM Gold Premium, but draws on many of the ideas of both the Gazzilli convention and Benito Garozzo, plus has some extended 'Bart' convention infused for good measure. It is called Bazzilli here, to distinguish the version, mention the Italian player Baj who played the convention with Gazzilli, and put the Bart flavor in. Bazzilli is also used after 1♥-1NT, where 1NT artificially shows 5+♠s, since 1♠ is not available.

After 1F (1♥-1♠ and 1♠-1NT) the cheapest bid by opener is forcing, and contains one minimum range hand type, and many medium and strong (17+) hand types. The cheapest reply to this is an artificial positive, shows 7/8+, and establishes a game force if opener has 17+. This is a version of the Gazzilli convention, called Bazzilli here.

### [Prerequisites]

This method requires the Premium 2/1 methods so that a hand with long ♥s and less than GI values can signoff in 2♥ (i.e. 1♠-2♦ is a transfer to ♥s). Also the methods are aided by playing Trent twos (ETM Gold base), Goldilocks, or Fatnuns, so 10-12/13 hands with 6+ in a major are often not opened one of a major – this makes the 2M rebid about 12/13-16, which is a playable range.

## Major Suit Openings – 1F Approach - 1♥-1♠

### [1♥-1♠ Replies]

After 1♥-1♠ (forcing, less than 5♠s, usually less than GF values):

- 1NT: Bazzilli. Artificial, 6+♥s and a hand that would rebid 2M, or 4+♦s 13/14-16, or most 17+ hands (see 2NT and 3NT to 4♥ rebids for only 17+ hands not bid here). After 1NT:
  - 2♣: Artificial, positive, 7/8+, establishes GF opposite 17+ hand, less than 3♥s.
  - 2♦: Semi-artificial, less than 7/8, singleton/void in ♥s.
  - 2♥: Signoff, less than 7/8, 2/3♥s.
  - 2♠: Both minors, 5-5+, less than 7/8, prefer not to play in 2♥ opposite 6♥s.
- 2NT: Long minor suit, very weak (0-3), prefer not to play in 2♥ opposite 6♥s.
- 3m: Long suit, prefer not to play in 2♥ opposite 6♥s, not super weak, so 3/4-6.
- 3♥: 4=1=4=4 exactly, 11-12.
- 3♠: 4=0=5=4 exactly, 11-12.
- 3NT: 4=0=4=5 exactly, 11-12.
- 2♣: 4+♣s, 11-17 (poor 17), not 4♠s.
- 2♦: Artificial, 4♠s, 5+♥s, 11-16 – Delayed Flannery.
- 2♥: 4+♦s, 10/11-13, not 4♠s. (Note: an alternative is to play this as 4♠s, 5+♥s, 15-17, so bid 1NT with all 11-16 and 4+♦s. If you do this, then now 3m over 2♥ is to play, and the rest is like over 1♥-1♠ – 2♦ but with ranges shifted down).
- 2♠: 6♥s, 5♠s, up to 15, non-forcing. Natural bidding now.
- 2NT: 17+, 6+♥s & four card side suit or 1=6=3=3 exactly.
- 3♣, 3♦: 5-5+, 14/15-16, not a lot of wasted values in short suits and/or not poor long suits.
- 3♥: 7+♥s, less than 17 but playing value for at least game. 3♠ asks for singleton, 3NT=no, 4♣=♠s, 4♦=♦s, 4♥=♣s.
- 3♠: 6+♥s, 5+♠s, less than 17 but playing value for at least game, forcing.
- 3NT: 7+♥s, 17+, singleton/void ♣.
- 4♣: 7+♥s, 17+, singleton/void ♦.
- 4♦: 7+♥s, 17+, singleton/void ♠.
- 4♥: 7♥s, 17+, no singleton/void, not much extras.

**[Sequences after 1♥-1♠—1NT and not 2♣: less than 7/8 or special]**

After 1♥-1♠(1F)—1NT-2♦(less than 7/8, singleton/void in ♥s):

Pass: 13/14-18 (poor 18), 4/5♦s, 5♥s, not 4♠s. Our side may have a better ♣ fit, but then the opponents likely have a nice ♠ fit.

2♥: To play, usually 6+♥s, upwards of 18 since singleton/void in ♥s may dim game chances. May be bid with 5♥s and 17-18 balanced with no other good bid.

2♠: 4+♠s, 17-22, non-forcing.

2NT: 18/19-20 balanced or semi-balanced (can have a four card minor).

3♣: 17-22, 4+♣s, non-forcing.

3♦: 18/19-22, 4+♦s, non-forcing.

3♥: GI, about 17/18/19-21 with decent playing value, 6+♥s.

3♠: 4+♠s, game forcing.

3NT,4♥: To play.

4♣,4♦: Natural, game forcing. If responder now bids 4♥, opener can pass if holding 6+♥s.

After 1♥-1♠(1F)—1NT-2♥(less than 7/8, 2/3♥s):

Pass: To play, 5+♥s, usually 17 or less.

Rest: As over 1♥-1♠—1NT-2♦, except opener needs a little less to bid since responder has 2/3♥, and over anything responder will be sure to bid ♥s with 3♥s.

After 1♥-1♠(1F)—1NT-2♠ (less than 7/8, 5-5+ in minors):

Pass: Rare, 5♠s, attempting to get out in a misfit.

2NT: To play, but responder expect to now bid a six card or longer minor.

3m: To play, but responder can bid again with a maximum.

3♥: To play.

3♠: Forcing with 5♠s & 6+♥s.

3NT,4♥: To play.

4m: Natural, forcing.

After 1♥-1♠(1F)—1NT-2NT (very weak hand with a long minor):

Pass: Very rare, no reason to do this.

3♣/♦: Pass or correct – pass if this is the long minor, bid if not.

3♥: To play.

3♠: Forcing with 5♠s & 6+♥s.

3NT,4♥: To play.

4♣/♦: Natural, forcing.

5♣/♦: Pass or correct.

After 1♥-1♠(1F)—1NT-3♣/♦ (long minor, 3/4-6):

Pass: To play in the minor.

3♦: Natural, forcing.

3♥: To play.

3♠: Forcing with 5♠s & 6+♥s.

3NT,4♥: To play.

4m: Natural, game invite.

4♦,4♠: Cuebid (4♦/3♠), slam try in m.

5m: To play.

After 1♥-1♠(1F)—1NT-3♥/3♠/3NT (showing three suiter, short in ♥s, 11-12):

3NT,4♥,4♠,5m: To play.

4m: Natural/semi-natural & forcing.

4NT: Keycard ask in ♠s.

5♠: Slam try looking for good ♠s.

**[Sequences after 1♥-1♠—1NT-2♣ 7/8+ Positive]**

After 1♥-1♠(1F)—1NT(6+♥s, or 13/14+ with ♦s or 17+ any)-2♣(7/8+, GF opposite 17+):

- 2♦: 13/14-16, 4/5♦s, non-forcing. Natural bidding now, with 2♣ establishing GF with 3+♦s.  
 2♥: Up to 16, 6+♥s. Natural bidding now.  
 2♠: 4+♠s or 6+♥s & balanced, 17+, GF. 2NT asks (see below). 3♥ shows Hx in ♥s, rest natural.  
 2NT: 17/18-20, either 5♥s and 5-3-3-2, GF or 6♥s 17/18-20 not good suit and balanced or with singleton honour. Over 2NT, 3♠ shows minors, 3♥ shows ♣s, 3♦ shows ♦s. 3♣ asks, see below.  
 3♣: 4+♣s, GF, 17+ GF. 3♦ asks (see below), 3♥ shows ♦s, rest natural.  
 3♦: 4♦s, singleton in side suit, GF, 17+ GF, 3♥ asks (see below).  
 3♥: 2=5=4=2 or 5-5+ in ♥s or ♦s, 17+, GF. 3♠ asks, 3NT shows 2=5=4=2, 4♣+ with 5-5.  
 3♠: 3=6=3=1, 17+.  
 3NT: 3=6=1=3, 17-22.  
 4♣: 3=6=1=3, extras (22/23+).  
 4♦: 7♥s, no singleton/void, 17+ but extras too.  
 4♥: 3=6=1=3, 22+, too much to rebid 3NT.

**[Shape Showing Sequences after 1♥-1♠—1NT-2♣ Positive 7/8+]**

Shape showing sequences after positive to Bazzilli.

After 1♥-1♠(1F)—1NT-2♣—2♠, 2NT asks:

- 3♣: 6♥s, balanced. Now 3♥ shows ♦s and 3♦ asks three card suit: 3♥=♣s, 3♠=♦s, 3NT=♠s.  
 3♦: 4=5=3=1 or 4=5=4=0. 3♥ asks which, 3NT+ showing 4=5=4=0.  
 3♥: 4=5=2=2 or 5♠s & 6+♥s, 17+. 3♠ asks which, 3NT and 4♣ shows 4=5=2=2, 4♦+ with 6-5.  
 3♠: 4=5=1=3.  
 3NT/4♣: 4=5=0=4 (4♣ with extras).

After 1♥-1♠(1F)—1NT-2♣—2NT, 3♣ asks:

- 3♦: 6♥s, not good suit, balanced or with singleton honour, 17/18-20.  
 3♥: 2=5=3=3, 17/18-20.  
 3♠: 3=5=2=3, 17/18-20.  
 3NT: 3=5=3=2, 17/18-20.

After 1♥-1♠(1F)—1NT-2♣—3♣, 3♦ asks (and 3♥ shows ♦s by replacement):

- 3♥: 2=5=2=4 or 5-5+ in ♥s & ♣s. 3♠ asks, 3NT shows 2=5=2=4, 4♣+ with 5-5+.  
 3♠: 1=5=3=4.  
 3NT: 3=5=1=4.  
 4♣: 3=5=1=4 & extras.

After 1♥-1♠(1F)—1NT-2♣—3♦, 3♥ asks:

- 3♠: 1=5=4=3.  
 3NT: 3=5=4=1.  
 4♣: 3=5=4=1 & extras (22/23+).



**[Sequences after 1♥-1♠— not 1NT rebid]**

After 1♥-1♠(1F)—2♣(4♣s+, 11 to poor 17):

- Pass, 2♦, 2♥: Natural, less than GI.  
 2NT: Natural, GI, 11-12. With 10 bid 2♠ or prefer 2♥ and let opener bid again if 15/16.  
 3♣: 8-10 raise, 4+♣s.  
 3♦: GI, 6+♦s.  
 2♠: 10-12, 3+♣s. After 2♠:  
     2NT: Only 4♣s, declines GI.  
     3♣: 5+♣s, declines GI.  
     3♦, 3♥, 3♠: Value showing, accepts GI.  
     3NT: Accepts GI, stopper(s) in unbid suits.  
 3♥: Shows Hx in ♥s & ♣ fit & 11-12.  
 3♠, 4♦: Value/showing, great ♣ fit.  
 3NT: To play.  
 4♣: Great ♣ fit, non-forcing but highly invitational.

After 1♥-1♠(1F)—2♦(Delayed Flannery, 4♣s, 5+♥s, 11-16). After 2♦:

- Pass: To play, long ♦s.  
 2♥: To play, though opener can bid again with 15-16.  
 2♠: To play, though opener should bid again and shape out (show 3 card minor) with 15-16.  
 2NT: GI, 11-12.  
 3♣: Long ♣s, forward going so 9/10-12.  
 3♦: Long ♦s, 10-12.  
 3♥: Shows Hx in ♥s, not 4♣s, 11-12.  
 3♠: GI, 4♣s.  
 3NT, 4♥, 4♠: To play.  
 4♣, 4♦: Value showing, ♠ fit.

After 1♥-1♠(1F)—2♥(4+♦s, 10/11-13)

- Pass, 3♦: To play.  
 2NT: Natural, GI, 11-12.  
 3♣: 6+♣s, to play.  
 2♠: 10-12, 3+♦s. After 2♠:  
     2NT: Only 4♦s, declines GI.  
     3♦: 5+♦s, declines GI.  
     3♣, 3♥, 3♠: Value showing, accepts GI.  
     3NT: Accepts GI, stopper(s) in unbid suits.  
 3♥: Shows Hx in ♥s & ♦ fit & 11-12.  
 3♠, 4♣: Value/showing, great ♦ fit.  
 3NT: To play.  
 4♦: Great ♦ fit, non-forcing but highly invitational.

After 1♥-1♠(1F)—2NT (17+, 6+♥s & 4 card suit, or 1=6=3=3 exactly).

- 3♣ asks:  
     3♦: 1=6=3=3, 17+.  
     3♥: 4♣s & 6+♥s, 17+.  
     3♠: 4♦s & 6+♥s, 17+.  
     3NT: 4♣s & 6+♥s, 17-21.  
     4♠+: 4♣s & 6+♥s & extras (21/22+).  
 3♦, 3♠: Natural, forcing.  
 3NT, 3♥, 4♥: To play.  
 4♣, 4♦: 2♥s, showing location of values, slam possible, forcing to 4♥.

After 1♥-1♠(1F)—2♠/3♣/3♦/3♠: Natural bidding after these, though 4 of opener's minor can be ORB, and 4♣ over 3♠ can be ORB for ♣s.

## Major Suit Openings – 1F Approach - 1♠-1NT

### [1♠-1NT Replies]

After 1♠-1NT:

- Pass: When playing Fatnuns two bids, if holding a 5=2=4=2 or 5=2=2=4 one can pass here with 11/12 so partner knows all rebids show 12/13+. If playing Fatnuns or Baileys N Cream and decided to open 1M with 11/12 and bad suit in M (instead of 2M where partner might expect a better suit), then pass here. Otherwise passing is a very rare action.
- 2♣: Bazzilli. 4+♣s or any 17+ hand. After 2♣:
- 2♦: Artificial positive, 7/8+. Establishes GF opposite 17+.
  - 2♥: 4/5♥s, less than 7/8+, not 3♣s.
  - 2♠: Less than 7/8+ and 2/3♣s, not 4/5♥s if just 2♠s.
  - 2NT: Both minors, less than 7/8+.
  - 3♣: 6+♣s, less than 7/8+.
  - 3♦: 6+♦s, less than 7/8+.
  - 3♥: 5+♣s, fewer than 3♥s, fewer than 3♠s, 10/11-12. This is a hand that would want to play in 3NT opposite 17-18 and 5-5 in the majors.
  - 3♠: 5+♣s, 4♥s, 2♠s, 10/11-12.
  - 3NT: 5+♣s, 4♥s, singleton ♠, 10/11-12.
- 2♦: 4+♦s, 11-16 or poor 17.
- 2♥: 4+♥s, 11-16.
- 2♠: 6+♠s, up to 16.
- 2NT: 17+, 6♠s & four card suit or 6=1=3=3 exactly.
- 3♣,3♦: 5-5+, 14/15-16, not a lot of wasted values in short suits and/or poor long suits. Can have 3♥s so responder should bid 3♥ with 5♥s to explore for best contract.
- 3♥: 5-5+, 14/15-16, not a lot of wasted values in short suits and/or poor long suits.
- 3♠: 7+♠s, less than 17 but playing value for at least game. 3NT asks singleton, 4♠=none.
- 3NT: 7+♠s, 17+, singleton/void ♣.
- 4♣: 7+♠s, 17+, singleton/void ♦.
- 4♦: 7+♠s, 17+, singleton/void ♥.
- 4♥: 7♠s, 17+, no singleton/void, extras.
- 4♠: 7♠s, 17+, no singleton/void, no extras.

### [Sequences after 1♠-1NT—2♣ and not 2♦: less than 7/8 or special]

After 1♠-1NT—2♣-2♥ (4/5♥s, less than 7/8+):

- Pass: 3+♥s, game does not look likely.
- 2♠: To play, may have just 5♠s. Either less than 17 with 4+♣s and not 3+♥s, or 17-18 with game unlikely. Responder passes with 2♠s or with a singleton ♠ and no other good bid, but with a distributional hand can now bid 3m natural (5 or longer in suit) or 2NT for minors (at least 4-4).
- 2NT: 17+, 3+♥s (usually just 3) or a hand that is too strong to bid anything else, forcing. Can have 6+♠s or 5 card minor so cannot be passed. Responder is to show 5♥s by bidding 3♥ (usually) or above 3NT, or, with only 4♥s to make descriptive bid on three level (not 3♥).
- 3♣: 17/18-22, shows 4+♣s, fewer than 3♥s, non-forcing, game still possible if responder has a maximum. To force in a minor (or ♥s) bid 2NT first.
- 3♦: 17/18-22 shows 4+♦s, fewer than 3♥s, non-forcing, game still possible if responder has a maximum.
- 3♥: 4+♥s, 17+ but not enough to bid game on own.
- 3♠: GI, about 17/18/19-21 with decent playing value, 6+♠s.
- 3NT,4♥,4♠: To play.
- 4♣,4♦: 4+♥s, singleton/void in m, slam try even though responder is known to be weak.

After 1♠-1NT—2♣-2♠ (2/3♠s, less than 7/8+):

Pass: 5+♠s, game unlikely.

2NT: Semi-balanced hand or with 4♥s, 17/18-22, non-forcing, game still possible if responder has a maximum

3♣: 17/18-22, shows 4+♣s, non-forcing, game still possible if responder has a maximum.

3♦: 17/18-22 shows 4+♦s, non-forcing, game still possible if responder has a maximum.

3♥: 17/18-22, 5-5+ in majors. With only 4♥s bid 2NT first.

3♠: GI, about 17/18-20 with decent playing value, 6+♠s.

3NT: To play, but responder corrects to 4♠ with 3♠s.

4♣,4♦: Natural and forcing.

4♥: Both majors, at least 5-5, to play in game.

4♠: To play.

After 1♠-1NT(1F)—2♣-2NT (Both minors, less than 7/8+):

Pass: Misfit, get out before it gets worse.

3♣,3♦: To play, but responder can bid again with a maximum, though less likely after a 3♣ rebid since opener could have a minimum opener with just 4♣s.

3♥: At least 5-5 in the majors, non-forcing.

3♠: To play.

3NT: To play.

4♣,4♦: Natural, forcing.

4♥: To play in a major.

4♣,5♣,5♦: To play.

After 1♠-1NT(1F)—2♣-3♣/♦ (Long minor, less than 7/8):

Pass: To play in the minor.

3♦: Natural, forcing.

3♥: 5-5+ in majors, to play at three level in a major.

3♠: To play.

3NT,4♠: To play.

4m: Natural, game invite.

4♦: Cuebid (4♦/3♠), slam try in ♠s.

4♥: 5-5+ in majors, to play at four level in a major.

5m: To play.

After 1♠-1NT(1F)—2♣-3♥ (5♣s, 10/11-12, at most 2♥s, at most 2♠s).

3♠: Asks major length:

3NT: Singleton/void in ♠. 4♣ re-asks:

4♦: 5+♦s, 5+♣s, 2♠s.

4♥: Singleton/void in ♥s, 6-5/5-6+ in minors.

4♠: 6+♠s, 2♠s.

4NT: Singleton/void in ♥s, 7+♠s.

4♣: 2-2 in majors, 6+♠s.

4♦: 2-2 in majors, 5♣s, 4♦s.

4♥: 2♠s, singleton/void ♥, 6+♠s, less than 5♦s.

4♠: 2♠s, singleton/void ♥, 5+♠s, 5+♦s.

3NT, 4♣, 4♠, 5♠: To play.

4♥: Both majors, often 6-5+, to play at four level.

4NT: RKCB for ♣s.

After 1♠-1NT(1F)-2♣—3♠/3NT (5♣s, 10/11-12, 4♥s).

4♦: Asks ♦ shortness: 4♥=2♦s & no ♦ ace or king, 4♠=singleton ♦, 4NT=2♦s and ♦ A and/or K, 5♣=void ♦. After reply 4NT is RKCB for ♣s, 5♥ is a slam try in ♥s, and 5♠ is to play.

Pass, 3NT, 4♣, 4♥, 4♠, 5♠: To play.

4NT: RKCB for ♥s.

**[Sequences after 1♠-1NT—2♣-2♦ 7/8+ Positive]**

After 1♠-1NT(1F)—2♣(Bazzilli)-2♦(7/8+):

- 2♥: 4+♥s & 17+, or 3♥s and either less than 17 or 17+ and 6+♠s or 5=3=5=0 exactly. If less than 17 must be 5=3=1=4 or 5=3=0=5 or 6=3=0=4 exactly.
- 2♠: 11-14, 4+♠s, not 3♥s.
- 2NT: 14/15-16, 4/5♠s, not 3♥s.
- 3♣: 4+♠s, 17+, can have 3♥s.
- 3♦: 4+♦s, singleton, 17+, can have 3♥s.
- 3♥: 17+, 5=2=4=2 exactly or 5-5+ in ♠s & ♦s. Denies 3♥s.
- 3♠: 17+, 6♠s, balanced, 3♠s.
- 3NT: 17+, 6♠s, balanced, 3♦s.
- 4♣: 6-5+, less than 15 but good playing value.
- 4♦: 22+, 6♠s, balanced, 3♦s, a hand too big to rebid 3NT.

After 1♠-1NT(1F)—2♣(Bazzilli)-2♦(7/8+)—2♥(3+♥s):

Note: Responder assumes minimum opening with 5=3=1=4 exactly, and bids to that. Then opener will reveal strong hand type. This is the most complex of the Bazzilli auctions.

After 2♥:

Pass: Never – partner could have strong hand type.

2♠: To play opposite 5=3=1=4, 11-14. After 2♠:

- Pass: 11-14, 4+♠s.
- 2NT: 14/15-16, 4/5♠s.
- 3♣: 6+♠s, 3♥s, 17+. 3♦ now asks shape:
- 3♥: 6=3=2=2.
- 3♠: 6=3=1=3 or 6=3=0=4.
- 3NT: 6=3=3=1.
- 4♣: 7=3=0=3.
- 4♦: 6=3=4=0.
- 4♥: 7=3=3=0.
- 4NT: 6=3=3=1, too big to bid 3NT.
- 3♦: 17+, 3/4♦s, 4♥s. 3♠ asks:
- 3♠: 5=4=3=1 exactly.
- 3NT+: 5=4=4=0 exactly.
- 3♥: 17+, 5=4=2=2 exactly, or 5-5+ in majors. 3♠ asks, 3NT shows 5=4=2=2 (or 4NT if huge hand).
- 3♠: 17+, 5=4=1=3 exactly.
- 3NT: 17+, 5=4=0=4 exactly.
- 4♣: 17+, 5=3=5=0 exactly (given partner did not bid 3♣ over 2♥, this can go beyond 3NT).
- 4♦: 17+, 5=4=0=4 exactly, huge hand.
- 4♥: To offer choice between 4♥s & ♠.
- 4♠: To play.

2NT: To invite opposite 5=3=1=4. Doesn't promise great stoppers.

Pass: 11-12.

3NT: 13-16, 4/5♠s.

Rest: As over 2♠, except with 5=4=0=4 exactly must bid either 3♠ or 4♠.

- 3♣: 4+♣s, to play opposite 5=3=1=4 11-14.  
 Pass: 11-14.  
 3NT: 14/15-16.  
 3♦: 17+, 4♥s without 3/4♣s, or 5=3=5=0 exactly. 3♥ asks which: 3♣ shows 4♥s, 3NT shows 5=3=5=0 exactly.  
 3♥: 17+, 4♥s with 3/4♣s, or 5+♥s. 3♣ asks which, 3NT shows 4♥s, while 4♣+ shows 5-5+ in majors.  
 3♠: 17+, 6+♠s, 3♥s.  
 4♥: To play in either 4♥ or 4♠.  
 4♠: To play.
- 3♦: Long ♦s, to play opposite 5=3=1=4 11-14.  
 Pass: To play.  
 3NT: To play, may have 14/15-16 or some 17-22 hands.  
 3♥: 17+, 4+♥s. 3♠ asks if 5♥s, 3NT shows just 4♥s, while 4♣+ shows 5-5+ in majors.  
 3♠: 17+ 6+♠s, 3♥s.  
 4♦: 17+, 5=3=5=0 exactly.  
 4♥: To play in either 4♥ or 4♠.  
 4♠: To play.
- 3♥: 5♥s, not enough for game.  
 Pass, 4♥: To play.  
 3♠: 17+, 6+♠s, choice of game, forcing.  
 3NT: Mild slam try in ♥s.  
 4♣, 4♦: Cuebid, strong slam try.  
 4♠: To play.
- 3♠: 2♠s, 10/11-12, 5+♠s, 3♥s or willingness to play above 3NT opposite 5-5 in majors.  
 3NT: To play.  
 4♣, 4♦: Slam try in ♥s.  
 4♥: To play in ♥s (or ♠s if ♠ fit better).  
 4♠: To play.  
 4NT: RKCB for ♠s.
- 3NT: Singleton/void in ♠s, 10/12-12, 5+♠s, 3♥s or willingness to play above 3NT opposite 5-5 in majors.  
 As over 3♠.
- 4♣: 5♥s, 4+♠s, enough for game opposite 5=3=1=4.  
 4♦ slam try in ♥s, 4♥ to play, 4♠ cuebid for ♥s, 4NT RKCB for ♥s.
- 4♦: 5♥s, not 4+♠s, but has ♦ ace.  
 4♥ to play, 4♠ cuebid for ♥s, 4NT RKCB for ♥s.
- 4♥: 5♥s, enough for game, not 4+♠s, not ♦ ace. 4♠ cuebid for ♥s, 4NT RKCB for ♥s.
- After 1♠-1NT(1F)—2♠(Bazzilli)-2♦—2♠(11-14, 4+♠s, not 3♥s):  
 Pass: To play.  
 2NT: GI.  
 3♣: To play.  
 3♦: 8-11, 6+♦s, constructive to GI.  
 3♥: ♥ stopper, looking for help stopping ♦s, forcing.  
 3♠: 2♠s, ♦ stopper, looking for help stopping ♥s, non-forcing.  
 3NT: To play.  
 4♣: Game invite.

After 1♠-1NT(1F)—2♣(Bazzilli)-2♦—2NT(14/15-16, 4/5♣s, not 3♥s):

Pass: To play.

3♣: GI.

3♦: GI with 6+♦s.

3♥: ♥ stopper, looking for help stopping ♦s, forcing.

3♠: 2♠s, ♦ stopper, looking for help stopping ♥s, forcing.

3NT: To play.

4♣: Game invite.

#### [Shape Showing Sequences after 1♠-1NT—2♣-2♦ Positive 7/8+]

Shape showing sequences after positive to Bazzilli.

After 1♠-1NT(1F)—2♣-2♦—3♣ (17+, 4+♣s), 3♦ asks (and 3♥ shows ♦s by replacement):

3♥: 5=2=2=4 or 5-5+ in ♥s & ♣s. 3♣ asks, 3NT shows 2=5=2=4, 4♣+ with 5-5+.

3♠: 5=1=3=4.

3NT: 5=3=1=4.

4♣: 5=3=1=4 & extras.

After 1♠-1NT(1F)—2♣-2♦—3♦(17+, 4♦s, singleton), 3♥ asks:

3♠: 5=1=4=3.

3NT: 5=3=4=1.

4♣: 5=3=4=1 & extras (22/23+)

After 1♠-1NT(1F)—2♣-2♦—3♥ (17+, 5=2=4=2 exactly or 5-5+ in ♠s & ♦s), 3♣ asks:

3NT: 5=2=4=2.

4♣+: 5-5+.

**[Sequences after 1♠-1NT— not 2♣ rebid]**

After 1♠-1NT(1F)—2♦(4+♦s, 11-16):

2♥ asks, used with 5♥s, or GI (10/11-12) with 6+♠s, or 7/8-10 with 4+♦s. This is forcing. After 2♥:

- 2♠: Denies 3♥s, less than 14/15-16. Now:
  - Pass: To play.
  - 2NT: GI with 5♥s, can still have 4♦s and not want to bid above 3♦.
  - 3♣: GI with 6+♠s.
  - 3♦: To play, about 7/8-10 with 4+♦s, may or may not have 5♥s
  - 3♥: GI with 5♥s, 4+♦s.
  - 3♠: GI with Hx in ♠s, 4+♦s, 5♥s.
  - 3NT: To play.
  - 4♦: Distributional GI with 5♥s & 5+♦s.
- 2NT: Denies 3♥s, 14/15-16.
  - 3♣: GF with 6+♠s.
  - 3♦: GI with ♦s, about 7/8 to 9.
  - 3♥: GI with 5♥s, 4+♦s.
  - 3♠: GI with Hx in ♠s, 4+♦s, 5♥s.
  - 3NT: To play.
  - 4♦: Distributional GF with 5♥s & 5+♦s.
- 3♣: 5=3=4=1 or 5=3=5=0, 11-13.
  - Pass: 6+♠s, GI.
  - 3♦: To play.
  - 3♥, 3NT, 4♥, 5♦: To play.
  - 4♣: Slam try for ♥s, no or little wasted values in ♠s.
- 3♦: 5=3=4=1, more than 11-13 but not enough to accept all 7/8-10 GIs.
  - Pass: To play.
  - 3♥, 3NT, 4♥, 5♦: To play.
  - 3♠: Hx in ♠s, ♦ fit, about 9/10.
  - 4♣: Slam try in ♥s.
  - 4♦: Distributional GI in ♦s.
- 3♥: 5=3=4=1, enough to accept a GI opposite 7/8-10 with 4♦s.
  - Like over 3♦.
- 3♠: 5=3=5=0, 13/14-16.
  - Like over 3♦.
- 2♠: 2/3♠s, maximum of 10 (if 3♠s maximum of 6).
- 2NT: GI, 11-12.
- 3♣: 6+♠s, less than a GI.
- 3♦: Good GI in ♦s, 10/11-12, 4+♦s.
- 3♥: Good GI in ♦s, values in ♥s (but not 5♥s), 4+♦s.
- 3♠: Good GI in ♦s with Hx in ♠s, 4+♦s
- 3NT: To play, based on part on a good ♦ fit, values in unbid suits.
- 4♣: Distributional GI in ♦s, based on ♦s & ♠s.
- 4♦: Distributional GI in ♦s, based on long ♦s.

After 1♠-1NT(1F)—2♥(4+♥s, 11-16 or poor 17):

Pass: Safer than standard, since often not 5♥s & maximum.

2♠: 2/3♠s, maximum of 10 (if 3♠s maximum of 6).

2NT: 11-12, GI. Note that some partnerships have tried using 2NT as a shape ask, but it has not become popular with the top experts.

3m: Long suit, constructive to GI.

3♥: GI.

3♠: Hx in ♠s, ♥ fit, forcing.

3NT: Singleton/void in ♠s, 4+♥s, maximum.

4m: Values/length in m, ♥ fit.

4♥: To play.

After 1♠-1NT(1F)—2♠(6+♠s, up to 16):

Pass: To play.

2NT: Asking with Goldilocks responses.

3m: Long suit, less than GI values.

3♥: 5♥s, GI, forcing to 3♠.

3♠: Mild GI, can have singleton ♠. With Good GI bid 2NT first.

3NT: To play.

4m: Values/length in m, ♠ fit.

4♥: Maximum with 2♠s, singleton/void in ♥s.

4♠: To play.

After 1♠-1NT(1F)—2NT(17+, 6+♠s & four card suit or 6=1=3=3 exactly). After 2NT:

3♣ asks:

3♦: 6=1=3=3, 17+

3♥: 4♣ & 6+♠s, 17+.

3♠: 4♦s & 6+♠s, 17+.

3NT: 4♥s & 6+♠s, 17-21.

4♠+: 4♥s & 6+♠s & extras (21/22+).

3♦, 3♥: Natural, forcing.

3♠: Signoff.

3NT, 4♠: To play.

4♣, 4♦, 4♥: 2♠s, showing location of values, slam possible, forcing to 4♠.

After 1♠-1NT(1F)—3♣/3♦/3♥: Natural bidding after these, though 4 of opener's minor can be ORB, and 4♣ over 3♣ can be ORB for ♥s.



## Improving 1♥-1NT

### [Overview]

The sequence 1♥-1NT(showing 5+♠s) can also benefit from using the Gazzilli convention – again called Bazzilli here to distinguish the ETM Gold Premium modifications. Bazzilli makes the nightmare sequence 1♥-1NT—2♦-3♣ (fourth suit forcing) become more manageable, and allows the 14/15-17 raise with 3♠s to shape out or stay low. Knowing that responder has at least 5♠s, and that opener is at least 5-4 if minimum makes the bidding easier here.

### [1♥-1NT Replies]

- Pass: Never, 1NT is not limited.
- 2♠: Bazzilli. 4+♠s, or 14/15-16 with 3♠s, or 17+ any (see also 2NT, 3NT, 4♣ and 4♦ bids) – not 4♠s unless 4=5=2=2 exactly with 14/15+.
- 2♦: 4+♦s, 11-16, not 3+♠s.
- 2♥: 6+♥s, not 3+♠s, up to 16.
- 2♠: 3+♠s, minimum raise, up to 14.
- 2NT: 17+, 6+♥s & four card suit. May have ♠s so cannot be passed.
- 3♣, 3♦: 14/15-16, 5+♥s & 5+ in **m**, not 3♠s, good suits, not much wasted in short suits.
- 3♥: 7+♥s, less than 17, forcing to 4♥s. 3♠ asks shape, 3NT showing 2=7=2=2, 4♣=short ♠s, 4♦=short ♦s, 4♥=short ♠s.
- 3♠: 4♠s, 5+♥s, singleton/void in a minor, 14/15-17. 3NT asks for minor singleton: 4♣: singleton ♦; 4♦: singleton ♣; 4♥ void ♦; 4♠ void ♣.
- 3NT: Singleton/void in ♠s, 3/4+♠s, slam try and too strong for any other direct raise.
- 4♣: Singleton/void in ♦s, 3/4+♠s, slam try and too strong for any other direct raise.
- 4♥: 6+♥s, 3/4+♠s, good ♥ suit (source of tricks), slam try and too strong for any other direct raise. Forcing to 4♠.
- 4♥: 6+♥s, 5+♠s, less than 16 or will make another bid over 4♠ by responder.
- 4♠: 4=5=2=2, game going values, great major suits but no first round control in the minors.

### [Sequences after 1♥-1NT—2♣]

After 1♥-1NT(5+♠s)—2♣(Bazzilli):

- 2♦: Artificial positive, 7/8+, fewer than 3♥s (the 3♥ bid handles the GI hands and if GF values remember 1♥-2♣ shows 6+♠s or 5+♠s & 3+♥s GF), not 6+♠s GI unless poor suit. Establishes GF opposite 17+.
- 2♥: 2/3♥s, less than 7/8.
- 2♠: Less than 7/8, 6+♠s, or 5♠s & singleton/void in ♥s and no five card or longer minor.
- 2NT: 5♠s, singleton/void in ♥s, 5+♦s, less than 7/8.
- 3♣: 5♠s, singleton/void in ♥s, 5+♠s, less than 7/8.
- 3♦: 5♠s & 5+♦s, 8 to 10.
- 3♥: 3♥s, GI values.
- 3♠: 6+♠s, GI values.

**[Sequences after 1♥-1NT—2♣ and not 2♦: less than 7/8 or special]**

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s):

- 2♥: 11-14, 4+♠s, fewer than 3♠s.
- 2♠: 3♠s and either 14/15-17 unbalanced or 17/18-20 balanced, or 4♠s & 14/15-17 4=5=2=2. Forcing to 3♠.
- 2NT: 14/15-16, 4♠s, fewer than 3♠s.
- 3♣: 17+, 4+♠s, can have 3♠s if big hand.
- 3♦: 17+, 4+♦s, can have 3♠s if big hand.
- 3♥: 17+, 6+♥s, not 3♠s.
- 3♠: 3♠s & 6+♥s & 17/18+, forcing to 4 of a major.
- 3NT: 17/18-20 balanced, 2=5=3=3 exactly.
- 4♣,4♦,4♥: 4=5=2=2 exactly, 17/18+. Cheapest cuebid.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♥(2/3♥s, less than 7/8+):

- Pass: 5+♥s, game unlikely.
- 2♠: 2+♠s, to play.
- 2NT: Balanced or semi-balanced hand with 2♠s, about 18/19-21, non-forcing, game still possible if responder has a maximum
- 3♣: 17/18-22, shows 4+♠s, fewer than 3♠s, non-forcing, game still possible if responder has a maximum.
- 3♦: 17/18-22 shows 4+♦s, fewer than 3♠s, non-forcing, game still possible if responder has a maximum.
- 3♥: GI, about 17/18-20 with decent playing value, 6+♥s.
- 3♠: GI with 2+♠s – to accept responder bids 3NT with only 5♠s, and 4X with 6+♠s.
- 3NT: To play, but responder corrects with 3♥s.
- 4♣,4♦: Natural and forcing.
- 4♥: To play.
- 4♠: To play.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♠(5/6+♠s, less than 7/8):

- Pass: To play.
- Rest: As over 1♥-1NT—2♣-2♥.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2NT (5♠s & 5+♦s, less than 7/8):

- Pass: Misfit, get out before it gets worse.
- 3♣: ♥s & ♠s, to play.
- 3♦: To play, but responder can bid again with a maximum.
- 3♥,3♠: To play.
- 3NT: To play.
- 4♣: Natural, forcing.
- 4♦: GI.
- 4♥,4♠: To play.

After 1♥-1NT(5+♠s)-2♣(Bazzilli)—3♣(5♠s & 5+♠s, less than 7/8):

- 3♦: ♥s & ♦s, to play.
- Pass,3♥,3♠: To play.
- 3NT: To play.
- 4♣: GI.
- 4♦: Natural, forcing.
- 4♥,4♠: To play.

After 1♥-1NT(5+♠s)-2♣(Bazzilli)—3♦(5♠s & 5+♦s, about 8 to 10):

Pass, 3♠: To play.

3♥: Forcing, responder assumes 6+♥s though opener may only have 5♥s and no other good bid.

3NT: To play.

4♣: Natural, forcing.

4♦: Natural, GF.

4♥, 4♠, 5♦: To play.

After 1♥-1NT(5+♠s)-2♣(Bazzilli)-3♥(3♥s, GI):

Pass,: To play.

3♠: Forcing with 3/4♠s. Asks responder to show minor suit shortness or bid 3NT.

3NT: Choice of games.

4♣, 4♦: Cuebid in support of ♥s. Bid 3♠ first if slam try in ♠s.

4♥, 4♠: To play.

**[Sequences after 1♥-1NT—2♣-2♦, 7/8+ Positive]**

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—2♥(11-14, 4+♠s, less than 3♠s):

- Pass: To play.  
 2♠: 5/6♠s, 7/8-10, less than a GI.  
 2NT: GI, may have 4♠s and not want to bid higher than 3♣. May have long ♦s so opener if accepting should bid 3♦ if 3♦s.  
 3♣: To play.  
 3♦: Fourth suit forcing, establishes GF.  
 3♥: Hx in ♥s and GI with 4+♠s.  
 3♠: 5♠s & 4+♠s, GI.  
 3NT: To play.  
 4♣: Distributional GI.  
 4♦: Singleton/void in ♦s, ♣ fit, slam try.  
 4♥: To be used only if remembered: singleton/void in ♥s, ♣ fit, slam try.  
 4♠, 5♠: To play.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—2♠(3♠s and either 14/15-17 unbalanced or 17/18-20 balanced, or 4♠s & 14/15-17 4=5=2=2):

- Pass: Never.  
 2NT: Asks, this is the usual bid. Over 2NT:  
   3♣, 3♦: 3♠s, short in ♠, 14/15-17.  
   3♥: 6+♥s, 3♠s, 14/15-17. 4♥ now is choice of games.  
   3♠: 4=5=2=2, 14 to poor 16.  
   3NT: 3♠s, 3=5=3=2 or 3=5=2=3, 17/18-20. 4♣ asks doubleton, 4♦ with doubleton ♦, 4♥ with doubleton ♣ and minimum, 4♠ with doubleton ♣ and maximum.  
   4♠+: Cuebid with 4=5=2=2, 16-17.  
 After these bids, 3♠ is to play if opener is minimum, but with 16-17 opener must bid again since game should be reached. 3NT on these auctions is choice of game.  
 3♣, 3♦, 3♥: Natural, game forcing, explore for best game or slam.  
 3♠: Strong invite – only pass if 3♠s, minor suit singleton and at most a poor 15.  
 3NT: Choice of games.  
 4♣, 4♦: Short in ♠, slam try in ♠s.  
 4♠: To play.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—2NT(14/15-16, 4+♠s, fewer than 3♠s):

- Pass: To play.  
 3♣: GI.  
 3♦: Fourth suit forcing – GF.  
 3♥: Hx in ♥s and forcing.  
 3♠: Forcing.  
 3NT: To play.  
 4♣: Distributional GI.  
 4♦: Singleton/void in ♦s, ♣ fit, slam try.  
 4♥: To be used only if remembered: singleton/void in ♥s, ♣ fit, slam try.  
 4♠, 5♠: To play.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—3♣(17+, 4+♠s, can have 3♠s if big hand):

3♦: Asks shape (these take advantage that opener can bid above 3NT with 3♠s):

3♥: 5-5+ in ♥s & ♠s.

3♠: 2=5=2=4 exactly.

3NT: 1=5=3=4 exactly.

4♣: 1=5=3=4, big hand.

4♦: 3=5=1=4 exactly, big hand.

4♥: 3=5=0=5 exactly, big hand.

3♥: Shows ♦s.

Rest: Natural.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—3♦(17+, 4+♦s, can have 3♠s if big hand):

3♥: Asks shape (these take advantage that opener can bid above 3NT with 3♠s):

3♠: 2=5=4=2 exactly.

3NT: 1=5=4=3 exactly.

4♣: 1=5=4=3 big hand.

4♦: 5-5+ in ♥s & ♦s.

4♥: 3=5=4=1 exactly, big hand, forcing to 4♠.

4♠: 3=5=5=0 exactly, big hand.

Rest: Natural, forcing if below game.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—3♥(17+, 6+♥s, not 3♠s):

3♠: Forcing, bid 3NT or 4♥ if singleton/void in ♠s, bid 4m (value showing) or 4♠ with 2♠s.

3NT, 4♥, 4♠: To play.

4m: Natural, forcing.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—3♠(3♠s & 6+♥s & 17/18+, forcing to 4 of a major):

3NT: Asks shape:

4m: Minor suit singleton/void.

4♥: 3=6=2=2 exactly, not lots of extras.

4♠+: 3=6=2=2 extras.

4♥, 4♠: To play.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—3NT(17/18-20 balanced, 2=5=3=3 exactly):

4♣, 4♦, 4♥: Cuebids for slam with ♠s as trump.

4♠: To play.

4NT: Slam invite.

After 1♥-1NT(5+♠s)—2♣(Bazzilli)-2♦(7/8+, fewer than 3♥s)—4♣/4♦/4♥(4=5=2=2 exactly, 17/18+):

4♠ signoff, 4NT RKCB for ♠s, all other bids return cuebids.

## 1M-1F – After Opener shows 17+ with shape over positive

### [Suggestion]

After 1M-1F sequences where opener shows 17+, and responder 7/8+, and opener shows exact shape, then the ETM Slam Conventions can be used, including ORB, terminating bids, and denial scans.

## When 1 of a major opening is forcing

### [Approach]

When the 1♥ and/or 1♠ opening is forcing in ETM Gold Premium, the partnership will benefit from a small shift of ranges, especially if playing Fatnuns two bids which take out distributional 10-12 hands out of the major suit openings, or if playing Bailey's and Cream, which take out some flat minimum opening types.

In this case, opener should have an extra point to use Bazzilli with a strong hand: so 18+ instead of 17+, and have responder make the positive reply with one less point, 6/7+ instead of 7/8+. This will allow the responder weakness showing bids to have a lower top end, which is important since the lower end is now zero!

Also after Bazzilli, if responder makes a weakness showing bid, with less than 6/7+, then play 2NT by opener, if available, as a forcing bid. This permits opener, with a game forcing hand to learn more about responder's hand, and pick the right game. By default, the 2NT rebid is game forcing, though partnerships can agree that three level suit rebids by opener are not-forcing. The use of the 2NT bid as forcing takes away the ability for opener to bid this naturally and non-forcing, but when responder is 0-5 or 0-6, 2NT is not too appealing anyway.

## Interference over Bazzilli and other Forward Going Bids

### [ETM Defense over Double of Fourth Suit/Forward Going Bids]

If partner's length in the suit doubled is not exactly known, then:

Pass directly over double asks partner to:

Pass with 4 or longer, or if holding the maximum length possible.

Redouble with more than one in the suit, but less than 4, and less than the maximum length possible.

Now bidding proceeds as if double was not made, though partner can pass the redouble when playable.

Bid with a singleton or void in the suit doubled. Now bidding has gone off-the-rails, but the partnership knows a lot more about the hand type – for a clearly forcing bid, cuebid the suit doubled, since not to play now.

Redouble shows values (e.g. if Bazzilli, then 17+ if opener, 7/8+ if responder) and 2 or 3 in the suit redoubled. Bidding proceeds as if partner has made a positive bid.

Bidding shows either weakness, if weakness is possible and there are bids defined as such (so not on a game forcing auction), or a singleton/void in the suit doubled.

If partner's length in the suit doubled is exactly known, direct pass forces partner to redouble unless void or has made mistake. After partner redoubles, bids are descriptive, as they would have been without the double but now promise the ace of the doubled suit. A direct redouble shows 2 or longer in the suit without a stopper. All direct bids promise a stopper.

Note: players are keen to double the positive response to Bazzilli for some reason – take full advantage of this foolishness!

Examples:

1♥=P=1♠(1F)=P—1NT(Bazzilli)=P=2♣(7/8+)=Double=Redouble: 2/3♣s, 17+, so now a GF.

1♠=P=1NT(1F)=P—2♣(Bazzilli)=Double=Pass=Pass—Pass: To play, 4+♣s.

1♥=P=1NT(5+♠s)=P—2♣(Bazzilli)=Double=Redouble(2/3♣s, 7/8+)=Pass—2♥: 5♥s, 4/5♣s, 11-14.

## Examples of Bazzilli

a)			
♠ AT872	♠ K3	1♠-1NT—	It looks natural! 2♣ was Bazzilli. 2♦ was a 7/8+ positive. 2♠ showed 11-14 with 4+♠s. 2NT was a GI.
♥ 52	♥ KQ87	2♣-2♦—	
♦ QT	♦ K8765	2♠-2NT	
♣ AQ42	♣ T6		
b)			
♠ AQJ93	♠ KT	1♠-1NT—	2♣ was Bazzilli. 3♠ show 5+♠s & 4♥s & 2♠s, 10-12. 4♣ was ORB for ♣s. 4NT showed 2 keys without ♣Q.
♥ T	♥ A984	2♣-2♠—	
♦ AK64	♦ 7	4♣-4NT—	
♣ A63	♣ KT9842	6♣	
c)			
♠ AT84	♠ K2	1♥-1♠—	1NT was Bazzilli. 2♣ was 7/8+ positive. 2♠ was 17+ with 4+♠s or 6+♥s balanced. Responder could have asked but bid 3♥ with Hx in ♥s. 4♣ and 4♦ and 4♠ were cuebids. 4NT was RKCB. 5♦ was 0-3. 5NT promised all keys and ♥Q. 6♣ was ♣K. 6♦ looked for something extra. 6♥ said nothing else.
♥ AKJ93	♥ Q6	1NT-2♣—	
♦ T	♦ A7432	2♠-2NT—	
♣ AK3	♣ Q984	3♣-3♥—	
		4♣-4♦—	
		4♠-4NT—	
		5♦-5NT—	
		6♣-6♦—	
		6♥	
d)			
♠ AT84	♠ K2	1♥-1♠—	2♦ was delayed Flannery, showing 4♠s, 5+♥s, 11-16. 2♥ was to play unless opener had something else to show.
♥ AKQ93	♥ J6	2♦-2♥	
♦ T	♦ KQ764		
♣ T63	♣ 9854		
e)			
♠ AT8	♠ KQ4	1♥-1♠—	1NT was Bazzilli, 2♣ was 7/8+ positive. 3NT showed 3=6=1=3, 16/17+, opener upgrading.
♥ AKQ932	♥ 4	1NT-2♣—	
♦ T	♦ J764	3NT-4♥	
♣ K63	♣ QT542		
f)			
♠ AT8	♠ K43	1♥-1♠—	1NT was Bazzilli, 2♦ showed short ♥s and not enough for a positive. Opener does not upgrade opposite weak hand & singleton/void ♥.
♥ AKQ932	♥ 4	1NT-2♦—	
♦ T	♦ J764	2♥	
♣ K63	♣ QT542		
g)			
♠ AT842	♠ 76	1♠-1NT—	1NT was Bazzilli, 2♣ was 7/8+ positive. 2♥ show 3♥+s. 3♥ showed 5♥s but not enough for game opposite 5=3=1=4 11/12-14.
♥ AJ5	♥ QT642	2♣-2♦—	
♦ T	♦ AQ642	2♥-3♥—	
♣ AQT3	♣ 4	4♥	
h)			
♠ AQT42	♠ K6	1♠-1NT—	2♦ was natural. 2♥ essentially asked if 3♥s. 3♦ showed 5=3=4=1 with more than 11-13 but not enough to accept all 7/8-10 GIs in ♦s.
♥ AJ5	♥ QT642	2♦-2♥—	
♦ QJT3	♦ A7	3♦-4♥	
♣ 5	♣ T984		
i)			
♠ AT842	♠ 76	1♠-1NT—	2♣ was Bazzilli. 2♥ showed less than a positive with 4/5♥s.
♥ AJ5	♥ QT642	2♠-2♥	
♦ T	♦ Q7642		
♣ AQT3	♣ 4		

## Premium 1♣ Response Structure Including Transfers

### [Prerequisites]

The Premium One Club – One Trump Asking structure is required, either in full detail, or at least partially, to support the 20/21+ balanced hands that opener may have.

### Transfers after 1♣ Opening

#### [Overview]

Transfers over 1♣ allow strong balanced hands to play the contract, and provide more room for responder to describe hand, including showing second suits (if any) and shortness to balanced opener. Also the structure permits strong balanced hands (20/21+) to be included in the 1♣ opener, freeing up bids elsewhere and also making available extensive bidding space to explore for slam or the right game.

#### [Terminology]

Since 1M is no longer a natural response, for ease of reference we use 1Red to refer to the transfer bids to the majors – called 1 red since the one level reds suit bids, 1♦ and 1♥, are used to show a major.

#### [Core Structure for Balanced hands]

Although the overall structure is complex when the details are filled in, the core structure is relatively straightforward. After a major suit transfer the structure looks like:

1♣-1red—?

- 1M: 11/12-14 balanced, with 2-5 in M. Also unbalanced hands with 3 in M up to 16.
- 1NT: Transfer to ♣ with 6+♣s or big hand.
- 2♣: Usual response when opener is 20/21+.
- 2♦: 20/21-22 balanced/semi-balanced
- 2♥: 22/23-24 balanced/semi-balanced
- 2♠: 24/25+ game forcing balanced/semi-balanced.

After the 1♠ response to 1♣, denying a four card major, the structure looks like this:

1♣-1♠—?

- Pass: 11/12-14 balanced with 5♠s.
- 1NT: 11/12-14 balanced without 5♠s.
- 2♦: 20/21-22 balanced/semi-balanced, or both minors.
- 2♥: 22/23-24 balanced/semi-balanced, or ♣s & ♥s 17/18+.
- 2NT: 24/25+ balanced/semi-balanced.

After two level responses to 1♣, opener can ask for further description with 20/21+ balanced.



**[1♣ Responses]**

After our 1♣ opening, here are responder's bids:

- 1♦: Transfer, 4+♥s, may have longer ♠s if 0-6.
- 1♥: Transfer, 4+♠s. Not 4+♥s unless GI+, and if GI with 4♥s not shapely.
- 1♠: Transfer to notrump, limited to 11. No four card major, no 6+ card minor, not 5-5+ minors, no void. 11 only if 3=3=4=3/3=3=3=4 (and not with two aces), or if 2=2=5=4/2=2=4=5 with a weak major so can not use 2NT response.
- 1NT: Unchanged, still GF asking bid. See 1♣-1NT section before or use ETM Gold base methods.
- 2♣: 6+♦s & any strength (transfer) or GI values with no four card major, not 6+♠s, not 5-5+ in the minors, and not 2=2=4=5/2=2=5=4.
- 2♦: 7-11, 5+♠s, 4+♥s –if GI values has extra shape: 6-4/5-5/5-4-(4-0)+.
- 2♥: 5-5+ in minors, any strength, or 6-4+ either way in the minors GF, or 5-4 either way in the minors with a singleton major that is a Q, K, or A. No 4 card major.
- 2♠: 6+♠s (transfer), either not enough for game opposite 20/21-22 balanced, or GI+ opposite anything.
- 2NT: GI with 2=2=5=4 or 2=2=4=5, Qx or better in each major.
- 3♣: 6+♠s, to play opposite 11/12-14 balanced but enough for game opposite 20/21-22 balanced.
- 3♦: 2=2=5=4 or 2=2=4=5, GF, with a weak major or extra values.
- 3M: Weak singleton in M, 5-4 either way in minors, GF.
- 3NT: 2=2=5=4 or 2=2=4=5, GF, Kx or better in both majors. Not substantial extra values.

**[Common sequences after 1♣-1♦ and 1♣-1♥ transfer to M]**

After 1♣-1♦ and 1♣-1♥:

- 1M:** Exactly 3 in **M** & maximum of 16 or 11/12-14 balanced/semi-balanced with 2+ in **M**. If ♠s=**M** can also be 1=4=4=4 exactly with 11/12-14 (this may end up playing a 5-1 fit, but often at a low enough level).
- 1NT:** Either very big hand OR transfer to ♣s with 6+♣s, maximum of 16, not 4+♦s and denies 3 in **M**.  
Either:  
a) 6+♣s, not 4+♦s and denies 3 in **M** and if **M**=♥s denies 4+♠s, maximum of 16.  
The other options b) to e) are all big hands.  
b) 20/21+ balanced/semi-balanced/4-4-4-1 short in **M**.  
c) 20+ with 4+ in **M** and no singleton/void.  
d) 22/23+ with 4+ in **M** and a singleton/void.  
e) GF with ♣s without 3 in **M**.
- 2♣:** 5+♣s, 3/4+♦s, 11-17, not 3 in **M** and if just 5♣s usually singleton/void in **M** (prefer 1M rebid if 2=2=4=5). Only 3♦s if ♠s=**M** and 1=4=3=5.

**One-Under-2M:** Exactly 3 in **M**, 16/17+, unbalanced hand. Unlimited so forcing if 1♣ opening was forcing.

- 2M:** 4 in **M** with unbalanced hand and ♣s, maximum of 16. If less than 14 must have singleton/void.
- 2NT:** 6+♣s, 17/18/19 to near GF, not 3+ in **M**, not 4+ in **OM**, can have 4♦s if stopper in **OM**.
- 3♣:** 7+♣s, not 3+ in **M**, not 4+ in **OM**, not 4+♦s, relative minimum opening (i.e. too good for an initial preempt but not lots of extra values for an opening bid).
- 3♦:** 6+♣s, 4+♦s, 17/18+ to near GF, not 3+ in **M**. If just 4♦s, no stopper in **OM**. NF.
- 3M:** 4 in **M**, either 5-4-2-2 with 5♣s & 17-19, or singleton/void in ♦s or **OM**, 16/17-19. However if **M**=♠s, not singleton/void in ♥s (bid 3♥ instead).
- 3OM:** Singleton/void in **OM**, 4+ in **M**. If **M**=♥s it shows 19/20-22+, and if **M**=♠s it shows 16/17-19+. Now 3NT asks hand quality/type in steps: 4♣: Singleton **OM**, minimum; 4♦: Singleton **OM**, extras+; 4♥: Void **OM**, minimum; 4♠: Void **OM**, extras+.
- 3NT:** 4+ in **M**, 6+♣s, good ♣ suit (source of tricks), slam try and too strong for any other direct raise.
- 4♣:** Singleton/void in ♦s, 4+ in **M**, slam try and too strong for any other direct raise. Not void if ♠s=**M** (bid 4♥).
- 4♦:** 6+♣s, 5+ in **M**, less than 16 or will make another bid over 4M by responder.
- 4♥:** When **M**=♠s, 4♥ shows void in ♦s, 4+ in **M**, slam try and too strong for any other direct raise but not enough for 1NT.
- 4M:** 5-4-2-2 with 5♣s and 4 in **M**, no control in either side suit, but great ♣s and **M**.

**[1♣-1♦ Specific Rebids]**

After 1♣-1♦ (showing 4+♥s, may have longer ♠s if 0-6):

- 1♠: 4+♠s, unbalanced, longer ♠s or 4=1=4=4, maximum of 19, fewer than 3♥s. Pass, 2♣, 2♥ are signoffs. 2♦ is artificial GF. 2♠ is invite if opener is maximum. 2NT to 3♠ are invites. 3NT is to play, though opener bids again if maximum.
- 2♠: 4+♠s, 5+♠s, 19/20 to near GF, NF, fewer than 3♥s. Pass to play (very weak), 2NT now shows either some weak hand or a 3NT rebid with slam interest, and asks opener to bid 3♣ unless very strong; over 3♣ responder will pass or show nature of weak hand, or bid 3NT to show slam interest. Over 2♠, 3♣ and higher establish a game force, with 3♦ non-descriptive with no other good bid.

**[1♣-1♥ Specific Rebids]**

After 1♣-1♥ (showing 4+♠s):

- 2♦: 4+♥s, unbalanced, 5+♠s, 16/17+ to near GF, NF, fewer than 3♠s. Pass to play with long ♦s and very weak. 2♥ shows weakness or a notrump GF with extras and asks opener to bid 2♠ unless very strong; over 2♠ responder will then pass, bid 3♣ to play, bid 3♦ and 3♠ to show weakness but game interest, and bid 2NT to show notrump GF with extras. Also over 2♦, responder can bid 2NT natural GI, 2♠ forcing to 2NT with 5+♠s, and 3 level bids natural and GF, with 3♦ non-descriptive with no other good bid.

**[1♣-1♦—1♥ Detailed Sequences]**

After 1♣-1♦—1♥ (11/12-14 balanced/semi-balanced with 2+♥s or exactly 3♥s & maximum 16):

Pass: 5+♥s to play.

- 1♠: 4+♠s, can have 5+♠s & 4+♥s in weak hand, NF but up to GI values (bid 2♠ if GF+). After 1♠:  
 Pass: 4♠s, minimum.  
 1NT: 11/12-14 balanced/semi-balanced with 2/3♠s and 2/3♥s. 2♥ or 2♠ now to play. 2NT and above natural GI. 2♠ natural and non-forcing, but opener except to raise with 4 card fit and a maximum.  
 2♣: 5+♠s, 3♥s, 11-16. 2NT and above are natural GI. Bids below 2NT are to play.  
 2♦: 11-16 with 1=3=4=5 or 11-14 with 0=3=4=6. Pass, 2♥, 2♠ and 3♠ now to play. 2NT and above 3♠ are GI bids.  
 2♥: 4/5♥s, 11-12/14 balanced or semi-balanced.  
 2♠: 4♠s, 13-14 balanced or semi-balanced.  
 3♣: 0=3=4=6, 15-16.
- 1NT: To play if opener has balanced hand with less than 4♥s. After 1NT:  
 Pass: 11/12-14 balanced with 2/3♥s.  
 2♣: 5+♠s, 3♥s, not 4♦s, 11-16.  
 2♦: 3♥s, 4♦s, 5/6♠s, 11-16.  
 2♥: 11/12-14 balanced/semi-balanced with 4/5♥s.  
 3♠: 15-16, 6+♠s, good suit, 3♥s.

- 2♣: Asks, either game interest or stronger or may have ♣ signoff, fewer than 4♠s. After 2♣:
- 2♦: 2/3♥s, 11/12-14 balanced or semi-balanced, can be 2=3=2=6 if 11-13. After 2♦:
- 2♥: Game invite with 5♥/6♥s. If 6♥s not good game invite and not good suit.
- 2♠: Game invite or better with 4♥s. Opener rebids.
- 2NT: 11-12 balanced.
- 3♣: 11-13 with 2=3=2=6.
- 3♦, 3♥, 3♠: 13-14 balanced, value showing.
- 3NT: 13-14 balanced.
- Now responder's three level bids are value showing & forcing.
- 2NT: Transfer to ♠s, to play 3♣ or will show hand type with ♠s & GF.
- 3♣: Artificial, GF with 5+♥s.
- 3♦: Forcing with ♦s.
- 3♥: 6+♥s, good suit, game invite but not good one.
- 3♠: Artificial, GF with ♠s, did not want to bid 2NT and play contract from wrong side.
- Games: To play.
- 2♥: 4♥s, 11/12-14 balanced or semi-balanced.
- 2♠: 3♥s, 11-13, singleton/void ♦s or ♠s. 3♥ is forcing directly over 2♠. 2NT asks shortness (and to signoff in 3♥ bid 2NT first):
- 3♣: Singleton ♠, 11-13. 3♦ and 3♥ now to play.
- 3♦: Singleton ♦, 11-13. 3♥ now to play.
- 2NT: 5♥s, 11/12-14 balanced.
- 3♣: 3♥s, 2=3=2=6, 13/14-16.
- 3♦: 3♥s, singleton/void ♦, 13/14-16.
- 3♥: 3♥s, singleton/void ♠, 13/14-16.
- 3NT: 3♥s, 2=3=2=6, 13/14-16, stoppers in doubletons.
- If opener shows 4+♥s, suit bids not including ♥s are game tries or stronger. If opener shows 3♥s with 2♠ or 3X bids, then 3♥ establishes GF and asks for cuebidding, cheapest bid in ♠s is to play (or pass if 3♣), NT bids recommend contract, 3♦ is natural GF, and 3♠ is artificial showing ♠s & GF.
- 2♦: 4♥s, long ♦s. To play unless opener has 4+♥s (bid 2♥) or singleton/void in ♠s (bid 2♠ or above).
- 2♥: 5+♥s, game interest opposite 13/14-16 with 3+♥s for otherwise would have passed 1♥. With 13/14-16 & 3♥s unbalanced opener shows shortness or bids 3♣ with good 6+♠s. With 13/14 balanced opener bids 2NT with 3/4♥s or bids 3♥ with 5♥s.
- 2♠: 4+♠s, GF, 4+♥s (equal or longer ♥s than ♠s).
- 2NT: GI opposite 11/12-14 balanced, to play either in 2NT or 3NT if opener has less than 4♥s, or 3♥ or 4♥ is opener has 4 or 5♥s. Doesn't want to know opener's shape or value location.
- 3m: 6+ in m, 4♥s, GI.
- 3♥: 6+♥s, good game invite. To be passed only by 11-12 balanced with 2/3♥s.
- 3NT: To play if opener has 2/3♥s, otherwise to play in 4♥.
- 3♠, 4♠, 4♦: Singleton/void, slam try, 6+♥s.
- 4♥: To play.

After 1♣-1♦—2♣(6+♣s, denies 3 in M and if M=♥s denies 4+♠s, maximum of 16.):

- 2♦: Transfer to 2♥ with 6+♥s. If opener bids 2♥, only non-game forcing auction is if responder passes or bids 2NT or 3♣, which are GI. If opener bids 3♣ to show very long ♣ suit, responder can still overrule with 3♥ non-forcing, and all other bids are GF. If opener bids above 2♥, but not 3♣, to show extras and usually doubleton ♥, then 3♥ is a signoff, and all other bids are game forcing.
- 2♥: Transfer to 2♠ with ♠ signoff or any GF without 6+♥s. Opener bids 2♠, and now any bid by responder shows a natural GF without 6+♥s.
- 2♠: Artificial, GI with long ♦s. This allows the partnership to still stop in 3♣.
- 2NT: GI
- 3♣: GI
- 3♦: GF with long ♦s.
- 3♥: GI with 6+♥s.
- 3♠,4♦: Singleton/void in suit bid, ♣ support, GF+.
- 3NT: To play.
- 4♣: Distributional GI.
- 4♥,5♣: To play.

**[1♣-1♥—1♠ Detailed Sequences]**

After 1♣-1♥—1♠(11/12-14 balanced/semi-balanced with 2+♠s or exactly 3♠s & maximum 16):

Note: These sequences are much like 1♣-1♦—1♥ but with ♠s.

Pass: 5+♠s to play.

1NT: To play if opener has balanced hand with less than 4♠s (or if 1=4=4=4). After 1NT:

Pass: 11/12-14 balanced with 2/3♠s or 1=4=4=4 11/12-14.

2♣: 5+♠s, 3♠s, not 4♦s, 11-16.

2♦: 3♠s, 4♦s, 5♠s, 11-16.

2♠: 11/12-14 balanced/semi-balanced with 4/5♠s.

3♣: 15-16, 6+♠s, good suit, 3♠s.

2♣: Asks, either game interest or stronger or may have ♣ signoff, fewer than 4♥s. After 2♣:

2♦: 2/3♠s, 11/12-14 balanced or semi-balanced, can be 3=2=2=6 if 11-13. Also 1=4=4=4.

After 2♦:

2♥: Game invite or better with 4♠s. Opener rebids.

2♠: 12-13 with 3=2=2=6.

2NT: 11-12 balanced or 1=4=4=4.

3♣: 11-12 with 3=2=2=6.

3♦, 3♥, 3♠: 13-14 balanced, value showing.

3NT: 13-14 balanced or 1=4=4=4.

Now responder's three level bids are value showing & forcing.

2♠: Game invite with 5♠/6♠s. If 6♠s not good game invite and not good suit.

2NT: Transfer to ♠s, to play 3♣ or will show hand type with ♠s & GF.

3♣: Artificial, GF with 5+♠s.

3♦: GF with ♦s.

3♥: Artificial, GF with ♠s.

3♠: 6+♠s, good suit, game invite but not good one.

Games: To play.

2♥: 4♠s, 11/12-14 balanced or semi-balanced.

2♠: 3♠s, 11-13, singleton/void ♦s or ♥s. 2NT asks shortness:

3♣: Singleton ♥, 11-13. 3♦ and 3♠ now to play.

3♦: Singleton ♦, 11-13. 3♠ now to play.

2NT: 5♠s, 11/12-14 balanced.

3♣: 3♠s, 3=2=2=6, 13/14-16.

3♦: 3♠s, singleton/void ♦, 13/14-16.

3♥: 3♥s, singleton/void ♥, 13/14-16.

3NT: 3♠s, 3=2=2=6, 14-16, stoppers in doubletons.

If opener shows 4+♠s, suit bids not including ♠s are game tries or stronger. If opener shows 3♠s with 2♣ or 3X bids, then 3♠ establishes GF and asks for cuebidding, cheapest bid in ♠s is to play (or pass if 3♣), NT bids recommend contract, 3♦ is natural GF, and 3♥ is artificial showing ♠s & GF.

2♦: 4♠s, long ♦s. To play unless opener has 4+♠s (bid 2♠) or singleton/void in ♠s (bid 2♥ or above 2♠).

2♥: 5+♠s, 4+♥s (longer ♠s than ♥s), GI or better. If GI not shapely so just 5♠s & 4♥s. All auctions above 2NT establish game force except 1♣-1♥—1♠-2♥—3♥ which can be passed by responder.

2♠: 5+♠s, game interest opposite 13/14-16 with 3+♠s for otherwise would have passed 1♠. With 13/14-16 & 3♠s opener shows shortness or bids 3♣ with good 6+♠s. With 13/14 balanced opener bids 2NT with 4♠s or 3♠ with 5♠s.

2NT: GI opposite 11/12-14 balanced, to play either in 2NT or 3NT if opener has less than 4♠s, or 3♠ or 4♠ is opener has 4 or 5♠s. Doesn't want to know opener's shape.

3m: 6+ in m, 4♠s, GI.

3♥: 5-5+ in majors, good suits, GF.

3♠: 6+♠s, good game invite. To be passed only by 11-12 balanced with 2/3♠s.

3NT: To play if opener has 2/3♠s, otherwise to play in 4♠.

4♣, 4♦, 4♥: Singleton/void, slam try, 6+♠s.

4♠: To play.

### [1♣-1red—1NT Overview & Common Sequences]

When responder transfers to a major over 1♣, and opener rebids 1NT, it shows either a very big hand or transfer to ♠s with 6+♠s, maximum of 16, not 4+♦s and denies 3 in M. Thus either:

- 6+♠s, not 4+♦s and denies 3 in M and if M=♥s denies 4+♠s, maximum of 16.
- The other options b) to e) are all big hands.
- 20/21+ balanced/semi-balanced/4-4-4-1 short in M.
- 20+ with 4+ in M and no singleton/void.
- 22/23+ with 4+ in M and a singleton/void.
- GF with ♠s without 3 in M.

These are the common sequences after 1♣-1red-1NT:

2♣: A hand that would pass a hand with a maximum of 14 HCP and 6+♠s. May have 4 or 5 in M.

2♦: 20/21-22 balanced/semi-balanced.

2♥: 22/23-24 balanced/semi-balanced.

2♠: GF (24/25+) balanced/semi-balanced.

2NT: GF with ♠s

3♣: 14/15-16, 6+♠s.

3♦: GF with ♠s, secondary ♦s.

2♠: Any GF.

2NT: Waiting bid that permits responder to define hand type. After 2NT:

3♣: Waiting in return, GF.

3♦: Asking in return: usually a big 20/21+ hand. See Big Balanced Structures section below.

3M: Hx in M.

Rest: Natural.

3♦: 6+♦s, good ♦ suit, 4+ in M, GF.

3OM: 5+♠s, 5 in M, GF.

3M: Singleton/void in OM, 5+♠s, 4 in M, GF.

3NT: Singleton/void in ♦s, 5+♠s, 4 in M, GF.

4♣: Singleton/void in ♦s, 5+♠s, 4 in M, too strong for just 3NT.

Over 3♦+, bidding as over the 3♦+ GI sequences directly over 1NT, except for the 4♣ bid, where 4♦ is ORB for ♠s.

3♣: Great six card or any seven or longer ♣ suit, less than 17.

3♦: Original GF with ♠s.

3M: 6+♠s, less than 17, weakness in OM.

3OM: 6+♠s, less than 17, weakness in ♦s.

3NT: 6+♠s, less than 17, spread-out soft values.

2NT: GI without decent ♣ fit.  
 Pass: With 6♣s, spread out values, not enough to accept GI.  
 3♣: Declines GI.  
 3♦: Asking. See Big Balanced Structures section below.  
 3M: 6+♣s, less than 17, weakness in OM.  
 3OM: 6+♣s, less than 17, weakness in ♦s.  
 3NT: To play.  
 4♣: NF, invites to 5♣ with very long ♣ suit.  
 4♦: ORB for ♣s.

3♣: GI with decent ♣ fit.  
 Pass: Declines GI.  
 3♦: Asking. See Big Balanced Structures section below.  
 3M: 6+♣s, less than 17, weakness in OM.  
 3OM: 6+♣s, less than 17, weakness in ♦s.  
 3NT: To play.  
 4♣: NF, invites to 5♣.  
 4♦: ORB for ♣s.

3♦: 6+♦s, good ♦ suit, 4+ in M, GI.  
 3M: 6+♣s, less than 17, weakness in OM.  
 3OM: 6+♣s, less than 17, weakness in ♦s.  
 3NT: To play.  
 4♣: ORB for ♣s.  
 4♦: ORB for ♦s.  
 4M: Cuebid for ♦s.  
 4OM: ORB for M.  
 5♣,5♦: To play.

3OM: 5+♣s, 5 in M, GI.  
 3♣: If available, waits for further description.  
 3NT,5♣: To play.  
 4♦,4M: Cuebid for ♣s.  
 4♣: ORB for ♣s.  
 4OM: ORB for M.

3M: Singleton/void in OM, 5+♣s, 4 in M, GI.  
 3♣: If available, waits for further description.  
 3NT,5♣: To play.  
 4♦,4M: Cuebid for ♣s.  
 4♣: ORB for ♣s.  
 4OM: ORB for M.

3NT: Singleton/void in ♦s, 5+♣s, 4 in M, GI.  
 P, 5♣: To play.  
 4♦,4M: Cuebid for ♣s.  
 4♣: ORB for ♣s.  
 4OM: ORB for M.

After 1♣-1♦—1NT:

2♦: 6+♥s, may have 4+♠s, any strength.  
 2♥: 6+♠s, 4+♥s, 0-6.

After 1♣-1♥—1NT:

2♦: 4+♥s, 5+♠s, GI+. If just GI, then at most 5-4-3-1 shape.  
 2♥: 6+♠s, less than 4♥s, any strength.



**[1♣-1♦—1NT Specific Sequences]**

These are the specific sequences after 1♣-1♦—1NT, when opener does not have 4+ in **M**:

- 2♦: 6+♥s, may have 4+♠s, any strength. After 2♦:  
 2♥: 6+♠s, less than 17.  
 2♠: 20/21+ balanced/semi-balanced, asking for description. See Big Balanced Structures section below.  
 2NT: GF with ♠s.  
 3♣: 7+♠s, 13/14-16, singleton/void in ♥s.  
 3♦: GF with ♠s, secondary ♦s.  
 3♥: 6+♠s, 2♥s, 14/15-16.
- 2♥: 6+♠s, 4+♥s, 0-6. After 2♥:  
 2♠: 6+♠s, less than 17.  
 2NT: 20/21+ balanced/semi-balanced. See Big Balanced Structures section below.  
 3♣: 7+♠s, 13/14-16, singleton/void in ♠s.  
 3♦: GF with ♠s.  
 3♠: 6+♠s, 2/3♠s, game possible in ♠s.

**[1♣-1♥—1NT Specific Sequences]**

These are the specific sequences after 1♣-1♥—1NT, when opener does not have 4+ in **M**:

- 2♦: 5+♠s, 4+♥s, GI+. If GI then at most shape is 5-4-3-1.  
 2♥: Waiting bid with 6♠s, less than 17. Forcing.  
 2♠: GI with 5♠s, 4♥s, at most 5-4-3-1. Now 3♦ by opener asks for ♦ stopper.  
 2NT+: Natural, GF, with 5+♠s, 4+♥s.  
 2♠: 22/23+ balanced/semi-balanced or big hand with 4+♠s and no other good bid. Responder completes shape description (e.g. 2NT if 5=4=2=2) and natural bidding continues.  
 2NT: 20/21-22 balanced/semi-balanced. Natural bidding now.  
 3♣: 7+♠s, 13/14-16, no major fit.  
 3♦: Original GF with ♠s.  
 3♥: 4+♥s, 6+♠s, minimum, but forcing to 4♥ based on shape alone.  
 3♠: Singleton ♠, 4♥s, 6+♠s, non-minimum but less than 17.  
 3NT: Good 6+♣ suit, 4♥s, non-minimum but less than 17.  
 4♣: Singleton/void in ♦s, 4♥s, 6+♠s, non-minimum but less than 17.  
 4♦: ♠ void, 4♥s, 6+♠s.
- 2♥: 6+♠s, denies 4+♥s, any strength.  
 2♠: 6+♠s, less than 17.  
 2NT: 20/21+ balanced/semi-balanced, asking. See Big Balanced Structures section below.  
 3♣: 7+♠s, 13/14-16, singleton/void in ♠s.  
 3♦: GF with ♠s.  
 3♠: 6+♠s, 2♠s, 14/15-16.

**[1♣-1red—1NT When Opener has 4+ in M]**

These are the detailed sequences after 1♣-1red—NT, when opener does have 4+ in M (and thus a very strong hand):

- 2♣: A hand that would pass a hand with a maximum of 14 HCP and 6+♣s. May have 4 or 5 in M.  
 3M: 20/21-22 balanced, 4/5 in M. NF.  
 3OM: 22/23+ balanced, 4/5 in M, F to 4M.  
 3NT: 4 in M, 6+♣s, forcing to 4M, very strong hand.  
 4♣: 4 in M, singleton/void in ♦s, 4+ in M, very strong hand.  
 4♦: 4 in M, singleton in OM, 4+ in M, very strong hand.  
 4M: 4 in M, void in OM, very strong hand but not enough to bid beyond 4M.  
 4OM: 4 in M, void in OM, Exclusion Blackwood for M.

One under 2M : This shows 6 or longer in M, any strength.

3OM: 4/5 in M, 20/21+ balanced, forcing to 4M.

Rest: As over 2♣.

- 2♦: After 1♣-1♥—1NT, 2♦ shows 5+♠s, 4+♥s, GI+. Then:  
 Bid 2♠ first, then 3♠ to establish trumps.

- 2♥: After 1♣-1♦—1NT, 2♥ shows 6+♠s, 4+♥s, 0-6. Then:  
 3♥: 20/21+ balanced, forcing to 4♥.  
 3NT+: as over 2♣.

- 2♠: Any GF. Bid 2NT waiting, then 3♦ asking if available, then, with or without having bid 3♦ first, bid next 4OM as ORB for M.

2NT, 3♣: Bid 3♦ asking, then 4OM as ORB for M.

- 3♦+: Bid 4OM as ORB for M.

**[1♣-1red—2♣ 5+♠s, 3/4+♦s 11-17]**

After 1♣-1red—2♣ (5+♠s, 3/4+♦s, 11-17, fewer than 3 in **M** and if just 5♠s usually singleton/void in **M**, only 3♦s possible if ♠s=**M** and 1=4=3=5):

Pass, 3NT, 5♣, 5♦: To play.

2♦: To play if ♠s=**M** (1♣-1♥—2♣-2♦), though opener bids again descriptively if 14/15-17.

If ♥s=**M** then 1♣-1♦—2♣-2♦ is a transfer to ♥s, with 6+♥s. Over this 2♦:

Pass: Never, partner is unlimited.

2♥: Usual response. Now pass is signoff and 2♠ is artificial and forcing and establishes a GF. 2NT, 3♣, 3♦, and 3♥ are all natural GI (still with 6+♥s). 3♠ is a GF with a singleton/void in ♠s. 4♣ and 4♦ are natural and GF.

3♥: Maximum with 2♥s.

Other: Maximum with shape, descriptive.

2♥: Transfer to ♠s, but the sequence 1♣-1♦—2♣-2♥ may be used to signoff in ♦s.

For 1♣-1♦—2♣-2♥ responder either has:

- a) 6+♠s 0-6 (so bid 1♦ with 4+♥s and 5+♠s 0-6),
- b) To play in ♦s with less than GI values
- c) To show 6+♥s & 5+♠s with less than a GF

After 1♣-1♦—2♣-2♥, opener bids:

2♠: Normal response, but this denies 3♠s unless dead minimum. After 2♠:

Pass: With 6+♠s and 0-6.

3♠: Signoff in ♦s with poor hand.

3♦: Signoff in ♦s with constructive values.

3♥: 6+♥s, 5+♠s, constructive or poor GI

3♠: 6+♥s, 5+♠s, good GI

2NT: Good ♠ raise based on 3♠s or 2♠s & maximum. Bidding as over 2♠ except 3♠ to play, and 4♥ shows good 6-5.

3♣, 3♦: Shapely hand with maximum. Natural bidding now.

For 1♣-1♥—2♣-2♥, responder has either 6+♠s any strength (except see 3**M** rebid over 2♣) or 5♠s & 4♥s GI. Over 2♥ opener bids:

2♠: Normal response. Now 2NT is with 5♠s & 4♥s GI, and all other bids promise 6+♠s. 3♥ is like fourth-suit-forcing but with 6+♠s (and establishes GF). 3♣ and 3♦ are both natural invites with 6+♠s. 3♠ is a poor GI.

3♠: Maximum with 2♠s.

Other: Maximum with shape, descriptive.

2♠: Artificial, like fourth-suit-forcing. Denies 6+ in **M**. Establishes GF and asks for stopper in **OM**. Natural bidding now.

2NT, 3♣, 3♦: Natural, GI.

3**M**: Good GI with 6+ in **M**. With poor GI transfer to **M** then bid 3**M**.

3**OM**: Singleton/void in **OM**, ♠ fit, GF.

4♣, 4♦: Great minor fit, GF.

**[1♣-1red—One Under 2M]**

After 1♣-1♦—2♦ and 1♣-1♥—2♥ (Exactly 3 in **M**, 16/17+, unbalanced hand, forcing):

**2M:** Signoff in **M**. Might have only 4 in **M** if 2 or less ♣s and not 6+♦s. Over **2M**:

Pass: Minimum hand, about 16/17-19.

**3♦, OM:** Natural/semi-natural. Implies singleton/void in other side suit, forcing. Extra values if bid on three level, but 2♠ can be just 4♠s and looking for possible 4-4 fit.

**2NT:** Extra values (about 20-22), usually 6-3-2-2 with 6♣s and Qx or better in both ♦s and **OM**, non-forcing. Can also have a 6/7♠s with a singleton A.

**3♣:** Extra values, 6-3-2-2, at least one weak doubleton suit, non-forcing.

**3M:** Either like 3♣ but even stronger, 23+, or any 6-3-2-2 that is too strong for 3NT. Forcing to 4♣ or 4M.

**3NT:** Like 2NT but even stronger (about 23-27), non-forcing.

**4♣:** Seven great ♣s, void in ♦s, considerable extra values, forcing to 4M or 5♣.

**4♦:** Void in ♦s, considerable extra values. Forcing to 4M or 5♣.

**4M:** Seven great ♣s, void in **OM**, considerable extra values, NF.

**Jump in OM:** Void in ♦s, considerable extra values. Forcing to 4M or 5♣.

On these auctions, responder can try to signoff (besides passing where allowed) with 3NT, or the cheapest ♣ and M bids, or by bidding game in ♣s or M. The cheapest bid of ♦ or OM (which ever is cheaper) doesn't promise anything in the suit, but just shows willingness to cooperate in context with previous bidding. Any other bids in ♦s or OM show values there.

**2♠:** If ♥s=M then 6+♠s, 4♥s, 0-6. Natural bidding after this, with cheapest ♦ bid like fourth-suit forcing.

**2NT:** GI+ with only 4 in M, or big hand with 5+ in M and 13+. Opener bids as over 2M to show hand shape, except minimums now bid too. If responder rebids 3M it is non-forcing, but all other sequences force to 3NT, 4♣, or game in a suit.

**3♣:** Signoff in ♣s with 3+♠s. Opener can still explore for game by bidding OM or ♦s (which implies shortness or weakness in the other side suit), or 3M if no short suit, or 3NT with both side suits stopped.

**3♦:** Signoff in ♦s with 6+♦s, only 4 in M.

**3M:** GI with 5 in M.

**3OM:** Artificial, GF with 5+ in M, not 4 in OM. Cheapest bid now asks shortness, other bids show shortness. 3NT over 3♥ shows 3=6=2=2 with stoppers in minors, forcing to 4♣.

**3NT:** Singleton/void in ♣s, GF with 5+ in M, 4+ in OM.

**4♣:** Singleton/void in ♦s, GF with 5+ in M, 4+ in OM.

**4♦:** No singleton/void, GF with 4=5=2=2 or 5=4=2=2, 10+.

**4♥:** If M is ♥s, this shows 4=5=2=2 with less than 10 but still GF values.

**[1♣-1red—2NT 6+♣s, 17/18/19 to near GF]**

After 1♣-1red—2NT (6+♣s, 17/18/19 to near GF, fewer than 3 in **M**, not 4+ in **OM**, can have 4♦s if stopper in **OM**):

3♣, 3NT, 5♣: Signoff.

3red: Re-transfer to **M** with 6+ suit. Used to signoff in 3**M** or to bid again descriptively, which establishes GF.

3♥: When **M**=♥s, transfer to ♠s with 6+♠s 0-6.

3♦: When **M**=♠s, transfer to ♥s with 4+♥s & 5+♠s, original GI+.

3♠: 4+♦s, forcing to 3NT, but wants to play in ♦s if opener has 4♦s.

4♣: ORB for ♣s.

4♦: Singleton/void in ♦s, ♣ support, slam try.

4**M**: To play.

4NT: Slam invite.

**[1♣-1red—3♣ 7+♣s relative minimum opening]**

After 1♣-1red—3♣ (7+♣s, fewer than 3 in **M**, not 4+ in **OM**, not 4+♦s, relative minimum opening):  
As over 1♣-1red—2NT, passing to play in 3♣, except that 3♣ shows ♦ values, looking for a stopper in **OM**.

**[1♣-1red—3♦ 6+♣s, 4+♦s, 17/18+ to near GF]**

After 1♣-1red—3♦ (6+♣s, 4+♦s, 17/18+ to near GF, fewer than 3 in **M**):

3♥: Signoff puppet. Asks opener to bid 3♣, and then will pass that or bid 4♣, 4♦ or 4♥ to play (although if ♠=**M**, 4♥ shows 10+ with both majors). Opener can bid 3NT over 3♥ to show 2 in **M** and extras or 4♣ to show 7+♣s – responder then signoffs off as appropriate.

3♠: Artificial, asks opener to describe hand, bidding 4**M** with xx in **M**, 3NT with 6-4 only. After this responder places contract in game, or bids 4♣ or 4♦ as ORB for that minor, and can bid 4**OM** as RKCB for opener's last suit bid (if 3NT, then RKCB for **M**).

4♣, 4♦: ORB for this minor.

Games: To play.

4NT: Natural, slam invite.

**[1♣-1red—Raises]**

After 2**M**, 3**M** and other raises, the usual ETM methods apply.

## Big Balanced Structures after 1♣ Opening and Major Suit Transfers

### [Overview]

In comparison with standard methods, the 1♣ transfer method allows balanced hands to be often shown at lower levels and for responder to show a major before opener defines hand as strong and balanced. This then permits very accurate investigation of games and slams, with considerable bidding space to employ (in fact this section took considerable time as the designer had too much bidding space to use!). Two of the highest priorities are to look for 5-3 or better major fits, and to offer game choices in many situations, as they provide the best opportunities for gains.

The structure arrives via 1♣-1♦—1NT and 1♣-1♥—1NT. Responder must make a rebid, often 2♣, and then opener can show a strong balanced hand, and has ensured that notrump contracts will be played by the big balanced hand. After responder's 2♣ rebid, ranges are shown by:

- 2♦: 20/21-22 balanced/semi-balanced
- 2♥: 22/23-24 balanced/semi-balanced
- 2♠: 24/25+ game forcing balanced/semi-balanced.

Since the bidding is so low (relative to standard bidding) semi-balanced hands are allowed to take advantage of these sequences, when learning about responder's shape will be more useful than showing hand type.

For a description of responder's rebids over 1NT when opener is not 20/21+ balanced/semi-balanced, see the section on this above. This section describes the continuations when opener has a strong balanced/semi-balanced hand.

**[After 1♣-1red—1NT-2♣—2♠ 24/25+ balanced/semi-balanced]**

After responder bids 2♣ over 1NT (less than GI values, not 6+ in either major), 2♣ shows a game forcing balanced/semi-balanced hand. After 1♣-1red—1NT-2♣—2♠(24/25+ balanced/semi-balanced):

- 2NT: Denies 5+ in **M**. Asks if opener has five in **OM** or six card minor:
- 3♣: No five card major or six card minor. After 3♣:
    - 3♦: Asks if four card or five card minor:
      - 3♥: 4/5♣s. 3♣ asks if 4/5♦s, 3NT says no, 4♣ says yes. 4♦ says no but big hand.
      - 3♠: 4/5♦s, fewer than 4♣s (sometimes 6+♦s if **M=♥s**).
      - 3NT: No four card or longer minor.
      - 4♣+: No four card minor but hand too strong to just bid 3NT.
    - 3♥: Slam try in ♣s with 5+♣s.
    - 3♠: Slam try in ♦s with 5+♦s.
    - 3NT: To play, though opener bids again with extras (28+).
  - 3♦: Five cards in **OM**. After 3♦:
    - 3♥: Slam try in ♣s, 4/5+♣s. 3♣ now says opener has 3♣s.
    - 3♠: Slam try in ♦s, usually 5+♦s.
    - 3NT: To play, though opener bids again with extras.
    - 4♣+: Accepts **OM** as trump, cuebid or bids 4**OM** to play.
  - 3♥: 6♣s. 3♣ now a diamond slam try.
  - 3♠: 6♦s and would accept a ♣ slam try, either because of ♣ fit or extra values.
  - 3NT: 6♦s, would not accept a ♣ slam try.
- 3♣: Shows 5 in **M**, asks if 3 in **M** and/or 5 in **OM**. After 3♣:
- 3♦: Not 3 in **M**, not 5 in **OM**.
    - 3♥: Slam try with 4♣s. 3♣ says not 4♣s, but has 4/5♦s.
    - 3♠: Slam try with 4♦s.
    - 3NT: To play, though opener bids again with extras.
  - 3**M**: 3 in **M**. Now 3NT offers choice of game, 4**M** is to play, other bids are cuebids.
  - 3**OM**: 5 in **OM**, not 3 in **M**. 3NT and 4**OM** now to play. Cheapest bid in **M** artificial slam try for **OM**. 4**m** shows values/length, may be a slam try for **OM** or for notrump.
- 3♦: ♣s & distributional, either 5-5+ or 6+♣s. 3♥ asks which:
- 3♣: 4 in **M** & 6+♣s.
  - 3NT: 5 in **M** & 5♣s, not enough to make strong try for slam.
  - 4♣: 5 in **M** & 6+♣s.
  - 4♦+: 5 in **M** & 5♣s, strong slam try or better.
- 3**M**: If ♠s=**M**, then 3♠ shows 4♠s & 6+♦s. If ♥s=**M**, then 3♥ shows 5♠s & 4♥s 0-6, and so if ♥s=**M** with 4♥s & 6+♦s, bid 2NT first over 2♣, and then bid 3♠.
- 3**OM**: 5 in **M** & 5+♦s.
- 3NT: To play.
- 4♣+: 5 in **M** & 6+♦s, extra shape or values.

**[After 1♣-1♦—1NT-2♣—2♦/2♥ 20/21-22 or 22/23-24 balanced/semi-balanced opposite ♥s]**

After responder shows ♥ and then bids 2♣ over 1NT (less than GI values, not 6+ in either major), 2♦ shows 20/21-22 balanced/semi-balanced and 2♥ shows 22/23-24 balanced/semi-balanced (or less than a GF).

After 1♣-1♦—1NT-2♣—2♦ or 2♥:

- 2♥: Transfer to ♠s, 4♥s, 5♠s, 0-6. Available over 2♦ only. After 2♥:
- 2♠: Normal bid. Now responder can pass, bid 2NT or 3NT to offer choice of contracts, bid 3♠ to shape out with a 5-4-3-1 or bid 3♥ to show 5=4=0=4 or 3♣ to show 5=4=4=0.
- 2NT: Opener prefers to play notrump even if responder has very little. Natural bidding now.
- 3♠: Opener has good six card minor and only 2♠s. Natural bidding now.
- 2♣: Transfer to 2NT. Signoff in 2NT or a hand with 5♥s. After 2NT:
- Pass: Signoff.
- 3♣: Asks if 3♥s.
- 3♦: No. Now 3♥ shows 4♣s, 3♠ shows 4♦s, 3NT to play.
- 3♥: Yes. Now 3NT is COG (with known 8 card fit), 4♥ to play, all other bids are cuebids.
- 3♦: 5♥s & 5+♠s.
- 3♥: 3=5=5=0.
- 3♠: 5♥s & 5+♦s, not 3♠s.
- 3NT: COG with 5♥s.
- 2NT, 3♣: Transfers to minors, see section below on this.
- 3♦: 3/4♠s & 5♥s, or if over 2♥ 3/4♠s & 4♥s. After 3♦:
- 3♥: Denies 4+♠s. Now 3♠ shows 5♥s, lets opener decide on contract.
- 3♠: 4♠s, not 3♥s.
- 3NT: 4♠s & 3♥s.
- 4♥: If 3♦ promised 5♥s (as over 2♦), this shows 3♥s and a hand that offers play for game.
- Other: 5♠s.
- 3♥: Over 2♦, 3♥ shows 3/4♠s & 4♥s GF+, and if just 3♠s has some shortness. 3NT now denies 4+♠s, 3♠ shows 4♠s, and 4♠+ shows 5♠s.  
Over 2♥, 3♥ shows 5+♠s & 4♥s. Opener usually bids 3♠ but can bid 3NT if this will offer play even if responder has nothing. Over opener's 3♠, responder passes or bids 3NT as COG.
- 3♠: Void in ♠s, 5♥s, 4-4 in minors.
- 3NT: To play.



**[After 1♣-1♥—1NT-2♣—2♦/2♥ 20/21-22 or 22/23-24 balanced/semi-balanced opposite ♠s]**

After responder shows ♠ and then bids 2♣ over 1NT (less than GI values, not 6+♠s or 4+♥s), 2♦ shows 20/21-22 balanced/semi-balanced and 2♥ shows 22/23-24 balanced/semi-balanced (or less than a GF).

After 1♣-1♥—1NT-2♣—2♦ or 2♥:

- 2♥: Transfer to ♠s (available only over 2♦ of course), no five card or longer minor. After 2♥:
- 2♠: Normal bid. Now responder can pass, bid 2NT to offer choice on contract, bid 3♣ with 4♦s (now opener can bid 3♦ to get responder to shape out, with 3NT showing 5=2=4=2), or bid above 3♣ with ♠s, shaping out (3♣ shows 5=2=2=4, 3NT shows 5=0=4=4).
- 2NT: Opener prefers to play notrump even if responder has very little. Natural bidding now.
- 3m: Opener has good six card minor and only 2♠s. Natural bidding now.
- 2♠: Transfer to 2NT or with ♠s. See section on transfers to minors, below.
- 2NT: 5♠s and a minor. If over 2♦ promises a five card or longer minor. Opener bids 3♣ and then:
- 3♦: ♠s, not 3♥s. 3♥ asks if slam try values, 3NT=no.
- 3♥: ♦s, not 3♥s. 3♠ asks if slam try values, 3NT=no.
- 3♠: ♠s & 3♥s.
- 3NT: ♦s & 3♥s & game going hand.
- 4♣+: ♦s & 3♥s & slam interest.
- 3♣: Transfer to ♦s, see section below on this.
- 3♦: 3♥s & 4/5♠s & no singleton. 3♥ asks hand type:
- 3♠: 4♠s & 3♥s.
- 3NT: 5♠s & 3♥s, game going.
- 4♣+: Cuebid, 5♠s, slam interest.
- 3♥: COG with 5♠s and not 3♥s. If opener bids 3♠, responder should bid 3NT if game going 5=2=3=3, but otherwise bid 4♠, or cuebid if slam interest.
- 3♠: Void in ♥s, 4♠s, 5-4 either way in minors.
- 3NT: To play.

**[After 1♣-1red—1NT-2♣—2red-minor suit transfer]**

After responder shows either major and bids 2♣ over 1NT, then as discussed before 2♦ shows 20/21-22 balanced/semi-balanced and 2♥ shows 22/23-24 balanced/semi-balanced (or less than a GF). Now 3♣ is a transfer to ♦s, while 2♠ or 2NT shows ♣s, with 2♠ being used if ♠s=M, and 2NT being used if ♥s=M. The minor suit transfers all show exactly 4 in M. The 2♠ transfer to ♣s can also be a transfer to 2NT.

The transfer to ♣s can also be a balanced/semi-balanced hand with a four card minor, either ♣s or ♦s, and slam interest. If opener completes the transfer, then 3♦ is used to ask a four card minor with slam interest. This method allows responder to decide whether to take the slam interest hand above 3NT or not, unless opener can show a great hand for slam anyway.

If opener accepts the transfer this is the core rebid scheme:

Pass: To play contract.

3♣: Available only over 2♠ transfer to ♣s. This shows a signoff in ♣s.

3♦: Available only after transfer to ♣s. Asks for a four card or longer minor with slam interest:

3♥: 4/5♣s. 3♠ asks if 4/5♦s, 3NT says no, 4♠+ says yes.

3♠: 4/5♦s, fewer than 4♣s (sometimes 6+♦s if M=♥s).

3NT: No four card or longer minor, not super interested in slam.

4♣: No four card or longer minor, but great hand for slam.

3♥: 6+ in the minor, 4 in M, game going values. 3♠ asks if slam interest, and 3NT=no.

3♠: 5 in the minor, not 3 in OM, slam interest.

3NT: 5/6 in the minor, 3 in OM, game going values.

4♠+: 5/6 in the minor, 3 in OM, slam interest.

Over the 2NT and 3♣ transfers bids (but not the 2♠ transfer to 2NT), opener can choose to “super accept” by bidding above the minor suit with a hand that can make game even if responder has nothing but 4 small in M and 6 small in the minor. After the 2NT transfer, if bidding above 3♣ opener should bid 3♦ with 4/5 ♦s, in case responder has a ♦ fit.

After the 2♠ transfer, opener does not super accept with a great hand for ♣s, since can wait for responder’s rebid if there is one (since 2♠ is also a transfer to 2NT). However over 2♠, opener can bid 3 of either minor to show a good six card suit, and then all bidding after this is natural.

**[After 1♣-1red—1NT-2red—bid above 2M]**

After responder bids 2red over 1NT it shows 6 or longer in **M**, any strength. Over this, opener makes the bid above 2**M** (2♠ if ♥s, 2NT if ♠s) to show any 20/21+ balanced hand/semi-balanced hand, and this asks.

Responder's rebids over 1♣-1♦—2♣-2♦—2♠ or 1♣-1♥—1NT-2♥—2NT are:

2NT: 6+♥s, 5+♠s. Now 3♣ asks how good ♥ suit is:

3♦: None or one of the top three honours in ♥s.

Rest: As below starting at 3♥.

3♣: None of the top three honours in **M**.

3♦: One of the top three honours in **M**.

3**M**: All three of the top three honours in **M**, six card suit or longer suit. Cheapest bid asks length, in steps, with 1<sup>st</sup> step showing 6 in suit, 2<sup>nd</sup> step showing 7 etc. After this cheapest bid asks for outside aces or king, cheapest bid denying any.

3**OM**: Two of the top three honours in **M**, six card suit, no outside ace, king, or queen.

3NT: Two of the top three honours in **M**, six card suit, no outside ace or king but one or more outside queens.

4**X**: Two of the top three honours in **M**, **X** shows location of cheapest A or K.

4**M**: Two of the top three honours in **M**, seven card suit, no outside ace or king

4NT: Two of the top three honours in **M**, eight or longer card suit.

After any three level response, 3NT or 4**M** by opener is a suggestion to play there, but responder bids on with extras that make slam possible. 4 level responses are forcing to at least 5**M**.

After responder's rebid 3**M** by opener asks responder to bid 3NT if no extra shape or values, to bid 4**M** if a seven card **M** but not much in extra values, and to cuebid location of values/length otherwise. Other bids at the three level by opener asks responder to raise with 4 card fit, or to bid a new suit with values/length, and to bid 3NT otherwise. Responder strives not to be the first to bid **M** on these auctions.

**[After 1♣-1♥—1NT-2♦—2♠/2NT]**

The sequence 1♣-1♥—1NT-2♦ shows 5+♠s & 4+♥s, GI+ and if just GI then not more distributional than 5-4-3-1. After this 2♠ shows 22/23+ balanced, or a big hand with 4♠s. 2NT shows 20/21-22 balanced. Both 2♠ and 2NT bids are forcing to at least 4♣. All bidding is natural now.

**[After 1♣-1♦—1NT-2♥—2NT 20/21+ ask]**

After the sequence 1♣-1♦—1NT-2♥ responder has shown 4+♥s & 6+♠s. Now 2NT shows 20/21+ balanced hand/semi-balanced hand and asks:

3♣: None of the top three honours in ♠s, 6+♠s & 4♥s 0-6

3♦: One of the top three honours in ♠s, 6+♠s & 4♥s 2-6

3♥: 6+♠s, 5+♥s, 0-6.

3NT: ♠K and ♠Q, 6♠s & 4♥s 5-6.

4**X**: ♠K and ♠Q, 7+♠s & 4♥s 5-6.

After any response, 3NT or 4♣ by opener is to play there. 3♠ asks responder to bid 3NT if no extra shape or values and to cuebid location of values/length otherwise. Other bids at the three level by opener asks responder to raise with fit, or to bid a new suit with values/length, and to bid 3NT otherwise. Responder strives not to be the first to bid ♠s on these auctions.

**[After 1♣-1red—1NT-2♠ and higher]**

After responder rebids 2♠ or higher over 1NT, it shows less than 6 in **M** and either GI or GF values. If opener has 20/21+ balanced the hands are close to slam or slam going. Responder will either show a shapely hand or a less distributional hand. The less distributional hands are shown by:

1♣-1red—1NT-2♠—2NT-3♣:      GF, not too distributional.  
 1♣-1red—1NT-2NT:              GI, not too distributional, no ♣ fit.  
 1♣-1red—1NT-3♣:              GI, not too distributional, ♣ fit.

Over these three bids, 3♦ shows a 20/21+ balanced/semi-balanced hand and is an asking bid.

If **M**=♥s, then over 3♦:

3♥:      4♥s. Now 3♠ asks if 4♠s, 3NT=no.  
 3♠:      5♥s, not 4♠s.  
 3NT:    5♥s, 4♠s.  
 4♣:      5♥s & 5♠s, not good suits.

If **M**=♠s, then over 3♦:

3♥:      5♠s.  
 3♠:      4♠s.  
 3NT:    4♠s, 4=3=3=3.  
 4♣:      5♠s & 5♣s, not good suits.

Over these bids, the cheapest bid, even if 3NT, asks responder to shape out, with 4**M** denying anything else to show. If responder has denied a good ♣ fit (by bidding 2NT over 1NT), then 4♣ shows 5 in **M** & 5♦s, instead of 5♠s.

After opener's 1NT, responder shows a shapely hand by bidding 3♦ to 3NT. With GI values these bids are made immediately over 1NT, while with GF values, responder bids 2♠ over 1NT, and after opener bids 2NT to see hand type, responder then bids 3♦ to 3NT. After either the GI or GF sequences, if opener has 20/21+ balanced then the combination of shape and points will drive the hands to slam. Opener shows the slam going signal by bidding 4 of a minor, as ORB for that minor, or by bidding the **OM**, as ORB for **M**.

## After 1♠ response to 1♣

### [Overview]

Using major suit transfer responses to 1♣, the 1♠ response to the 1♣ opening shows no four card major, no 6+ card minor, not 5-5+ minors, no void, and is a transfer to notrump, limited to 11. 11 is only held if 3=3=4=3/3=3=3=4 (and not with two aces), or 2=2=5=4/2=2=4=5 with a weak major so can not use 2NT response.

### [1♣-1♠ No Four Card Major Detailed Sequences]

After 1♣-1♠(Transfer to notrump, limited to 11):

Pass: 5♠s, 5-3-3-2, 11/12-14 balanced. If partner has 11 it will be either with very flat (no ruffing value) or with 2=2=5=4/2=2=4=5 that either has no ♥ stopper or no ♠ fitting card.

1NT: 11/12-14 balanced without 5♠s, or 4=4=1=4 maximum of 15. After 1NT:

Pass: Not 5-4 either way in minors, no singleton.

2♣: 5♣s, 4♦s, not 3♥s, to play at two level.

2♦: 5♦s, 4♣s, not 3♥s, to play 2♦ or 3♣.

2♥: 1=3=5=4 or 1=3=4=5, to play 2♥ or 3♠. 2NT asks for five card minor.

2NT: 2=2=5=4/2=2=4=5, 10/11.

2♠: Natural ♠s, not 4♦s, could be 4=4=1=4 if extras but otherwise 5+♠s. After 2♠:

Pass: All hands with 2♠s, flat hands with less than 9, most hands with less than 8.

2♦: 3♠s & 5♦s, 7/8-10.

2M: 4/5♠s, values or 3 in M, 7/8-10.

2NT: 3/4♠s, flat, 9-10.

3♠: 4/5♠s, doubleton or singleton somewhere, 6/7-8.

2♦: Both minors or 20/21-22 balanced/semi-balanced (can be 4=4=1=4), forcing. After 2♦:

2♥: Waiting, no singleton, not 3♥s unless 3=3=4=4/3=3=3=4. After 2♥:

2♠: 5♠s, 20/21-22 balanced. 2NT to play now, 3♠ is GI, and 3♥ asks opener to bid 3NT to play it from that side. 3♣/♦ is natural and forcing to 3NT.

2NT: 20/21-22 balanced, not 5♠s. After 2NT:

3♠: Both minors and some slam interest, but no singleton. 3♦ asks:

3♥: 2=2=4=5.

3♣: 2=2=5=4.

3NT: 4-4 in minors.

3♦: Both minors, some slam interest, and ♠ singleton. 3♥ asks:

3♠: 1=3=4=5.

3NT: 1=3=5=4.

3♥: Maximum 3=3=4=3/3=3=3=4.

3♠: ♠ singleton, 5-4 either way in the minors, but no slam interest.

3NT: To play.

3♣: Both minors, to play in 3♣ or 3♦ unless responder is 5-4 either way in the minors with 7/8-11.

3♦: Both minors, forcing, usually no major suit singleton (unless an honour).

3M: Singleton/void in M, both minors.

3NT: Both minors, stoppers in both majors, only slam interest if responder is 9-11.

4♣: Both minors, 6/7+♠s, 4+♦s, sets ♣s as trumps, forcing to 5♣ and invites cuebidding of values.

- 2♠: 3♥s, some side doubleton or a singleton ♠.  
 2NT: 20/21-22 balanced, not 5♥s. Responder's 3X is forcing to 3NT.  
 3♦: Both minors, forcing, no singleton ♠.  
 3♥: 5♥s, 20/21-22 balanced.  
 Rest: As over 2♥.
- 2NT: 8-11, not 5-4 in minors, no singleton. Soft values, no Jx or worse doubleton.  
 3NT: 20/21-22 balanced, responder to bid again descriptively if slam still possible.  
 Rest: As over 2♥.
- 3♣: 5♣s, 4♦s, singleton ♠s (not enough for game opposite 20/21-22 balanced)  
 3♦: 5♦s, 4♣s, singleton ♠s (not enough for game opposite 20/21-22 balanced)  
 3♥: 5♣s, 4♦s, singleton ♠s, enough for game opposite 20/21-22 balanced.  
 3♠: 5♦s, 4♣s, singleton ♠s, enough for game opposite 20/21-22 balanced.
- 2♥: Either ♣s and ♥s (longer ♣s unless 4=4=1=4) 17/18+, or 22/23-24 balanced/semi-balanced, or 5+♣s original GF. After 2♥:
- 2♠: Waiting, no singleton if less than 6.  
 2NT: 22/23-24 balanced/semi-balanced. Now structure over 1♣-1♠-2NT is used, except 3M promises 6-10 (with singleton OM), and 8+ required instead of 6+.
- 3♣: ♣s & ♥s, less than GF values.  
 3♦+: Descriptive with original GF with 5+♣s.
- 2NT: 8-11, not 5-4 in minors, no singleton. Soft values, no Jx or worse doubleton.  
 3♣: ♣s & ♥s, GF now.  
 3♦+: Descriptive (value location) with original GF with 5+♣s or with 5/6♣s and 22/23-24 balanced.  
 3NT: 22/23-24 balanced, so responder bids again if not 8 or flat 9.  
 4♣: 4-4+ in minors, 22/23-24 balanced/semi-balanced, slam try.  
 4♦: 5/6♦s, 22/23-24 balanced/semi-balanced, slam try.
- 3♣: 5-4 either way in minors, singleton ♥, 0-1.  
 3♦: 5-4 either way in minors, singleton ♠, 0-1.  
 3♥: 5-4 either way in minors, singleton ♥, 2-5. 4♣ is a signoff, so 3♠ is ORB for ♣s.  
 3♠: 5-4 either way in minors, singleton ♠, 2-5. 4♣ is a signoff, so 4♥ is RKCB for ♣s.
- 2♠: 5+♣s & ♠s, forcing to 3♣. 2NT by responder now shows weakness.

2NT: 24/25+ balanced/semi-balanced. After 2NT:

3♣: Asks for five card major, but if 3-3 in majors must be 3=3=3=4/3=3=4=3 & 6+.

3♦: No five card major.

3♥: 4-4 in minors 0-11, or 3=3=4=3 6+. 3♠ asks:

3NT: 4-4 in minors, maximum of 5.

4♣: 3=3=4=3, 6+.

4♦+: 4-4 in minors, 6+

3♠: 5♣s, 3♠ asks if 6+, 3NT=no.

3NT: 5♦s, not 6+.

4♣: 3=3=3=4, 6+.

4♦: 5♦s, 6+.

3♦: 3-3 in majors, five card minor. After 3♦:

3♥: Asks for five card minor:

3♠: 5♣s, less than 6.

3NT: 5♦s, less than 6.

4♣: 5♣s, 6+.

4♦: 5♦s, 6+.

3♠: Sets ♣s as trump, asks for cuebidding.

3NT+: Sets ♥s as trump, asks for cuebidding.

3♥: Singleton ♠, 5-4 either way in minors. 3♠ asks:

3NT: Less than 6.

4♣: 5♣s, 4♦s, 6+.

4♦: 5♦s, 4♣s, 6+.

3♠: Singleton ♥, 5-4 either way in minors, less than 6.

3NT: 3=3=4=3/3=3=3=4, maximum of 5.

4♣: 5♣s, 4♦s, singleton ♥, 6+.

4♦: 5♦s, 4♣s, singleton ♥, 6+.

3♣: 6+♣s, less than 4♦s, less than an original game force but wants responder to bid if 5/6+.

3♦: 6+♣s, 4+♦s, game forcing. A great hand for the minors not that interested in 3NT, with the focus being a good ♣ suit.

3M: 6+♣s, 4+♦s, singleton/void in M. Game forcing.

After 2♦ rebid and above sequences, if auction is game forcing, 4♣ or 4♦ are ORB by opener (only) unless otherwise defined or makes no sense. If major fit found (or OM is known to be a singleton/void), 4OM by opener is ORB for M. If no major suit found and minor suit not agreed on, then 4♥ by opener is ORB for ♣s if 4♣ is not available, and 4♣ is ORB by opener for ♦s if 4♦ unavailable. If minor suit agreed on, but minor suit not available at four level, then the cheapest of 4♦ or 4♥ is ORB for the minor.

## After two level or higher responses to 1♣

### [Overview]

Using major suit transfer responses to 1♣, the 2♣ and higher responses to 1♣ specify particular hand types. This section describes the follow up bidding. For the two level suit responses, the big balanced hands bid 2NT first, which asks for more information.

### [1♣-2♣ 6+♦s or GI values with no four card major]

After 1♣-2♣ (6+♦s & any strength or GI values with no four card major, not 6+♠s, not 5-5+ in the minors, and not 2=2=4=5/2=2=5=4):

- 2♦: With one exception, this is bid with all hands that have less than 17 without a good ♦ fit, even with a long ♣ suit (♣s may play better, but then the opponent's major suit contract will really play well). The one exception is that 11/12-14 balanced with 5♥s bids 2♥. After 2♦:
- Pass: 6+♦s, less than a GI opposite 11/12-14 balanced.
- 2♥: GI hand, either balanced or with 6+♦s, or with 3=1=5=4/3=1=4=5. After 2♥:
- 2♠: 5♠s, 11/12-14 balanced. Natural bidding now, with 3♦ showing 6+♦s & GI.
- 2NT: To play opposite balanced GI. Now 3♣ shows 3=1=5=4/3=1=4=5 and 3♦ shows GI with 6+♦s.
- 3♠: 6+♠s, to play unless responder has 7♦s. 3♦ now shows 7+♦s GI.
- 3♦: ♦ values, initially looking for values in both majors for 3NT.
- 3M: M values, looking for a stopper in OM for 3NT.
- 3NT: To play.
- 2♠: 1=3=5=4 or 1=3=4=5, GI values. 3♥ asks for ♥ stopper, 3♠ asks for spade honour (3NT=yes). 4m is GI and other contracts to play.
- 2NT: GI balanced, flat, with soft spread out values. 3♣ and 3NT to play, other three level bids explore stoppers.
- 3♣: 6+♦s, GF, and either balanced or with singleton/void in ♣s or with a singleton in major but with A, K, or Q). Opener bids 3♦ and then:
- 3♥: 6+♦s, singleton ♣ (not A, K or Q), GF.
- 3♠: 6+♦s, no singleton (except if A, K or Q singleton in a major), GF.
- 3NT: 6+♦s, balanced, GF, spread out values but no slam interest.
- 3♦: 6+♦s, 7/8 to 10, good/great suit but not enough for true GI opposite 11/12-14 balanced.
- 3M: Singleton/void in M (not A, K or Q), 6+♦s, GF.
- 3NT: 6♦s, spread out values, GF, some extras but not enough that would make 11/12-14 balanced interested in slam.
- 2♥: Either 5♥s with 11/12-14 balanced or ♣s & ♥s and 16/17+. Forcing to at least 2NT.
- 2♠: Asks hand type, enough values for game opposite 16/17+, may have 6♦s & 7/8+ or a GI with 3♥s or a GI hand without good ♠ stopper. After 2♠:
- 2NT: Minimum of 11/12-14, 5♥s. 3♦, 3♥, and 3NT now to play. 3♣ and 3♦ semi-natural with 6+♦s, forcing.
- 3♦: Maximum of 11/12-14, 5♥s. Now pass to play in 3♦, while 3♥ is a GI with 3♥s & 6♦s (with an original GI and 3♥s just bid 4♥), 3♠ asks for ♠ stopper help. 3NT is to play.
- Rest: GF, 16+ ♣s & ♥s. 3♣ is a waiting bid to see what responder bids next.
- 2NT: Original GI values, to play 2NT or 3NT if opener has 11/12-14 balanced (pass 2NT with minimum) With 16+ opener can place contract or bid on three level GF.
- 3♣: 6+♦s and 0-4 hand with no ace, NF. Opener usually bids 3♦ to play.
- 3♦: 6+♦s, 4/5-7.
- 3♥: Original GI with 3 good ♥s, GF.



- 2♠: 5+♣s, 4+♠s, 16/17+. Forcing to 3♦. After 2♠:
- 2NT: Original GI without 6+♦s so now GF. Bidding natural.
- 3♣: Transfer to ♦s with 6+♦s and either weak 0-4 & no ace hand or with 7/8+. Opener usually bids 3♦ and then responder passes with 0-4, and bids again if 7/8+. With game interest opposite 0-4 opener bids above 3♦.
- 3♦: 6+♦s, 4/5-7.
- 3♥: Original GI without 6+♦s, now GF looking for ♥ stopper for 3NT.
- 3♠: Original GI with 3 good ♠s, GF.
- 2NT: Asks, 20/21+ balanced/semi-balanced or big ♣ hand with no other good bid (may have ♦s too).  
After 2NT:
- 3♣: 6+♦s, singleton/void in ♣s or no singleton/void. 3♦ asks:  
3♥: Singleton/void in ♣s. 3♣ asks if 6+, 3NT says no  
3♠: 6+♦s, no singleton/void, 6+.  
3NT: 6+♦s, no singleton/void, less than 6.
- 3♦: Original GI without 6+♦s. Asks opener to bid any five card or longer suit first, or 3NT waiting – responder will not pass 3NT but will bid minor suits up the line.
- 3♥: Singleton/void in ♥s, 6+♦s. 3♣ asks if 6+, 3NT says no.
- 3♠: Singleton/void in ♠s, 6+♦s, 6+.
- 3NT: Singleton/void in ♠s, 6+♦s, less than 6.
- 3♣: 6+♠s, less than 4♦s, 15/16 & good suit or 17-18. 3♦ now to play, 3M shows stopper looking for stopper in OM.
- 3♦: 5+♣s, 4+♦s, enough to accept flat GI but maximum of 16.
- 3M: Singleton/void in M, 5+♣s, 3+♦s, 16/17+.
- 3NT: 18/19-22, 6+♠s, major suit stopper, short ♦s.
- 4♣: Long good ♣s, forcing to 5♣, ORB for ♣s.

**[1♣-2♦ 7-11, 5+♠, 4+♥s –if GI values has extra shape]**

After 1♣-2♦ (7-11, 5+♠, 4+♥s –if GI values has extra shape: 6-4/5-5/5-4-4-0+):

2♥, 2♠: To play if responder has less than GI values. If responder has GI values then the hand shapes out, thus bidding 3♠ with a four card suit, 3♥ if 5-5+ and cheapest ♠ bid if 6+♠s.

2NT: Asking bid, can be 20/21+ balanced or any other hand that needs to find out what responder has.

3♣: Less than 3♠s, not 5+♥s or 6+♠s. 3♦ re-asks:

3♥: 5=4=4=0. 3♠ asks strength, 3NT=not original GI.

3♠: 5=4=2=2, not original GI.

3NT: 5=4=3=1, not original GI.

3♦: 5-5 majors or 5=4=0=4 with extras, 3♥ asks strength/shape:

3♠: 5=4=0=4 & original GI.

3NT: 5-5, not original GI.

Rest: 5-5, original GI, minor suit bids show voids.

3♥: 6+♠s, 4♥s. 3♠ asks strength, 3NT=not original GI, just 6♠s, 4♠=not original GI, 7+♠s. 4X is cuebid with original GI values.

3♠: 5=4=0=4, not original GI.

3NT: 5=4=1=3, not original GI.

4♣: 6=5=1=1. 4♦ is ORB for ♠s.

4♦: 6-5+ in majors, ♦ void.

4♥: 6-5+ in majors, ♣ void.

3♣: Long ♣s, non-forcing but responder is to bid again with GI values, showing shape.

3♦: Artificial, GF, asks responder to bid 3♠ if 6♠s and 3♥ if 5-5, or 3NT if ♦ stopper, or 4♠+ if none of these.

3♥, 3♠: GI, either raise to 4M or pass.

4♣: Long ♣s, forcing, ORB for ♣s.

Games: To play.

**[1♣-2♥ Both minors]**

After 1♣-2♥ (5-5+ in minors, any strength, or GF and either 6-4 either way in the minors or 5-4 either way in the minors with a singleton major that is a Q, K, or A, no 4 card major):

- 2♠: Artificial, usually less than 16 but enough values/shape to accept a GI. Can also have 16+ with 5+♣s unbalanced and a hand not appropriate for any other bid (2NT or 3M). After 2♠:
- 2NT: To play in 3 of a minor unless opener is 16+, or 5-4 either way in the minor, original GF, singleton in a major that is Q, K, or A. After opener bids 3♣ or 3♦, and bid of 3M now shows the singleton in the other major with 5-4 either way GF.
- 3♣: 5-5+ in minors, original GI+, so now GF. 3♦ asks for shortness (3♥=singleton/void ♠s). 3M asks for help in OM.
- 3♦: 6+♦s, 4♣s, original GF. 3M asks help in OM.
- 3♥: 6+♠s, 4+♦s, original GF, singleton/void in ♠s.
- 3♠: 6+♠s, 4+♦s, original GF, singleton/void in ♥s.
- 2NT: Strong asking bid, often 20/21+ balanced/semi-balanced. After 2NT:
- 3♣: Weak 5-5, not even enough if opener is 20/21-22 balanced. 3♦ and 3NT is now signoff, 4♣ is ORB for ♠s, 4♦ ORB for ♦s.
- 3♦: 5-4/4/5 or 5-5+ in the minors, original GF or if 5-5+ original GI. 3♥ re-asks:
- 3♠: 5♣s, 4♦s, original GF.
- 3NT: 4♣s, 5♦s, original GF. This is forcing.
- 4♣: 5-5+ in minors, singleton ♥, GI+.
- 4♦: 5-5+ in minors, singleton ♠, original GI+.
- 4♥: 5-5+ in minors, void ♥, original GI+.
- 4♠: 5-5+ in minors, void ♠, original GI+.
- Over these bids 4♣ is ORB for ♠s, 4♦ ORB for ♦s. If 4♣ is not available 4♥ is RKCB for ♠s. If 4♦ is not available, cheapest bid is RKCB for ♠s, next cheapest bid is RKCB for ♦s even if 5♣ bid.
- 3♥, 3♠: 5-5+ in minors, singleton/void in M, either 5/6 to less than original GI values, or less with extra shape. If opener signoffs in 3NT, responder is to bid again with 8+. 4♣ is ORB for ♠s, 4♦ ORB for ♦s.
- 3NT: 5-5 in the minors, about 2-5, enough for game opposite 20/21-22 balanced. 4♣ is ORB for ♠s, 4♦ ORB for ♦s.
- 4♣, 4♦: 4 in this minor, 6+ in other minor, original GF. 4♦ or 4♠ (over 4♦) is ORB for ♦s, 4♥ is ORB for ♠s.
- 4M: Void in M, 6-5+ in minors, original GF. Cheapest bid is RKCB for ♠s, next cheapest bid (even if ♠s) is RKCB for ♦s.
- 4NT: 1=1=5=6, original GF. 5♣ or 5♦ is now RKCB for that minor.
- 5♣: 1=1=6=5, original GF. 5♦ is now RKCB for ♦s, 5♥ RKCB for ♠s.
- 3♣, 3♦: Signoff to play if responder has GI or less values. 3♦ by opener promises longer ♦s than ♠s (so 3♣ is bid if 3-3 or 4-4 in minors even if better ♦s). Responder bids again only if original GF with both minors, and 3♦ bid shows GF with 6+♦s, and 3M asks for stopper in OM.
- 3M: 4/5+♠s, singleton/void in M (not A, K, or Q), 15/16+. Establishes ♠s as trumps and is heading towards 5♣. Responder can bid 3NT to show Kx in M and 8-12.
- 4♣: Establishes ♠s as trump, forcing, ORB for ♠s.
- 4♦: Establishes ♦s as trump, forcing, ORB for ♦s.

**[1♣-2♠ 6+♣s]**

After 1♣-2♠ (6+♣s either not enough for game opposite 20/21+ balanced, or GI+ opposite anything):

2NT: Shows hand willing to accept GI. Could be a strong 20/21+ balanced/semi-balanced hand, or might be 11/12-14 balanced willing to accept GI or a ♣ hand wanting to ask. After 2NT:

3♣: 6+♣s, but not enough for game opposite 20/21+ balanced. Thus usually a suit headed at best by the jack, and not much outside. 3♦ now asks for major shortness, 3NT showing none. 3M asks for a raise to 4M with three.

3♦: 6+♣s, GI+, no weak singleton major. 3♥ asks if ♦ shortness, 3♠=yes, 3NT=no and not enough extras so 3NT not bid over 2NT, 4♣ is no and enough extras to make a slam try.

3M: Short in M (with no A, K or Q), and GI+ values.

3NT: 6+♣s, GI to GF values, no small singleton/void, some extras but not enough that would make 11/12-14 balanced interested in slam.

4♣: Very long broken ♣s, GI+ values.

On these sequences 4♣ (or 4♦ over 4♣) is now ORB for ♣s.

3♣: To play opposite GI or less. 3M now shows weak major singleton (or void) and GF. 3♦ shows no weak major shortness and suggests stopper showing bids in majors to investigate 3NT. 3NT is to play. 4♣ is ORB for ♣s.

3♦: No small singleton in a major, good ♣ fit, GF and slam try. 4♣ by either is ORB for ♣s.

3M: Singleton (small)/void in M, GF and slam try in ♣s. With GI+ values responder bids anything but 5♣. 5♣ shows ♣ bust hand. 4♣ is ORB for ♣s.

4♣: Strong slam try in ♣s, ORB for ♣s.

**[1♣-2NT 2=2=5=4/2=2=4/5 GI]**

After 1♣-2NT (Game invite with 2=2=5=4 or 2=2=4=5, Qx or better in each major):

Pass, 3♠, 3♦, 3NT, 5♣, 5♦: To play.

3M: Values in M, asks responder to bid 3NT only if OM is fully stopped (i.e. not Qx).

4M: Small singleton in M, slam try in a minor. Responder to accept if Ax in major, but not to accept (by bidding 5♣ for pass or correct) if Kx, KQ etc.

4♣, 4♦: ORB for minor.

**[1♣-3♣ 6+♣s, to play opposite 11/12-14 balanced but enough for game opposite 20/21+ balanced]**

After 1♣-3♣ (6+♣s, to play opposite 11/12-14 balanced but enough for game opposite 20/21+ balanced):

Pass, 3NT, 5♣: To play.

3♦: Waiting bid, establishes GF, can be 20/21+ balanced or good ♣ hand wants to explore.

Responder now bids:

3M: M stopped, not OM.

3NT: Both majors stopped, not a maximum.

4♣: Minimum, no major stopped.

4♦: Non-minimum, ♦ values, no singleton/void in a M.

4M: Singleton/void in M, not minimum.

4NT: Both majors stopped, maximum.

5♣: Non-minimum, most values in ♣s.

3M: Values in M, asks responder to bid 3NT if OM is stopped.

4♦, 4M: Small singleton in suit bid, slam try in a ♣s.

4♣: ORB for ♣s.

4NT: Natural, slam invite, pass if minimum without extra shape. 5♣ shows longer ♣s or shapely hand. 5♦ by responder is RKCB for ♣s.

After these bids 4♣ is ORB for ♣s, and if not available 4NT is RKCB for ♣s, and if neither is available 5♦ is RKCB for ♣s.

**[1♣-3♦/3♥/3♠/3NT 5-4 either way in minors GF]**

After one of these bids:

1♣-3♦ (2=2=5=4 or 2=2=4=5, GF, one or both weak majors (less than Kx), or extra values);

1♣-3M (Weak singleton in M, 5-4 either way in minors, GF);

1♣=3NT (2=2=5=4 or 2=2=4=5, GF, Kx or better in both majors, but not substantial extra values).

After 3♦/3♥/3♠/3NT:

3M: Over 3♦ asks for stopper in OM. Over 3♥, 3♠ asks for ♠ stopper.

3NT, 5♣, 5♦: To play.

4♣, 4♦: ORB for minor bid.

4♥, 4♠: Over 3♦ or 3NT, 4M shows singleton/void in M, slam try. Over 3M, 4OM is to play, and 4M is RKCB for OM.

4NT: Natural, slam invite.

If bidding is at 4♣, 4♦ is ORB for ♦s, 4NT is RKCB for ♣s. If bidding is at 4♦, 4♥ or 4♠, then 4NT is double fit (both minors) RKCB.

## After Double of the One Club Opening

### [Overview of After Direct Double]

When the opponents directly double our one club opening, the use of major suit transfers is recommended. This means just keeping the above system on!

### [After 1♣=Double]

After 1♣=Double, the system is on (e.g. 1♥ shows 4♠s), except:

Pass:	0-5 or GI+ values, no 4cM, no six card minor, not 5-5+ in the minors. Thus at least 2♠s, often 3+♠s. If next hand passes, 1♦, 1M, and 2♣ by opener is to play opposite 0-5, 1NT asks responder to bid best minor, and redouble asks responder to pass with 5♠s, and otherwise bid 1♦ (thus with 3+♦s, often 4♦s). If this redouble is followed by opener then rebidding 1NT, 2NT, or 3NT these show strong balanced hands, 20/21-22, 22/23-24, or 24/25+. If responder has the GI+ hand, then responder bids freely at next turn, or bids a major to show a stopper, or notrump, or jumps the bidding.
Redouble:	Shows a strong hand, 10+, that doesn't want to make any other call or wants to catch opponents.
1♦:	4+♥s. System on.
1♥:	4+♠s. System on.
1♠:	Transfer to NT, except bid now promises 6-11 (usually 6-10), not 0-11. System on.
1NT:	Still asking, GF.
2♣:	Transfer to 2♦ with 6+♦s. System on even though responder does not have the GI hand type without 6+♦s.
Rest:	System on.

### [After Delayed Trap Doubles]

Since the 1♣ opening is forcing if it contains GF hands, some opponents will use the strategy of passing over 1♣ with a strong hand, and doubling later. This can certainly be effective on some hands, though on others it will be harder for them to come into the auction at the second or third bids. Opponents that want to adopt this strategy cannot usually be deterred from it, though one needs to be aware if they might be doing this. The typical signs are questions about whether the bids are forcing or not. For example after 1♣-Pass-1♦(♥s)-Pass-1♥-?, there may be questions about whether responder can pass 1♥ or not. Then an aware responder holding a bust hand may choose to pass 1♥ even with just 4♥s.

The defense to delayed trapping doubles is to use SOS redoubles as two-places-to-play bids, notrump bids as two places to play with emphasis on the lowest ranking suit, and natural bidding. Note that jump bids over the double are natural and invitational.

Examples:

1♣=P=1♥(♠s)=P—1♠=P=1NT=P—P=Double=Redouble:	Initially ♠s and ♦s or ♥s to go along with ♠s.
1♣=P=1♥(♠s)=P—1♠=P=1NT=P—P=Double=2♣:	♠s & ♠s.
1♣=P=1♥(♠s)=P—1♠=P=1NT=P—P=Double=P=P—Rdbl:	Initially ♠s and ♦s.
1♣=P=1♥(♠s)=P—1♠=P=1NT=P—P=Double=P=P—2♣:	♠s.
1♣=P=1♠=P—1NT=Double=Redouble:	Initially ♠s and ♦s.
1♣=P=1♠=P—1NT=Double=2♣:	♠s.
1♣=P=1♠=P—1NT=Double=P=P—Redouble:	Partner bid 2♣ please.
1♣=P=1♠=P—1NT=Double=P=P—2♣:	♠s.
1♣=P=1♦(♥s)=P—1♥=Double=Redouble:	♠s and a minor and ♥s.
1♣=P=1♦(♥s)=P—1♥=Double=1♠:	♠s.
1♣=P=1♦(♥s)=P—1♥=Double=Redouble=P—1♠=P=2♦:	♦s & ♥s, suggesting opener choose best suit.
1♣=P=1♦(♥s)=P—1♥=Double=Redouble=P—1♠=P=3♦:	Natural and GF.
1♣=P=1♦(♥s)=P—1♥=Double=3♦:	Natural and GI, 4♥s since 5+♥s just pass 1♥.

## Examples of Gold Premium 1♣ Structure

a)			
♠ AT83	♠ K6	1♣-1♦—	1♦ was a transfer to ♥s and 1NT was a signoff opposite the balanced hand type.
♥ 52	♥ KQ87	1♥-1NT	
♦ QT	♦ 87653		
♣ AQ42	♣ T3		
b)			
♠ AQJ93	♠ KT	1♣-1♦—	It will seem weird opening 1♣ but that's the system bid. ♥ is the rebid if 11/12-14 balanced and 2♥ showed game interest opposite a maximum.
♥ J42	♥ AT983	1♥-2♥	
♦ A64	♦ Q2		
♣ 63	♣ T985		
c)			
♠ AQJ93	♠ KT	1♣-1♠	All this bidding science produces a short sequence.
♥ J42	♥ T3		
♦ A64	♦ QT872		
♣ 63	♣ QT98		
d)			
♠ AT8	♠ KQJ62	1♣-1♥—	2♣ asked with game interest, and 3♦ showed 14-16 with 3♠s and singleton ♦.
♥ AKQ9	♥ 63	1♠-2♣—	
♦ T	♦ KQ764	3♦-4♠	
♣ QT643	♣ 9		
e)			
♠ AT	♠ KQJ62	1♣-1♥—	1NT was 6+♠s (without 3+♠s) or big hand. Responder was signoff if ♠s.
♥ AKQ9	♥ 63	1NT-2♣—	Now 2♦ is 20/21-22 balanced/semi-balanced. 2NT followed by 3♥ shows 5-5+ in ♠s & ♦s. 4♣ is ORB for ♦s.
♦ AT32	♦ KJ764	2♦-2NT—	4♥ shows one key card. 4♠ asks for ♦Q, 4NT denied, 5♣ denial scan, 5♥ with nothing in ♥s, but ♠K and/or ♠Q.
♣ AJT	♣ 9	3♣-3♥—	
		4♣-4♥—	
		4♠-4NT—	
		5♣-5♥—	
		6♦	
f)			
♠ AT	♠ K632	1♣-1♥—	2♠ showed 24/25+. 2NT denied 5+♠s.
♥ AKQ9	♥ 63	1NT-2♣—	3♣ denied 5♥s or a 6 card minor. 3♦ asked, and 3♥ showed 4/5♠s. 3♠ asked and 4♣ showed 4/5♦s. 4♦ was ORB for ♦s, 4NT showed 4 keys. 5♣ asked for ♦Q, 5♥ shows ♥K and ♦Q. 5♠ asked if anything more. 6♦ was no.
♦ AQ32	♦ K876	2♠-2NT—	
♣ AQ6	♣ 982	3♣-3♦—	
		3♣-3♠—	
		4♣-4♦	
		4NT-5♣—	
		5♥-5♠—6♦	
g)			
♠ AT	♠ K632	1♣-1♦—	2♥ showed 22/23-24. 3♦ was 4♠s & 4+♥s. 3♥ denied 4♠s, and 3♠ showed 5♥s. 4♣ was a cuebid in support of ♥s. 4♠ cuebid in return. Holding all the keycards opener jumped to 6♥.
♥ AK9	♥ QT863	1NT-2♣—	
♦ AQ32	♦ J87	2♥-3♦—	
♣ AQ65	♣ 9	3♥-3♠—	
		4♠-4♠—6♥	
h)			
♠ AQT4	♠ K6	1♣-1♠—	2♦ was both minors or 20/21-22 and 2NT showed the latter. 2♥ was waiting with no singleton, and 3♣ and then 3♠ showed 2=2=5=4 with slam interest. 4♣ was ORB, and 4♠ showed 1 key. 5♣ asked for the ♦Q, and denial scan finds ♠K at end.
♥ AJ5	♥ T2	2♦-2♥—	
♦ KJ93	♦ AQT72	2NT-3♣—	
♣ AK	♣ T984	3♦-3♠—	
		4♣-4♠—5♣-5♥—	
		5♠-5NT-6♣-6♥—	
		7♦	

## Premium: 2♦ Multi, Goldilocks, Baileys n' Cream, Fatnuns, 2MT

### Summary

#### [Overview]

ETM Gold Premium includes some components for preemptive two level bids. Choice of these will be up to the partnership and what adjustments they are willing to make at the distinct vulnerability situations. It is suggested that:

- ETM's Multi Wagner 2♦ (call Wagner since no strong type in opening) be played not-vulnerable, except in fourth seat. When vulnerable continue to use 2♦ as a strong opening, or use the version of Multi with a strong hand type discussed below. In fourth seat use 2♦ as a strong opening.
- At pairs (duplicate) scoring, use Bailey's N' Cream 2♥ and 2♠ openings. They have high frequency and make it hard for the opponents to disrupt the 2♥ or 2♠ playing spot. Also when playing openings then 1♣ does not have to be opened with a five card major as often.
- At IMPS (teams) scoring, use Goldilocks two bids, or use Fatnuns two-bids, or use Goldilocks vulnerable and Fatnuns not-vulnerable, or use Goldilocks 2♠ and Fatnuns 2♥ (since more room over 2♥ to unwind hand). All approaches work, and it depends on how comfortable the partnership is with opening five card majors at the two level, especially if vulnerable.

A version of Multi with a strong hand type is also provided. In this case 2♦ can be opened with a game forcing hand with a five card or longer major. This can be used so that the 1♥ or 1♠ openings do not have to be played as forcing. Embedding a strong hand type that promises a five card major still allows responder to bid very aggressively, since if raising majors there will always be a fit with opener opposite the strong hand type.

#### [Prerequisites]

If playing Multi Wagner 2♦, the system loses the key big hand opening. To replace this, all one level suit openings are forcing (cannot be passed), and 1♣ includes 20/21+ balanced hands. When not-vulnerable it is fairly safe playing one level suit openings as forcing, since the opponents cannot easily let the bidding develop, for they may get shut out of the bidding completely, and even if a poor contract is reached, it is only going down 50 a trick. Opening 20/21+ balanced hands 1♣ can cost (as discussed in the 1♣ structure), but it is less likely to cost when not-vulnerable, and the additional bidding space provided may help to reach a good game or slam. Opening 1♣ with 20/21+ balanced frees up the 2NT opening, which is then used to show both majors. If playing Multi 2♦, where the opening may be a game force in either major or a weak two in either major, then the 1♣ and 1♦ opening must be forcing, but the 1♥ and 1♠ are non-forcing.

An option is to play the 2NT opening as 20/21-22 balanced at some or all vulnerabilities, but make the opening non-mandatory so any particular hand can decide to open 1♣ or 2NT if 20/21-22 balanced. Then opener will consider the type of hand and tactical considerations, such as rebid problems if the opponents compete over 1♣, when making the opening decision at the time these hands come up. This option could be only available when vulnerable, using 2NT for other meanings, described later in this section, if not vulnerable.



## Two Diamond Wagner Multi Opening

### [Introduction]

2♦ as Multi, Wagner style shows a weak two in either major, with no strong hand types. It is just a weak two bid in ♥s or ♠s, but not two of top three honours and an ace (so not AKQ in suit either), and at most 10 HCP. Can have a 5 card major if hand not considered minimum and not 5-3-3-2. Can be 5-5 in majors since responder will either indicate which is best major or show a fit for both majors. Not vulnerable vs. vulnerable open with 5 card majors aggressively. In third seat not vulnerable vs vulnerable, “anything goes”: could even have just a four card major! This style may not be permitted by your local authorities, so find out how wild you can be before you have fun.

### [2♦ Responses]

- Pass: ♦s or comfortable playing 2♦ undoubled. See 2♦ Competitive section below.
- xM: 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: 2NT asks for description, see next section.  
When not vulnerable, tend to bid 2M instead of 2NT if small doubleton in M.
- 3m: Natural & forcing to 3NT or 4m. Opener to bid suit under M, or after 3♦ then 3♠ with ♥s.
- 3NT, 5m: To play.
- 4♣: Transfer me to your major – so responder always plays hand. 4♦=♥s, 4♥=♠s.
- 4♦: Bid your major.
- 4NT: To play in opener's best minor.

### [5M bid]

Once responder knows opener's major, 5M in a non-competitive auction asks if opener is min or max based on auction to date.

### [Examples of Typical hands]

Typical Multi Hands with ♠s – Not Vulnerable vs. Vulnerable, not fourth seat

- a) ♠ KJ742 ♥ 873 ♦ 8 ♣ K832
- b) ♠ KQ742 ♥ 3 ♦ 875 ♣ KJ32
- c) ♠ AT942 ♥ 3 ♦ 87 ♣ KJT32
- d) ♠ QJ7432 ♥ 3 ♦ 875 ♣ 732
- e) ♠ AJT742 ♥ 873 ♦ 5 ♣ K32
- f) ♠ AK8742 ♥ 3 ♦ 87 ♣ J632

Typical Multi Hands with ♠s – Vulnerable vs. Not Vulnerable, not fourth seat

- g) ♠ KJT82 ♥ 87 ♦ 8 ♣ KQ832
- h) ♠ AQT94 ♥ 3 ♦ 87 ♣ KT932
- i) ♠ KQT742 ♥ 3 ♦ 875 ♣ K32
- j) ♠ QJT982 ♥ 3 ♦ 875 ♣ 732
- k) ♠ AJT742 ♥ 873 ♦ 5 ♣ K32
- l) ♠ AK8742 ♥ 3 ♦ 87 ♣ J632

## Two Diamond Wagner Multi – Two Notrump Asks

### [2NT rebids]

Weak two bidder considers hand one of three types:

- 1) Minimum, never with two of top three in suit, always 6+ in **M**.
- 2) “Good suit” – 6+ in **M**, suit headed by AK, AQT, AQJ, or KQJ.
- 3) More than a minimum, can have 5 in **M**, but not “good suit”.

After 2♦-2NT:

- 3♣: Minimum in ♥s or ♠s, or unbalanced & good suit in ♥s or ♠s, but if ♠s no second suit or extra ♠ length.
- 3♦ Asks:
- 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.
- 3♠: Poor with ♥s.
- 3NT: Good suit ♥s, unbalanced.
- 4X: Good suit ♥s, unbalanced, second suit or extra ♥ length.
- 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.
- 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 & unbalanced.
- 3♦: ♥s and more than a minimum, not good suit ♥s.
- 3♥: Asks hand type:
- 3♠: 5♥s, short ♠s.
- 3NT: 5♥s.
- 4m: Good 5-5 or better.
- 4♥: 6♥s.
- 3♠: Natural, forcing.
- 3♥: ♠s and more than a minimum, not good suit ♠s.
- 3♠: Asks hand type:
- 3NT: 5♠s
- 4X: Good 5-5 or better.
- 4♠: 6♠s
- 3♠: Good suit ♥s, balanced.
- 3NT: Good suit ♠s, balanced.
- 4♣: If partnership allows opening with 5-5+ in the majors, this is the bid. 4♦ asks for better major.
- 4X: Good suit ♠s, unbalanced, second suit or extra ♠ length. If 4♣ shows 5-5+ in the majors, then 4♣ is unavailable and 4♥ shows ♠s & ♣s.

Once responder knows opener’s major, the cheapest undefined minor bid at four level is ORB for **M** (4NT is also RKCB for **M**), while other bids in new suits are to be taken as natural, forcing if below game. After the response to ORB/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). After ORB/RKCB responses and queen ask if necessary, new suit bids are control asks (see slam section for replies).

## Two Diamond Wagner Multi in Competition

### [After Responder Passes 2♦]

Responder can pass 2♦. If holding both minors or a singleton minor or own long major this is the usual first step in finding a safer place to play than partner's suit – it is based on the knowledge that the opponents cannot get rich playing two diamonds (well at least not vulnerable). 2NT later by either player is pick a minor. If 2♦ is doubled, 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.

### [General competitive rules for Multi 2♦]

All bids retain meaning from 2♦-Pass except where noted.

Doubles by responder are for penalties.

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

### [If 2♦ doubled in front of responder]

After 2♦=Double=?

Pass: Shows ♦s.

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

Rest: As without double.

### [If 2♦ overcalled, exceptions to general rules for responder]

Double of 2M, 3M overcall: Takeout, passable if opener holds this major, implies GI+ in OM if opener has suit.

If overcall of 3M: Bids in OM not correctable, use 4♣ or 4♦ to play in opener's major.

### [2♦=Any=nM=Any Non-Pass]

If nM is 2♥, opener should pass unless opener's suit is bid in which case opener should double if suit should be led by partner.

Otherwise, if nM is 2♠ or higher, opener should compete if possible with OM.

### [2♦=Any=2NT=Double or 3X]

If opponents have bid a major then double or redouble by opener shows that major. If opponents have bid both majors, last bid major is their major. If opponents have bid no major, double or redouble by opener shows ♥s. Whatever major is shown by double or redouble, the other major is shown by opener bidding, showing values if possible. However a bid of 3 or 4 of a major by opener always shows that suit, not right shape/values for other action. Pass by the opener shows the other major and some length in bid being made, waiting to see if responder can double. Over double of 2NT, pass by opener shows other major and some values that suggest defending.

Examples:

After 2♦=2♠=2NT=3♣:

Double shows ♠s (their suit), 3♠=♠s not right to double, pass = ♥s & some ♣ length, other bids show ♥s and not ♣ length.

After 2♦=Double=2NT=3♠:

In this example the double over 2♦ showed short ♥s. Now double shows ♠s, pass shows ♥s & some ♣ length, and bids=♥s.

After 2♦=Double=2NT=3♦:

Double = ♥s (♥s if no major), pass= ♠s & ♣ length, 3♥ = ♥s and did not want to double, 3♠+ = ♠s.

After 2♦=Pass=2NT=3♥:

Double = ♥s (their suit), pass= ♠s & some ♥ length, bids = ♠s.

After 2♦=Pass=2NT=Double:

Redouble = ♥s (if no major), 3♥s=♥s & did not want to redouble, pass and other bids show ♠s, pass suggesting defending.

**[2♦=Any=2NT=Any 3NT or higher]**

General competitive rules apply. Doubles by responder are penalty. For opener double of 3NT shows a good weak two, and promises to lead own suit. Double of a minor by opener suggests defensive values, at least Kx or Qxx in the suit doubled. Double by opener of a major shows that major.

## Two Diamond Multi Opening

### [Overview]

2♦ can be played as Multi with strong hand types included in the opening. The type or types of strong hands can restrict how much responder can preempt after the opening, taking away a substantial part of the effectiveness of the convention. ETM solves this in a considerable way by making the strong hand types a game force in either major. This way responder can freely raise the preempt to the three and four levels, since there will be a major suit fit regardless of whether opener is weak or strong.

Playing this style allows the 1♥ and 1♠ openings to be non-forcing (though responder should still bid after a major suit opening with 4 HCP or more), but the 1♣ and 1♦ openings will need to be forcing, with 1♣ handling big balanced hands 20/21+. This style can be played with the Wagner version of Multi, using the Wagner version when not vulnerable, since then passing 2♦ is more of a threat, and using this version when vulnerable, and not opening garbage hands so responder is comfortable raising the preempt.

This section provides the differences, or the delta, between the Wagner version and this version. Consult the Wagner version above for the full sequences.

### [2♦ Response and Rebid Changes]

Pass: 2♦ can no longer be passed.

2♥/2♠: Responder cannot bid 2M with considerable length in M (see Wagner Multi for details). Over 2♥/♠, 2NT shows a game force in the major suit responder bid. 3 of the major responder bid is natural and game forcing with 6 or longer in the suit.

Also over 2♥:

3♣, 3♦, 3♠, 3NT: All natural with a game force in ♠s, 3NT implying ♥s is the second suit.

Also over 2♠:

3♣/2♠: Shows non-minimum weak two in ♥s, and responder can try for game by bidding 3♦.

3♦: Shows a game force in ♥s, and asks responder to begin cuebidding.

3m: 3NT shows an original GF in ♥s, 4X shows an original GF in spades.

3M: 3NT is ORB for ♥s, 4♣ is ORB for ♠s.

3NT: 4♣ is ORB for ♥s, 4♦ is ORB for ♠s.

Over 4X: 4NT is RKCB for ♥s, 5♣ is RKCB for ♠s.

Don't respond above 4♠.

### [2NT rebid changes]

After 2♦-2NT:

3♣: This can now contain a GF in ♠s. Also don't bid 3♣ with any hand that can bid 4X right now, to ensure that 4X is totally free later to show GF in ♠s. After 3♣:

3♦: Asks:

3♥: Can be original GF with ♠s. After 3♣ or 3NT will bid 4X to show original GF. After higher bids will bid 4NT as RKCB in ♠s.

3♥: Pass or correct:

4X: Original game force with ♠s.

3♦: This can now contain a GF in ♥s. After 3♦.

3♥: Asks hand type:

3♠: Original GF in ♥s, 3NT asks for further description.

3NT: 5♥s.

3♠: Natural, forcing. 4NT is RKCB for ♠s, showing an original GF in ♥s.

3NT: To play, and now 4X is original GF in ♥s.

4♥: To play, and now 4NT is RKCB for ♥s.

## Two Diamond Multi – Competitive Changes

### [Showing GF hand type]

If opponents have bid a major then double by opener shows that major, either GF or weak two strength (although if the bidding goes  $2\spadesuit=4\spadesuit=\text{Pass}=\text{Pass}$ —?, clearly a weak two in  $\spadesuit$ s would just pass). If opponents have bid both majors, the last bid major is considered their major, and double by opener shows that major, either GF or weak two strength. If opponents have bid no major, then double of a suit by opener shows  $\heartsuit$ s, except if responder has bid  $2\clubsuit$  (showing some  $\heartsuit$  length, but not  $\spadesuit$ s), in which case double shows  $\spadesuit$ s. Whatever major is shown by double, GF values with other major is shown by opener bidding, showing shape if possible. All bids (i.e. aside from double) are available for opener to show a GF in the other major, except for two cases:

- 1) **M** bids where responder has already shown/implied length in, show a weak two in the suit;
- 2) **M** bids where **M** is shown by double when the opponents last bid was a suit other than the major shown by opener's double; in this case the bid is natural as on some distributional hands opener cannot afford to double an artificial bid in case the bid was passed.

At  $4\heartsuit$  or higher levels opener may have to double without proper hand, just GF values, in order to get into the bidding.

When the opponents double a major, then pass by opener shows the major being doubled (either weak two strength or GF), and redouble, notrump bids, and minor suit bids all by opener show the other major and GF values.

When the opponents last bid notrump, double by opener shows GF values, either major, and bids in majors by opener are natural & GF, and bids in minors by opener show  $\spadesuit$ s & that minor, GF.

Examples:

$2\spadesuit=2\spadesuit=\text{Pass}=3\spadesuit$ —Double:	Shows $\spadesuit$ s, GF or weak two.
$2\spadesuit=2\spadesuit=\text{Pass}=3\spadesuit$ —3NT/4 $\spadesuit$ +:	All other bids show GF & $\heartsuit$ s, 3NT showing a $\spadesuit$ stopper.
$2\spadesuit=2\spadesuit=\text{Pass}=\text{Pass}$ —Double:	Shows $\spadesuit$ s, GF or weak two, but weak two should just pass here of course.
$2\spadesuit=2\spadesuit=\text{Pass}=\text{Pass}$ —2NT/3 $\spadesuit$ +:	All other bids show GF & $\heartsuit$ s.
$2\spadesuit=2\spadesuit=\text{Pass}=4\spadesuit$ —Double:	In theory $\spadesuit$ s, GF or weak two, but may also have GF in $\heartsuit$ s that does not want to push to the five level.
$2\spadesuit=\text{Pass}=2\heartsuit=3\spadesuit$ —Double:	Shows GF in $\heartsuit$ s.
$2\spadesuit=\text{Pass}=2\heartsuit=3\spadesuit$ —3 $\heartsuit$ :	Shows GF in $\heartsuit$ s, distributional, does not want to double in case passed.
$2\spadesuit=\text{Pass}=2\heartsuit=3\spadesuit$ —3 $\diamond$ /3 $\clubsuit$ /3NT+:	3 $\diamond$ , 3 $\clubsuit$ , and 3NT & higher, except 4 $\heartsuit$ , show GF in $\spadesuit$ s. 4 $\heartsuit$ would be GF in $\heartsuit$ s that does not want to double here.
$2\spadesuit=\text{Pass}=2\spadesuit=3\spadesuit$ —Double:	Shows GF in $\spadesuit$ s, since which major double shows changes if $2\spadesuit=2\spadesuit$ .
$2\spadesuit=\text{Pass}=2\spadesuit=3\spadesuit$ —3 $\spadesuit$ :	Shows GF in $\spadesuit$ s, distributional, does not want to double in case passed.
$2\spadesuit=\text{Pass}=2\spadesuit=3\spadesuit$ —3 $\heartsuit$ :	Weak two in $\heartsuit$ s, opener competes since 2 $\spadesuit$ promises $\heartsuit$ s.
$2\spadesuit=\text{Pass}=2\spadesuit=3\spadesuit$ —3 $\diamond$ /3NT+:	3 $\diamond$ , and 3NT and higher, except 4 $\heartsuit$ , show GF in $\heartsuit$ s.
$2\spadesuit=\text{Pass}=2\heartsuit=\text{Double}$ —2 $\spadesuit$ :	Weak two in $\spadesuit$ s.
$2\spadesuit=\text{Pass}=2\heartsuit=\text{Double}$ —2NT+:	GF in $\spadesuit$ s.
$2\spadesuit=\text{Pass}=2\heartsuit=2\text{NT}$ —Double	GF in either major.
$2\spadesuit=\text{Pass}=2\heartsuit=2\text{NT}$ —3 $\heartsuit$ :	GF in $\heartsuit$ s, did not want to first double for some reason.
$2\spadesuit=\text{Pass}=2\heartsuit=2\text{NT}$ —3 $\clubsuit$ :	GF in $\spadesuit$ s with $\clubsuit$ s.

**[If 2♦ doubled in front of responder]**

After 2♦=Double=?

Pass: Shows ♦s.

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

If opener has GF hand type, then responder's direction to bid 2♥ is ignored, and over redouble opener bids 2♠ with ♠s & GF, and bids 2NT or higher naturally with ♥s & GF.

Rest: As without double.

## ETM Competitive Over Our Natural Two of a Major Bids

Whether the 2**M** opening is Goldilocks, Bailey's N' Cream, Fatnuns, or Trent (in ETM Gold base), this is the ETM Gold Premium method:

Over double:

- ETM Defense to Double – see competitive section in ETM Gold.
- Suit below 3 of **M** is GI in **M**.
- Jump bids are fit showing and lead directional.
- 3**M**, 3NT is to play.

Over suit and NT bids:

- Double for penalty, except if a suit bid was just below 3**M** – then double is GI in **M**. (e.g. 2♠=3♥=Double).
- Transfer bids are played if their suit overcall was below 3**M**. A suit transfers to the suit above it, with the suit below 3**M** showing a GI in **M**; an immediate bid of 3**M** is just to play. Suits transferred to may be natural or just lead directional values.
- New suits above 3**M**, or below 3**M** after their NT overcall, are intended as natural and forcing, but are often just lead directional.
- 3**M**, 3NT to play.
- 2NT if available transfers to ♣s.
- Jump bids are lead directional and fit showing.

### [Goldilocks can't bear it double]

If responder raises **M** directly or makes a GI in **M** and the opponents bid **OM** then a direct double of **OM** by opener at the second turn to bid shows a hand with a strong ratio of offense to defense outside of **M**.

Examples:

2♥=Pass=4♥=4♠—Double:

2♠=Pass=3♠=4♥—Double:

2♥=2♠=3♦=4♠—Double:

2♠=Double=3♥=4♥—Double:

Little or no defense to 4♠s except perhaps in ♥s.

Can't bear it, wants to bid on.

3♦ showed ♥s, Double is can't bear it.

3♥ showed ♠s. Double is can't bear it.



## Goldilocks Two Bids

“Not too big, not too small, just right”

### [Overview]

2♥, 2♠: 8/9/10-13, 6+ in **M**. If 9 HCP and only six in **M**, AKQ in suit or KQ in suit & an outside ace. Otherwise if 8/9 HCP, 7+ in **M** and some defensive values.

If the partnership also plays Fatnuns (perhaps Fatnuns when not vulnerable, Goldilocks when vulnerable), then can play the Fatnuns response structure over Goldilocks, but treat a 5-4-3-1 in Fatnuns as a 6-4-2-1 with Goldilocks.

### [Goldilocks Responses]

After 2**M**:

2♠/2♥: 5+♠s, Forcing. 3♥ or 3♠ rebid by responder GI.

2NT: Asks, see below.

3♣, 3♦: Either natural, GF, 6+ in suit or mild GI in **M** and values/length in **m**. With hand that would not accept mild GI, opener bids 3**M** or below, descriptively if possible; now a bid of 3**M** by responder shows the mild GI hand type and all other bids are the GF with 6+ in **m**. Opener bids 4**m** if would accept mild GI in **M** and has at least two cards in **m**. Bids above 3**M** not including 4**m** show a hand that would accept a mild GI, but is short in **m**. Over opener's rebid above 3**M**, responder's 4**M** is to play regardless of what opener has, 3NT is also to play, and other bids are cuebids with GF and length in **m**. Example: 2♥-3♣—4♣-4♥ is to play, responder perhaps having a mild GI for ♥s with values/length in ♣s.

3**M**: Mild GI (use 2NT if good GI), but use 3**m** if concentrated values in a minor.

3♥: Forcing with 6+♥s. If opener bids 3♠ it shows a singleton/void in ♥s and a minimum (3NT would show a maximum and short ♥s). 4♣/♦ by opener over 3♥ are cuebids for ♥s; even with second suit opener should bid 3♠ or 3NT if short in ♥s. The only non-game forcing sequence is 2♠-3♥—3♠-Pass.

3♠: 6+♠s, GF, asks opener to bid 3NT if singleton/void in ♠s, and otherwise cuebid or bid 4♠.

4♣: Roman Keycard Blackwood (1430) for **M**, and after replies, and queen ask if necessary, new suit bids are control asks.

4♦: Singleton/void, slam interest in **M**.

Games: To play.

4NT: RKCB.

**[Goldilocks 2NT asks]**

After 2M-2NT:

- 3♣: 6+ in **M**, singleton/void in a suit, no 4 card or longer suit except exactly 6 in **M** & 4♦s & singleton/void in **OM**.  
 3♦ re-asks for singleton:  
     3♥: Singleton in **OM**, 6 in **M** (so  $6=1=3=3/1=3=3=6$ ) or 6 in **M** & 4♦s and singleton/void in **OM**. 3♠ re-asks:  
         3NT:  $6=1=3=3/1=6=3=3$ .  
         4♣:  $6=1=4=2/1=6=4=2$ .  
         4♦:  $6=0=4=3/0=6=4=3$ .  
     3♠: Singleton in ♦s, 6 in **M**.  $6=3=1=3/3=6=1=3$ .  
     3NT: Singleton in ♣s, 6 in **M**.  $6=3=3=1/3=6=3=1$ .  
     4♣: Singleton/void in **OM**, 7+ in **M**, no other 4 or longer suit.  
     4♦: Singleton/void in ♦s, 7+ in **M**, no other 4 or longer suit.  
     4♥: Singleton/void in ♣s, 7+ in **M**, no other 4 or longer suit.  
 3M: Asks opener to pass if minimum, bid 3NT if maximum.  
 3OM: Asks opener to bid **OM** with 3 in **OM** & minimum, cuebid with 3 in **OM** & maximum, or otherwise bid 3NT.  
 3NT, 4M: To play.
- 3♦: 6 in **M**, no singleton/void and just 6 in **M**.  
 3OM asks range/shape.  
     After 2♥-2NT—3♦-3♣:  
         3NT: 9/10-11. 4♣ asks, 4♦=3♣s, 4♥=3♦s, 4♠=3♠s.  
         4m: 12-13, 3 in **m**.  
         4♥: 3♠s, 12-13.  $3=6=2=2$ .  
     After 2♠-2NT—3♦-3♥:  
         3♠: Minimum, not 3♥s.  
         3NT: Maximum, not 3♥s.  
         4m: Cuebid with 3♥s, extras.  $6=3=2=2$ .  
         4♥: 3♥s, no desire to cuebid.  $6=3=2=2$ .  
         After 2♠-2NT—3♦-3♥—3♠ or 3NT-4♣ asks: 4♦=3♣s, 4♥=3♦s.  
 3M: Asks opener to pass if minimum, bid 3NT if maximum.  
 3NT, 4M: To play.
- 3♥: 6 in **M**, 4♣s. 3♠ asks:  
     3NT: 6 in **M**, 4♣s, singleton in **OM**.  $6=1=2=4/1=6=2=4$ .  
     4♣: 6 in **M**, 4♣s, singleton ♦.  $6=2=1=4/2=6=1=4$ .  
     4♦: 6 in **M**, 4♣s, void in **OM**.  $6=0=3=4/0=6=3=4$ .  
     4♥: 6 in **M**, 4♣s, void ♦.  $6=3=0=4/3=6=0=4$ .
- 3♠: 6 in **M**, 4♦s, ♣ shortness. 4♣ asks:  
     4♦: 6 in **M**, 4♦s, singleton in ♣s.  $6=2=4=1/2=6=4=1$ .  
     4♥: 6 in **M**, 4♦s, void in ♣s.  $6=3=4=0/3=6=4=0$ .
- 3NT: 6 in **M**, 4 in **OM**.
- 4X: 6-5+, two suiter with 6+ in **M** and 5+ in **X**.
- 4M: 7-2-2-2 shape.

Once responder knows all or part of opener's shape, ORB and RKCB is available as follows:

- If opener has shown a second suit, four cards or longer, then the cheapest undefined new suit bid at the four level or higher is ORB/RKCB for the second suit. It is ORB if it is 4 steps below 5 of the minor, if the second suit is a minor, or it is ORB if it is below 4 of the suit if it is a major suit.
- If opener has shown a second suit, the next cheapest suit bid below 4♥, if any, is ORB for **M**.
- If opener has not shown a second suit, four cards or longer, then the cheapest undefined four of a minor bid, if any, is ORB for **M**.
- 4NT is always RKCB for **M**, even if ORB available.
- New suits below 3NT are natural, not ORB, and probe for 3NT or additional description.
- New suits above 3NT, are to play if in game, or are forcing if undefined and not used in any other way.

After the response to ORB/RKCB and before or after any subsequent bidding, the cheapest bid in the trump suit is a signoff; also if opener shows 0 or 1 keycards, the cheapest NT is a signoff (make cheapest non-trump suit ask to continue to ask). After ORB/RKCB responses and queen ask if necessary, new suit bids are control asks (see slam section for replies).

## Baileys N' Cream Two Bids

### [Introduction]

Baileys N' Cream is based on the Bailey weak two bid – the difference is that the Baileys N' Cream version has a higher range – 10 to 13 instead of the original 8 to 11. This method is used to give another alternative to opening 1♣ with a five card major and 5-3-3-2. It also strengthens the major suit openings by removing minimum hands without much shape. The method works especially well at matchpoint/duplicate scoring, and has a high frequency of occurring.

### [Overview]

The Baileys N' Cream 2♥ and 2♠ opening show:

- 10 to 13 HCP.
- At least Qxxxx in suit, although we recommend Kxxxx or QJxxx or better – with a weaker suit either pass or open 1♣ (if 12-13 & 5-3-3-2) or open 1♠ (if 12-13 and not 5-3-3-2) or 1♥ (but pass 12 counts).
- Five or six cards in the major.
- Two or three cards in the other major.
- One to four cards in each minor.
- Eight or nine cards in the two longest suits.
- 10 to 12 if nine cards are held in the two longest suit, 11 to 13 otherwise.

### [Responses]

New suits are non-forcing to improve contract (e.g. 2♥=Pass=2♠ is to play and quite common).

Jump new suits are natural, and forcing, not including 4♣.

3M is an invite if no-competition – in competition it is to play, and a 3♦ bid, if available, invites, and if 3♦ is not available then double invites.

3NT is to play – only rebid your major if it can play opposite a void.

3♦ over pass is artificial, GI with 5 in other major and able to play M opposite a six card suit.

If unable to accept the invite, opener places the contract in 3M or 3OM, picking a 5-2 fit with responder's major if only 5 in M.

If able to accept the invite, opener bids 3NT if 5 in M and 2 in OM, and otherwise bids 4M or 4OM.

4♣ is Roman Keycard Blackwood (1430) for M, and after replies, and queen ask if necessary, new suit bids are control asks.

### [2NT Response]

2NT asks for better minor – can improve contract to better minor and is also used to improve contract to 3♦.

After opener bids better minor, then responder bids:

- 3♦: To play
- 3OM: Other major natural and forcing – bid 3NT with 2 in M, 4X with three
- 3M: Forcing with exactly 2 in M – if this is 3♥, opener if only 5♥s should now bid 3♠ if 3♠s.
- 3NT: Suggests flexibility – opener can correct with good six card suit.
- 4♣/♦: Natural and forcing.
- 4NT: RKCB for M.

For the original Bailey weak two bids see: <http://members.cox.net/4evanb/bigclub/chpt11.htm>

## Fatnuns Two Bids

### [Introduction]

Fatnuns is based on the two level major suit opening bids of Italian World Champions (in teams and pairs) Fulvio Fantoni and Claudio Nunes. They play these openings to strength their 1 level openings, which they play forcing (either 14+ or good 12-13, especially if both majors). For flat hands, 5-3-3-2 and 5-4-2-2, they open a weak notrump (12-14), except if 5-4 in the majors.

These openings work well at both pairs and teams, though at teams when vulnerable the risk of the occasional big number might be something to avoid. Counterbalancing that, the bids effectively allow light opening bids with five card majors, enabling some nice games and sacrifices to be reached, as well as taking away bidding space of the opponents. Deciding what works will be up to the partnership, though it can be rewarding to play one of the main methods of multiple world champions (who can also play and defend like world champions of course). Note they also play 10-13 2♣ and 2♦ openings, but these are not used in ETM Gold Premium.

### [Overview]

Fatnuns 2♥ and 2♠ openings show 5 or 6 in **M** and 9/10-13, but not 13 with either good controls and/or 6 in **M**. If only 5 in **M** must have at least 10, a singleton/void, and not 4 in **OM**. If 6-4 in majors, only 9/10-11.

### [Responses]

Cheapest bid is artificial, asking bid – see below.

Games are to play (including 4**OM**).

3**M** is to play (not invitational).

3♦ is forcing, natural, but does not promise rebid.

2♥-3♣ is forcing, natural, but does not promise rebid.

2♥-2NT is artificial, shows 5+♠s, GI+, does not promise rebid.

2♥-3♠ is GF with a good suit, 5/6+♠s.

2♠-3♣ is artificial, shows 5+♥s, GI+, does not promise rebid.

2♠-3♥ shows 6+♠s, forcing, does not promise rebid.

4♣ is Roman Keycard Blackwood (1430) for **M**, and after replies, and queen ask if necessary, new suit bids are control asks.

4♦ shows a singleton/void in ♦s, slam try.

After the forcing bids (except for the cheapest bid which asks), natural bidding is used.

**[Fatnuns: Cheapest bid asking]**

2♥-2♠ and 2♠-2NT asks, exploring for right contract.

After 2♥-2♠:

2NT: 6♥s, no other 4 card suit. After 2NT:

3♠: Re-asks:

3♦: Balanced. 3OM is now forcing looking for 3 in OM,  
3♥, 3♠, 3NT: Singleton/showing, following SO order: OM, ♦s, ♣ (3NT).

3♦: Artificial, game invite in ♥s.

3♥: To play.

3♠: 4/5♠s, 5-6♥s, not 6-5. 4♣ is a GI and 3♦ re-asks:

3♥: 1=5=3=4.

3♠: 3=5=1=4.

3NT: 5-5.

4X: 6-4, descriptive, 4♥ showing 3=6=0=4.

3♦: 4♦s, 5-6♥s. 4♦ is a GI and 3♥ re-asks (not to play):

3♠: 1=5=4=3 (Fantoni-Nunes play this as 3=5=4=1, but it is switched here following ETM)

3NT: 3=5=4=1.

4X: 6-4, descriptive, 4♥ showing 3=6=4=0.

3♥: 6+♥s, 4♠s.

3♠: 5♥s & 5♦s. 4♦ is to play.

3NT: 7+♥s.

4♣: 5+♠s & 6+♥s.

4♦: 5+♦s & 6+♥s.

4♥: 6+♥s & 5+♠s.

After 2♠-2NT:

3♠: 4/5♠s, 5-6♠s, not 6-5. 4♣ is GI and 3♦ re-asks:

3♥: 5=1=3=4.

3♠: 5=3=1=4.

3NT: 5-5.

4X: 6-4, descriptive, 4♥ showing 6=3=0=4.

3♦: 4♦s, 5-6♠s. 4♦ is GI and 3♥ re-asks:

3♠: 5=1=4=3.

3NT: 5=3=4=1.

4X: 6-4, descriptive, 4♥ showing 3=6=4=0.

3♥: 4♥s, 6♠s.

3♠: 6♠s, no second suit.

3NT: 5♠s & 5♦s. 4♦ is to play.

4♣: 5+♠s & 6+♠s.

4♦: 5+♦s & 6+♠s.

4♥: 5+♥s & 6+♠s.

4♠: 7+♠s.

Note that responder is free to pass any response. After the ask and reply, 3M if not a re-ask or to play, is a game invite in M.

Once responder knows all or part of opener's shape, ORB and RKCB is available as follows:

- If opener has shown a second suit, four cards or longer, then the cheapest undefined new suit bid at the four level or higher is ORB/RKCB for the second suit. It is ORB if it is 4 steps below 5 of the minor, if the second suit is a minor, or it is ORB if it is below 4 of the suit if it is a major suit.
- If opener has shown a second suit, the next cheapest suit bid below 4♥, if any, is ORB for **M**.
- If opener has not shown a second suit, four cards or longer, then the cheapest undefined four of a minor bid, if any, is ORB for **M**.
- 4NT is always RKCB for **M**, even if ORB available.
- New suits below 3NT are natural, not ORB, and probe for 3NT or additional description.
- New suits above 3NT, are to play if in game, or are forcing if undefined and not used in any other way.

After the response to ORB/RKCB and before or after any subsequent bidding, the cheapest bid in the trump suit is a signoffs; also if opener shows 0 or 1 keycards, the cheapest NT is a signoff (make cheapest non-trump suit ask to continue to ask). After ORB/RKCB responses and queen ask if necessary, new suit bids are control asks (see slam section for replies).

An important consideration in playing Fantons is to note that the Fantoni-Nunes style is to try to find a fit in a second suit if short in **M**. This is often effective, both in finding a fit and blocking the opponents from bidding, but sometimes this type of hand comes up:

♠ AKJT62  
♥ 765  
♦ 42  
♣ A4

♠ 7  
♥ J82  
♦ AJ86  
♣ QJ532

2♠-2NT—  
3♠

This was from the 2005 Italian Club Championship. The 2NT bidder attempts to find a better spot, but opener has 6+♠s here and no second suit. The result was down 3, which was -300 since they play the bid at all vulnerabilities.

## 2MT

2MT is the use of the 2NT opening to show both majors – 2 Majors Type. It shows both majors, either 6-5+ or two good five card suits, less than an opening bid, maximum of 10 HCP.

Responses are simple:

Pass: As long as undoubled, this is an okay place to play. If doubled responder may then bid own suit or redouble asking opener to pick better minor. If redouble followed by 3♥, it says pick better major.

Redouble: Own place to play – please bid 3♣ and pass my next bid.

3♦, 3M, 3NT, 4♣, 4M, 5X, 6X, 7X are all to play.

4♦ asks opener to pick best major.

3♣ asks:

3♦: 5-5 in majors (thus good suits and thus some values).

3♥: 6♥s, 5♠s, weak hand.

3♠: 5♥s, 6♣s, weak hand.

3NT: 6-5 in majors, good hand. 4♣ asks opener to bid suit under 6 card major.

4♣, 4♦: Void in minor, with 6-6 majors.

4M: 7 card major, 5/6 in other.

After 3♦, 3♥, or 3♠ rebids, 4m by responder is forcing looking for a raise of m on a doubleton, 4NT is RKCB for opener's longest major, or if both equal, for ♠s, and everything else is to play.

## Ms & m

Ms & m is the use of the 2NT opening to show either both majors (Ms) or one minor. When both majors it shows either 6-5+ or two good five card suits, less than an opening bid, maximum of 10 HCP. When a long minor, it shows no ace or king (in any suit, including the minor), and at least a seven card minor – this takes garbage openings out of 3 of a minor. Note that opposite a long minor it would take quite a strong hand to make 3NT.

Responses are:

Pass As long as undoubled, this is an okay place to play. If doubled may bid own suit or redouble asking opener to pick better minor. If redouble followed by 3♥, it says pick better major.

Redouble: Own place to play – please bid 3♣ and pass my next bid.

3♣: Pass or correct, and asking at the same time. After 3♣:

Pass: Long ♣s.

3♦: Long ♦s.

3♥: 6♥s, 5♠s, weak hand.

3♠: 5♥s, 6♣s, weak hand.

3NT: 5-5 in majors (thus good suits and thus some values).

4♣: 6-5 in majors, 6♥s, good hand.

4♦: 6-5 in majors, 6♠s, good hand.

4M: 7 card major, 5/6 in other.

After 3♥, 3♠ or 3NT, 4m is forcing looking for a raise of m on a doubleton, everything else is to play.

Major bids are to play, regardless if opener has majors or not.

3NT is to play opposite a long minor. Otherwise opener bids:

4♣: Equal length in majors.

4♦: 6+♥s & 5♠s

4♥: 6♠s & 5♥s

4♠: 7♠s & 5♥s

All minor bids are pass or correct – pass if holding the minor, bid the other minor with it, make cheapest ♥ call with both majors.



## Premium Notrump Overcalls and Sandwich Bidding

### Direct One Notrump Overcall Structure

#### [Premise]

After the opponents make a one level suit opening, and we overcall 1NT directly, before responder can bid, then there is a strong advantage in arranging for advancer to play many of the suit contracts, when holding game invitational values or stronger. This advantage accrues from having the opener lead from strength, through strength in dummy, to weakness in responder, and into more strength with advancer. The opener may sometimes make the wrong guess on lead, or will find themselves endplayed at trick one. The scheme does not apply after a two notrump overcall of a two level suit opening, since that often finds the opener leading from shortness through strength in dummy to strength with responder, which can then set up ruffs for the defense. For the one level openings, even if opener leads from shortness, there may be no entries with responder in which to provide a play of the suit again to get a ruff.

Note that the structure is based partly on the ideas presented in “A Three Puppet Script” of Bill Schramm in Bridge World (September 2003).

#### [Direct Notrump Overcall Strength]

The direct 1NT overcall is a powerful weapon. By showing significant values over the opening bidder, it establishes the defensive side as the prime contenders to get the contract and make it. Opener's values are compromised both by being under the 1NT bidder, and by having provided knowledge of those values. Thus one wants to aggressively make direct 1NT overcalls. Also when the opponents open a major suit, if holding a strong balanced hand and one doubles first, then one might have to rebid 2NT to show hand type. Thus over a major suit opening, it is preferable to be able to make a 1NT overcall instead of doubling. Over minor suit openings, the 1NT overcall can have a preemptive effect, blocking the opponents from a major suit fit. Thus one wants to be able to make these overcalls aggressively, especially when not vulnerable.

The structure provided below offers multiple GI sequences if the opponents have opened a five card major. This permits the 1NT overcall of a major suit opening to be played with a little wider range than normal. Using a 4 point range allows the overcall to be made more often, and then reduces the times a hand must be less effectively doubled or passed. Also by playing a wider range, it is sometimes harder for the opponents to place cards when defending against our notrump contract.

Thus the ETM recommended ranges are:

When not vulnerable over a minor suit opening:	<b>14-17</b> (now double then 1NT shows 17-20).
When vulnerable over a minor suit opening:	<b>15/16-18</b> (now double then 1NT shows 18-21).
Over a major suit opening:	<b>15/16-19</b> (double then cheapest NT shows 19-22).

For each of the top ranges (e.g. 17 of 14-17), if holding a five card suit then 1NT is not overcalled as the hand as too much playing strength.

**[After Our Direct Notrump Overcall]**

After their one level suit opening and our direct (before responder bids) one notrump overcall:

- 2♣: Puppet to 2♦ (1NT overcaller must bid 2♦), then:  
 Pass: Signoff in ♦s.
- 2♥: GI with 4♥s, may have 4♠s, and if opening bid shows 5+♠s, this is not a good GI. However if the opening bid showed 5+♥s then this just shows a good GI without 5♠s. The 1NT overcaller can pass if 2♥ is natural, or over either type (GI with 4♠s, or if opening bid 5+♥s then good GI without 5♠s), the 1NT overcaller can now bid:  
 2♠: Denies values to accept GI, and denies 4♠s (or ♥ fit).  
 2NT: Denies values to accept GI and shows 4♠s. However if the opening bid showed 5+♠s, then this does not show or deny 4♠s (and thus 2♠ does not need to be bid).  
 3♦: Artificial, denies 4♠s (or ♥ fit) and has values to accept GI. Now 3♠ shows 5♠s and is GF.  
 3♥: If 2♥ shows 4♥s & GI values, this is a return GI.  
 3NT: Values to accept GI, and 4♠s. However if the opening bid showed 5+♠s, then this does not show or deny 4♠s (and thus 3♦ does not need to be bid).  
 4♥: To play.
- 2♠: GI with 4♠s, and if opening bid shows 5+♥s, this is not a good GI. However if the opening bid showed 5+♠s, then this shows a good GI with 4♥s, and overcaller can now bid 3♦ to transfer to ♥s (so advancer plays ♥ contract).
- 2NT: Puppet to 3♣ (overcaller must bid 3♣) then:  
 Pass: Signoff in ♣s.  
 3♦: Both majors, 4-4 with distribution or slam try values. Opener can now bid 4♣=you bid 4♥, or 4♦=you bid 4♠.  
 3♥: GF, 4♥s.  
 3♠: GF, 4♠s.  
 3NT: 4-4 in majors, flat, GF. As over 3♦.
- 3X: Natural with 5+♥s and GF – still on if they opened 1♥ to expose a psyche. If nobody has bid ♥s yet, cheapest ♦ bid transfers to ♥s.
- 2♦: Puppet to 2♥ (overcaller must bid 2♥), then:  
 Pass: Signoff in ♥s.  
 2♠: GI with 5♠s. However if the opening bid shows 5+♠s, then this just denies 4+♥s and shows a good GI.  
 2NT: GI without 4 in an unbid major. If opening bid showed a five card major, this is not a good GI.  
 3X: Natural with 5+♠s and GF – still on if they opened 1♠ to expose a possible psyche.
- 2♥: GI with 5+♥s and not a good GI if opening bid shows 5+♠s. If opening bid showed 5+♥s, this shows a good GI with 5+♠s and now 3♥ by overcaller is a transfer to ♠s, so advancer plays the contract. When 2♥ shows 5+♥s, overcaller should bid 2♠ with 4+♠ to check for ♠ fit.
- 2♠: To play. However if the opening bid showed 5+♠s, then this shows 5+♥s and a good GI, and now 3♦ by overcaller transfers to 3♥ (so advancer can play ♥ contract, not overcaller).

1NT overcall structure continued:

2NT: Asks for a weak doubleton minor. After 2NT:

3m: Weak doubleton in **m**. Now:

Pass: To play, often a GI hand with 6 in **m**.

3♦: Natural, GF.

3♥, 3♠: Singleton/void in major bid, length in both minors.

3NT: To play.

4♣: Natural, GF.

3♥: No weak doubleton minor, and now:

3♠: Artificial, GF, both minors.

3NT: To play.

4♣, 4♦: Natural, long suit, 4 or longer in other minor, GF.

3♣: GF with ♣s, may have a four card major with a longer ♣ suit.

3♦: GF with ♦s, may have a four card major with a longer ♦ suit.

3♥: GI, both majors, 5-5+. 4♦ by overcaller asks advancer to bid 4♠, to play.

3♠: GF, both majors, 5-5+. 4♦ by overcaller asks advancer to bid 4♥, to play.

3NT: To play.

4♣: Transfer to ♥s, so overcaller plays 4♥.

4♦: Transfer to ♠s, so overcaller plays 4♠.

4♥, 4♠: To play, even if opener's suit.

4NT: Natural, slam invite.

### [1NT Overcall Structure with 5♠s & 4♥s GI]

When advancer holds 5♠s & 4♥s GI the 1NT overcall structure does not provide a two level bid for this hand type. The sequence advancer uses is: 1NT-2♣—2♦-2♥. This can be 4-4+ in the majors. Now if opener bids ♥s or NT the bidding is easy, especially since the NT bids show 4♠s. The two unusual sequences are:

1NT-2♣—2♦-2♥—2♠: This denies 4♠s and the ability to accept a GI, so advancer passes.

1NT-2♣—2♦-2♥—3♦: This denies 4♠s but accepts a GI, so advancer bids 3♠ to show 5♠s.

### [GI with a Long Minor]

Note the GI sequence with a long minor: bid 2NT, and if overcaller doesn't show a weak doubleton minor just bid 3NT – in these cases the long minor will often provide the source of tricks necessary to make 3NT. If overcaller shows a weak doubleton in the long minor, just play there, as the minor will often not run, with the opponents holding up to prevent suit establishment. Note that 2NT hides which suit is the long minor, to help avoid a lead of the other minor.

### [Notes on GI Sequences When the Opponents have opened a major]

Note the following GI sequences when 1NT overcalls a 1♥ opening (that shows 5+♥s):

Bad GI: 1NT-2NT(not 4♠s), 1NT-2♣—2♦-2♠(4♠s), 1NT-2♦—2♥-2♠(5+♠s).

Good GI: 1NT-2♣—2♦-2♥(may have 4♠s), 1NT-2♥(5+♠s).

Note the following GI sequences when 1NT overcalls a 1♠ opening (that shows 5+♠s):

Bad GI: 1NT-2NT(not 4♥s), 1NT-2♣—2♦-2♥(4♥s), 1NT-2♥(5+♥s).

Good GI: 1NT-2♦—2♥-2♠(not 4♥s), 1NT-2♣—2♦-2♠(4♥s), 1NT-2♠(5+♥s).

**[After Double of Our Natural Notrump Overcall]**

Play your usual Rescue system (if don't have one, get one – see ETM methods). If Rescue methods include system on, then continue to play the 1NT overcall structure. If there is a run out sequence that shows long ♦s at the 2 level, then since one can just bid 2♣ puppet to 2♦ to play there, use whatever the 2♦ run out sequence was to instead show a weak takeout bid short in opener's suit.

Examples – Assume redouble is normally used to show long ♣s or long ♦s weak hand. Now with system on and 1NT overcall structure used:

- 1♣=1NT=Double=2♣: Still a puppet to 2♦, to play in 2♦ sometimes.
- 1♣=1NT=Double=Redouble: Acts as a puppet to 2♣, often with long ♣ (even if ♣ opening).
- 1♣=1NT=Double=Redouble—P=2♣=P=P: To play in ♣s.
- 1♣=1NT=Double=Redouble—P=2♣=P=2♦: Weak takeout of ♣s – overcaller passes or bids 2♥ or 2♠.
- 1♦=1NT=Double=Redouble—P=2♠=P=2♦: Weak takeout of ♦s – overcaller bids 2♥ or 2♠ or 3♠.
- 1♥=1NT=Double=Redouble—P=2♠=P=2♦: Weak takeout of ♥s.

If the partnership doesn't already have an agreement, it is suggested that if a double is passed back to the 1NT overcaller, and if advancer's pass doesn't force a redouble by overcaller, then a redouble by the 1NT shows two playable suits; advancer initially assumes clubs and higher, but if advancer bids clubs and overcaller bids again then the two suits do not include clubs. Only play this after explicit agreement by partner (i.e. not just we will play everything in these notes).

## Sandwich Position

### [Overview]

The sandwich position is after an opening one level suit bid by the opponent on the left, pass by partner, followed by a bid by responder, the opponent to the right. Since the opponents are representing the balance of power (though might not have it), bidding must be careful but still very competitive, especially with shape.

### [After Both Opponents have bid suits, partner passing (Sandwich Position)]

If the opponents opening suit bid is artificial, could be just two long, then:

- Double: Takeout of last bid suit, with focus on unbid majors. Can be made on off shape hand planning on bidding a suit if partner bids a minor suit not held. Thus with a strong hand for double, do not make a simple correction to a minor suit, but jump the bidding or cuebid instead. For example  $1\clubsuit(2+\clubsuit s)=\text{Pass}=1\spadesuit=\text{Double}$ — $\text{Pass}=2\diamondsuit=\text{Pass}=3\clubsuit$  shows long  $\clubsuit s$ , not extras, so with a strong hand with  $\clubsuit s$  here, cuebid  $2\spadesuit$  or bid 2NT.
- 1NT: Natural, stopper(s) or semi-stoppers in the opponents suits, 15+ to 18. 1NT opening system on (not 1NT direct overcall structure above).
- 2NT: Weak 5-5+ takeout in lowest two unbid suits (for this, opener's suit is a bid suit if it must be two or longer, but not if the suit can be shorter).
- Bid in opener's suit: Natural overcalls, jumps preemptive.
- Bid in responder's suit: Natural, often a good place to play if spot cards and tenaces over responder, doesn't promise much high cards (6 to 10 or so), but playing value. Jumps show values in high cards and in playing value.

Rest: The usual.

If the opponents opening suit bid shows three or longer in the suit, then:

- Double: Takeout or hand too strong for simple overcall. Denies 5 or longer in the higher unbid major suit.
- 1NT: Sandwich NT with at least 5 in the higher unbid major, at least some values (the values for a poor takeout double upwards), and either 4 or longer in the other unbid suit, or a hand that would be too strong to just overcall. If there is no unbid major (as after  $1\heartsuit=\text{Pass}=1\spadesuit$ ), then 1NT is natural, with 1NT opening bid system now on).
- Cheapest bid in opener's suit: 5-5, weak takeout for the two unbid suits.
- Other bids in opponents suit(s): Natural, extra values if a jump in responder suit, preemptive if a jump in opener's suit. Note that a bid in responder's suit is natural, often a good place to play if spot cards and tenaces over responder, doesn't promise much high cards (6 to 10 or so), but playing value.
- 2NT: Takeout with lower two unbid suits, 6 or longer in the lower ranking suit, distributional, less values than 1NT or double.
- Rest: The usual.

Example after  $1\clubsuit(3+\clubsuit)=\text{Pass}=1\heartsuit=?$ :

Double: Values, usually only  $4\clubsuit$ .  
 1NT: Values,  $5+\clubsuit$  &  $4+\diamonds$ , or just  $5+\clubsuit$  and too strong to overcall  $1\clubsuit$ .  
 $2\clubsuit$ :  $5+\clubsuit$ ,  $5+\diamonds$ , weak hand.  
 $1\spadesuit$ ,  $2\diamonds$ : Natural overcall, tends to deny other unbid suit.  
 $2\heartsuit$ : Natural, long suit.  
 $2\spadesuit$ ,  $3\diamonds$ ,  $3\clubsuit$ ,  $3\heartsuit$ : Natural, preemptive.  
 2NT: Weak with  $6+\diamonds$ ,  $4\clubsuit$ .

Note that when the 1NT bid shows 5+ in a major (only sandwich auction where it does not is  $1\heartsuit=\text{Pass}=1\spadesuit=1\text{NT}$ , where 1NT is natural), then 2NT and jump raises to  $3\clubsuit$  and  $3\diamonds$  are still used as raises just like after any major suit overcall. For example  $1\diamonds=\text{Pass}=1\spadesuit=1\text{NT}$  (takeout  $5+\heartsuit$  and either  $4+\clubsuit$  or strong)— $2\diamonds=2\text{NT}$ , then 2NT shows  $4+\heartsuit$  & 8-12.

### [Doubles and Redoubles after Sandwich Bid]

Direct doubles are for penalties, balancing (reopening) doubles of suits for takeout, doubles of notrumps and direct redoubles show values. Examples:

$1\diamonds=\text{Pass}=1\heartsuit=1\spadesuit-2\diamonds=\text{Double}$ :	Penalties.
$1\diamonds=\text{Pass}=1\heartsuit=1\spadesuit-2\diamonds=\text{Pass}=\text{Pass}=\text{Double}$ :	Takeout.
$1\diamonds=\text{Pass}=1\spadesuit=2\clubsuit-\text{Double}=\text{Redouble}$ :	Values.
$1\clubsuit(3+\clubsuit)-\text{Pass}=1\spadesuit-1\text{NT}-\text{Double}=\text{Redouble}$ :	Values.

### [Example Sandwich Hands]

$\spadesuit$  KQ763

$\heartsuit$  2

$\diamonds$  KJ542

$\clubsuit$  T3

$1\clubsuit(3+\clubsuit)=\text{Pass}=1\heartsuit=2\clubsuit$ . If  $1\clubsuit$  showed  $2+\clubsuit$ , then  $2\clubsuit$  would be natural and 2NT would show this hand.

$\spadesuit$  KQJ76

$\heartsuit$  2

$\diamonds$  AJ54

$\clubsuit$  T43

$1\clubsuit(3+\clubsuit)=\text{Pass}=1\heartsuit=1\text{NT}$  (this is a minimum for this). If  $1\clubsuit$  showed  $2+\clubsuit$ , just overcall  $1\spadesuit$ .

$\spadesuit$  KQJ7

$\heartsuit$  2

$\diamonds$  AJT42

$\clubsuit$  T43

$1\clubsuit=\text{Pass}=1\heartsuit=\text{Double}$ .

$\spadesuit$  KQ76

$\heartsuit$  2

$\diamonds$  KJT542

$\clubsuit$  T3

$1\clubsuit(3+\clubsuit)=\text{Pass}=1\heartsuit=2\text{NT}$ . If  $1\clubsuit$  showed  $2+\clubsuit$ , then double instead of bidding 2NT.

### [Cuebid Rule after Sandwich Overcall, Double, 1NT or 2NT]

As in the ETM Gold Base notes, the last naturally bid suit by the opponents before our side started to compete is the only cuebid suit, unless opener rebids opening suit, or they have bid and raised a suit and then in those case it is the only cuebid.

**[Sandwich - Jump raise below game rule]**

As in the ETM Gold Base notes, after they make any non-weak opening, next hand passes, responder bids, and fourth hand, the sandwich bidder, makes any call below game (not including natural 1NT overcall if opening bid is artificial), then any jump raise below game of any suit shown by the fourth hand is semi-preemptive, often based on a good fit & shape, not HCP. Use a cuebid or other call (e.g. 2NT if major raise – see below) with good values.

**[2NT and Bergen Raises after Major Suit Showing Sandwich Overcall or 1NT]**

If partner makes a sandwich overcall or 1NT that tends to show a five card or longer major suit, then major suit raises still apply as if a direct overcall was made, except not for Bergen raises in a suit suggested by a sandwich 1NT. Examples:

1♦(4+♦s)=Pass=1♥=1NT(showing 5+♠s & ♣s or strong hand) —2♦=2NT:

♠ raise.

1♣(3+♣s)=Pass=1♥=1NT(5+♠s & ♦s or strong hand)—Double=3♣:

♠ raise.

1♣(3+♣s)=Pass=1♥=1NT(5+♠s & ♦s or strong hand)—Double=3♦:

Not a ♠ raise, need 3♦ to be able to bid ♦s naturally.

1♣=Pass=1♥=2♦—Double=2NT:

Not a raise, partner did not bid a major.

## OBAR – Opponents Bid and Raise

### [Overview]

After opponent's raise of a suit, OBAR (Opponents Bid And Raise) bidding is used to aggressively compete for the contract, since when they have a fit we should have one too. This is especially important when the opponents may be about to play at the two level in a major. Since permitting the opponents to play in a major fit at a low level often results in a poor score, good results can be obtained by competing aggressively for the contract.

### [OBAR Details]

After opponent's raise of opening suit bid to the two level, use OBAR (Opponents Bid And Raise) bidding, where bidding in direct is much like it would be in the balance seat. Examples:

1♥=Pass=2♥=2♠:	A very aggressive spade bid, like it went 1♥=Pass=2♥=Pass—Pass=2♠.
1♥=Pass=2♥=3♠:	Extras and 6+♠s.
1♠=Pass=2♠=3♠:	An aggressive overcall.

If the opponents raise to the three level, or use any artificial raise, OBAR style bidding still applies, but the bidding is more shape oriented looking for a possible sacrifice or a game requiring lesser than normal HCP. Examples:

1♥=Pass=2NT(♥ raise)=3♦:	An aggressive overcall but some shape so partner can bid 5♦.
1♠=Pass=3♠(♠ raise)=3♥:	An aggressive overcall in ♥s but something so partner can bid 4♥.
1♦=Pass=3♠(♦ raise)=3♠:	Some shape that would make 4♠ possible with a decent fit.

Double is a very aggressive takeout double after opponent's raise if short in their suit. 2NT is two suited scramble over double no matter what next opponent does. Examples:

1♥=Pass=2♥=Double—Pass=2NT:	Two suited scramble, often both minors.
1♠=Pass=2♠=Pass—Pass=Double=Pass=2NT:	Two suited scramble.

Direct cuebid of a raised suit at the three level is looking a stopper; at the four level and higher it shows a two suiter, very strong if a jump cuebid.

A jump to four of a new minor suit over a raise, shows that suit and an unbid major. The bid is NF but shows good values & shape. Pass and correct bids apply if the major is not known (e.g. after 1♠=Pass=2♠=4♦=Pass, 4♥ is pass or correct).

Over a major suit raise, 2NT is a two suited scramble, with two of the three unbid suits. See scramble sections. For example 1♠=Pass=2♠=2NT is a two suited scramble, any two suits not including ♠s.

Bidding after our OBAR overcalls is like after direct overcalls. Cuebid is always the suit opened and raised by the opponents. 2NT as a raise still applies after major suit overcalls.

After our OBAR overcall or double, direct doubles are for penalties, reopening doubles of suits for takeout, and doubles of notrumps and direct redoubles show values. Examples:

1♥=Pass=2♥=Double—3♥=Double:	Penalties.
1♦=Pass=2♦=Double—2♥=Double:	Penalties.



## Opponents Open Bidding and Respond Without a Raise

### [Opponents open bidding a minor and bid natural notrump]

After the opponents open a minor (can be short) and bid a natural notrump, natural bidding is used, with a cuebid in the minor suit opened showing both majors, double takeout for the three suits not including the minor. A jump cuebid in opener's minor is both majors, really distributional. 2NT shows the unbid minor and a major, but use only with the lower major if partner will not remember this agreement. To ask which major partner can cuebid. Example: 1♣=Pass=1NT=2NT(♦s+M)—Pass=3♣(asks)=Pass=3♠(♦s&♠s).

The player who is short in opener's minor bids aggressively in this situation, since the natural notrump bid often hides a fit for opener's minor. Follow-ups are the usual. Cuebid is the last suit bid by the opponents. After an overcall or double, direct doubles are for penalties, reopening doubles of suits for takeout, and doubles of notrumps and direct redoubles show values. As usual 2NT is used as a major suit raise if we bid a major. Over a cuebid showing the majors, and a non-pass, 2NT is a general game try in either or both majors. Example 1♣=Pass=1NT=2♣(majors)—Double=2NT(game try in either or both majors).

### [Opponents open bidding a major and bid 1NT]

See special defense below. If not wanting to play this, then natural bidding, cuebid of their major shows other major and a minor (a non-jump bid of a minor is now pass or correct, NT is used to ask with values). 2NT is unusual with the minors. A jump cuebid asks for a stopper in their major. Double is takeout of their majors with normal takeout double values.

## Special Defense to 1M-1NT (natural or forcing)

### [Overview]

The most frequently held hand type over the one notrump response to a major suit opening is a two-suiter, often with 4 in **OM**. This method offers a means of showing that frequent hand type.

### [Over 1M=Pass=1NT(forcing) or 1M=pass=1NT(forcing)=Pass—Pass]

Double: In direct this shows a takeout of **M**, just like in standard. In balanced (after two passes) it shows opening bid values, length in the major opened, and two other suits (could be both minors, or the **OM** and a minor); this follows typical scramble techniques.

2m: This shows 4+ in **m** and 4+ in **OM**, NF, values equal to a takeout double, **m** equal or longer than **OM** usually.

3m: Natural overcall, not preemptive, denies 4 or longer in **OM**. Usually good six card or longer minor. Prefer takeout double with 3 in **OM**.

Rest: As usual, including 2M as **OM**+minor, and 2NT unusual for the minors.

### [Follow-ups]

- Cuebid is the last natural suit bid by the opponents (since no suit yet raised in this situation). Example: 1♥=Pass=1NT=2♣(♣s & ♠s)=2♦=2♥ is stopper showing (often with ♣ fit), and 3♦ would be the cuebid.
- After our overcall or double, direct doubles are for penalties, reopening doubles of suits for takeout, and doubles of notrumps and direct redoubles show values.
- After the 2m overcall, 3m is a preemptive raise with less than constructive values. With constructive values or better, cuebid.

Examples:

1♥=Pass=1NT=2♣(♣s & ♠s)—Double=Redouble:	Values.
1♠=Pass=1NT=2♣(♣s & ♥s)—2♦=2NT	Natural, not a major raise since 2♣ showed only 4♥s.
1♠=Pass=1NT=2♦(♦s & ♥s)—Pass=2♥:	To play.
1♥=Pass=1NT=2♣(♣s & ♠s)—Pass=3♠:	Semi-preemptive, cuebid 2♥ with HCP type raise

## Defense to One Spade Response = Forcing Notrump

### [Overview]

Some pairs, like ETM Gold pairs, use the sequence 1♥-Pass-1♠ to show a forcing notrump type bid, while 1♥-Pass-1NT shows 5+♠s. The most effective defense is to take advantage of this to show spades.

### [Over 1♠ which shows a forcing notrump]

Double: The equivalent of an aggressive spade overcall. Bidding as if it went 1♥=Pass=0NT=1♠ Overcall.

1NT: A light to normal takeout “double” of 1♥, but limited to a maximum of 17 HCP, so can be passed. If advancer does not pass, bidding continues like it has gone 1♥=Pass=1NT=Double in standard.

2♠: Takeout of ♥s, 17/18+ HCP, forcing. 2NT is Lebenshol.

Rest: As usual.

### [Over 1NT showing 5+♠s]

Bidding as if it had gone 1♥=Pass=1♠. Examples:

1♥=Pass=1NT=2♣—Pass=2♠:	Cuebid, last suit bid naturally before we competed.
1♥=Pass=1NT=2♣—2♦=2♥:	Natural, 2♠ is now cuebid.

## Premium: Choice of Spot Cuebids and Other Competitive Cuebids

### Choice of Spot Cuebids

#### [Choice of Spot Cuebid at the four level]

The Choice of Spot Cuebid at the four level, abbreviated as COS4Q, is a bidding tool that is invaluable in bidding auctions. It can help find the best game or the only game that will make in a competitive auction. It can also explore for slam.

In ETM Gold Premium the COS4Q is available under these circumstances:

- The cuebid is at the four level and is a non-jump.
- No fit has been agreed by the partnership.
- If made by the player who first opened, overcalled, or doubled, it must be the second call by the player, not including any pass.
- If made by the partner of opener or overcaller, must not be the 1<sup>st</sup> bid by responder/advancer, not including any pass before the opening bid or overcall was made. In this case an immediate cuebid would show a fit for opener or overcaller.
- After a takeout double, advancer can make a COS4Q bid at the 2<sup>nd</sup> time next to bid.

For purposes of the notes below we will term the suit of the partner of the COS4Q bidder as the Try Suit. If the partner of the COS4Q bidder has not bid a suit yet then they are assumed to have one. If they made a negative double the Try Suit is assumed to be the highest ranking unbid major. If they bid notrump or just passed then the Try Suit is assumed to be the lowest ranking unbid suit. If the partner of the COS4Q has bid two or more suits, the last bid suit is the Try Suit, and if that is unclear then the highest ranking suit is the Try Suit.

The COS4Q bidder has three main hand types:

- 1) A slam try in the Try Suit.
- 2) A partial fit for the Try Suit if the suit is not assumed, or if the suit is assumed then a fit for the Try Suit, and no other good bid to explore best spot to play, which can be in other suits.
- 3) Like 2, but with a slam try.

The replies to the COS4Q bid are highly structured, as follows:

- A bid of 4♦, if available, and if not the Try Suit, says likes ♦s but does not show anything else. It is forcing.
- Any suit bid in game below the cheapest bid of the Try Suit says likes the suit now being bid, but would not accept a mild slam try.
- A non-jump bid of the Try Suit says would not accept a mild slam try and does not like any suits that could have been bid below it
- Any suit bid in game at the four level above the cheapest bid of the Try Suit says likes the suit now being bid, and would accept a mild slam try.
- A bid of 4NT says would accept a mild slam try, has no bid below 4NT that can describe hand, and has an even number of keycards for RKCB replies, assuming the Try Suit is trump.
- Any non-jump suit bid at the five level above the cheapest bid of the Try Suit says likes the suit now being bid, would accept a mild slam try, and has an odd number of keycards for RKCB replies, assuming the Try Suit is trump.
- A return cuebid says has a hand that would accept a mild slam try, has an odd number of keycards for RKCB replies, assuming the Try Suit is trump, and no other descriptive bid possible below this cuebid.

By “like” the suit it means the partner of the COS4Q bidder is willing to play in this suit, if this is one of the suits that the COS4Q bidder wants partner to consider playing in.

After partner makes a reply, the COS4Q bidder now:

- Passes a game bid in the Try Suit, or if not possible, makes the cheapest bid in the Try Suit to signoff.
- Over 4♥/♠ if the Try Suit, raises the Try Suit to the five level to invite slam looking for a good suit.
- Bids slam in the Try Suit to play.
- Bids 4NT as RKCB for the Try Suit.
- Bids 5NT as pick a spot.
- Bids a new suit as non-forcing and natural, offering this suit, and another one as playable spots. If this is not a playable spot for partner, then the bid is not passed.
- Cuebids the same suit used for the COS4Q bid, as a slam try in the Try Suit.
- Bids a jump new suit, offering this suit, and another one as playable spots, and insisting that slam be reached (if this bid is in slam, it is non-forcing). If this is not a playable spot for partner, then the bid is not passed.

If the bidding is at 4♦, and 4♦ is not the Try Suit, then COS4Q bidder can bid:

- Game in the Try Suit to show a slam try in the Try Suit, passable.
- Cuebid 5♣ (which must be the COS4Q suit since 4♦ was available), to show a slam try in ♦s.

If the opponents are kind enough to bid again over the COS4Q bid, then ETM Transfer to Doubles is used (since we are in a forcing auction at a high level), with a direct double inviting further bidding, and a direct pass asking partner to double.

Examples will show how this all unwinds:

a)

♠ AQT85	♠ 94	1♠=2♦=Double=3♦—	4NT says would accept mild slam try, has two keycards for ♥s, and no other good bid below 4NT. 5NT is pick a spot, here offer choice between ♣s and ♥s, since responder deny ♠s as a playable spot. Note that if opener had one less ♣ and one more ♦, then double of 3♦ would be good bid.
♥ KQT	♥ A9865	4♦=Pass=4NT=Pass—	
♦ ---	♦ 987	5NT=Pass=6♥	
♣ KJ872	♣ A54		

b)

♠ AQT85	♠ K4	1♠=2♦=Double=3♦—	When the COS4Q bid is just below 4 of the try suit, it does not have a great opportunity to learn about the hand. Here 4♥ just said would decline mild slam try. Opener decides to try to improve the contract by bidding 4♣, so show ♠s and at least one other playable spot.
♥ KQT	♥ 9865	4♦=Pass=4♥=Pass—	
♦ ---	♦ T987	4♣=Pass=Pass or 5♣	
♣ KJ872	♣ AQ5		

c)

♠ AQT85	♠ K4	1♠=2♣=Double=3♣—	4♦ said that ♦s were playable, if that was one of the options, so opener picks that. With a little more opener would bid 5♣ as a slam try in ♦s.
♥ KQT	♥ 9865	4♣=Pass=4♦=Pass—	
♦ KJ872	♦ Q93	5♦	
♣ ---	♣ A542		

d)

♠ AQT5	♠ KJ432	1♥=2♣=2♦=3♣—	2♦ was transfer to ♠s, 4♣ says would not accept mild slam try, 5♣ was a slam try.
♥ AQT32	♥ 98	4♣=Pass=4♠=Pass—	
♦ KJ87	♦ Q93	5♣=Pass=6♣	
♣ ---	♣ A52		

d)

♠ AQT5	♠ KJ43	1♦=2♣=Double=3♣—	4♣ denied ♦s or ♥s as playable spots (4♥ would suggest 4♥s) and said would not accept a mild slam try. 5♣ tried in ♠s, and responder accepted.
♥ AQT	♥ K98	4♣=Pass=4♠=Pass—	
♦ KJ8764	♦ 93	5♣=Pass=6♣	
♣ ---	♣ K542		

**[Choice of Part Score Cuebid]**

Like the COS4Q cuebid, the choice of part scores cuebid assists the partnership in finding the appropriate strain to play in, albeit at a part score level, and with more bidding space available, so structured bids not required.

The Choice of Part Score Cuebid (COPS-Q) is a cuebid in an opponent's suit under these circumstances:

- No fit has been established for the partnership.
- One partner has bid, limiting hand to not having GI values opposite normal strength for partner's bids.
- It is made at the second call for a player, not including any initial pass before our side opened, overcalled or made a takeout double.

The COPS-Q says to partner that there are multiple possible playable spots, so please help decide where to play.

Example:

♠ AQT8	♠ 94	Bidding: 1♦=Double=Pass=1♥—Pass=2♦(COPS-Q)=Pass=2♥.
♥ KQT	♥ 98653	If responder had one more club, one less heart, would bid 3♣.
♦ T2	♦ 987	If responder had 4-4 in majors, 2♠ could be bid.
♣ AK87	♣ Q54	

**[Choice of Contract after cuebid]**

If advancer's 2NT would have been a raise, then the cheapest cuebid followed by the cheapest notrump is to play. Besides that one case, a cuebid followed by a notrump bid offers choice of contracts.

Example:

1♦=1♥=Double=2♦—Pass=2♥=Pass=2NT: Not choice of contracts, could not bid 2NT naturally before.  
 1♦=1♥=Double=2♦—Pass=2♥=Pass=3NT: Choice of contracts, to play in 3NT or 4♥s.

**[Choice of Contract Double]**

On some auctions the only way to involve partner in the decision is to double, which shows values and no clear direction. To use the double in this the auction must be non-forcing – that is if you pass your partner can pass too. If the auction was forcing, then pass would send the message of no clear direction, and double who send a message to defend (except at high level where ETM Transfer to Double is used, and then direct double says no clear direction, and direct pass asks for double). The higher the double is made, the more often it is passed as often the best place to just let the opponents play the contract doubled.

Examples:

1♦=2♣=2♠=Double—3♦=4♣=Double:	Choice of contracts double, no other way to give partner a choice.
1♣=1♦=Double=4♦—Double:	Not pure penalty, choice of contracts with values, often passed.

## Cuebids and Specific Jump Overcalls

### [Overview]

ETM Gold Premium adds methods that redefine some two-suited cuebids over their opening one level bids, and that also add a couple of specific uses for certain jump overcalls. The objectives of these changes are:

- When the opponents have opened a major, for a two suited overcall to show exactly which two suits are held, so partner will know better what to do if responder jump raises in the major. The price paid here is to give up the 3♣ preemptive jump overcall.
- When the opponents have opened a minor, to provide the ability to show a two suiter with spades, whether with hearts or with the other minor, so that advancer can compete in spades over further competition or find out what the second suit is. In this situation it is far less likely responder will be able to jump raise opener's suit to block knowing what the second suit is, and since it is not known if the two suited hand has hearts or not, responder might have to investigate for a heart fit. The heart fit investigation may be troublesome, as partnerships may not be used to looking for a heart fit on competitive auctions like 1♠=2♣ and 1♦=2♦. As opposed to when the opponents open a major and we give up the 3♣ jump overcall, over a minor suit opening the bid of the other minor as a preemptive jump overcall is too valuable to switch to a two suited bid, as it can very effectively interfere with the opponents finding a major suit fit.
- When overcaller has a long heart hand with a relatively strong hand, and wants to play 4♥, there are some hands where partner's help will be necessary if the opponents continue to bid, especially if they bid 4♠. By providing a bid to show this hand type, partner can then indicate to defend, to compete in hearts, or to leave the hand up to the overcaller with both some defense and some heart support.
- If a two suited hand later doubles then the two suits must be known so partner knows when to pass and when to pull. Thus two suited bids with two possibilities will only be strong with one combination of two specific suits.

Note that the unusual notrump remains the same – still the lower two unbid suits.

### [Cuebids and Specific Jump Overcalls Over Their Major Suit Opening]

- Note: If playing this style then preemptive jumps to 3♣ and 4♦ are not available as natural over their major suit opening.
- 2M: This shows **OM** and ♠s, 5-5+, wide ranging. Now 2NT shows game interest, forcing, with overcaller to bid 3♣ only with a minimum.
- 3♣: This special jump overcall shows **OM** and ♦s, at least 5-5+, wide ranging up to near GF, though advancer can pass with bust and very long ♣s. Bid 2♣ or 4♣ with a hand that would like to bid 3♣ naturally.
- 3M: No change here, this is the traditional hand that asks advancer to bid 3NT with a stopper in **M**.
- 4♥, 4♦: The one-under-4**OM** (4♥/1♥, 4♦/1♠) is a special jump overcall to show a long **OM** suit, good/great seven cards or longer, in a hand with power that doesn't want to let the opponents play a contract undoubled and needs partner's assistance in deciding what to do if the opponents bid. If the opponents bid again passes by either player are forcing since opponents cannot play a contract undoubled. Using ETM Transfers to a Double, a direct pass of an opponent's bid asks partner to double, while a direct double suggests partner consider bidding. For example: 1♠=4♦=4♠=Double invites the 4♦ bidder to bid 5♥ or pass the double depending on the offensive and defensive nature of hand.
- 4♦, 4♠: 4♦/1♥ and 4♠/1♠ shows **OM** & ♦s, 5-5+, GF, a hand too strong in playing value to bid 3♣ in case advancer were to pass with long ♣s and a bust, and a hand that does not want to double (note that double can be okay, since if partner bids ♣s, a correction can be made to ♦s on the same level). If 4♠ over 1♠, then with is a ♥&♦ hand that strongly suspects would not get the chance to play 4♥, so might as well show hand type immediately.

### [Cuebids Over Their Minor Suit Opening]

- 2m: The direct cuebid is Top Michaels – top unbid suit (♠s) and another unbid suit, however it is wide ranging only with the top and bottom suits, and limited (8-13 HCP) otherwise if both majors (if more than 12/13 HCP and both majors either jump cuebid (see 3m), overcall or double).
- After Top Michaels, 2NT by advancer promises game interest, overcaller (cuebidder) bids accordingly. Bids in suits overcaller might have by advancer are pass/correct - to play in overcaller's second suit at that level if holding suit bid (e.g. 1♠=2♠=Pass=2♦ means pass with ♦s and bid 2♥ or something else with ♠s & ♥s). If the overcaller doubles later without advancer having bid anything, it shows considerable extra values and promises the top and bottom suits, not both majors. Example: 1♦=2♦=4♦=Pass—Pass=Double shows ♠s & ♣s with considerable extra values.
- 3m: The double jump cuebid of their opening suit shows both majors and a good to great hand based on playing value (HCP and length). It shows a hand where advancer, if holding four card or longer support for one of the majors, can bid 4 of that major even with a bust hand. Responder usually just places the contract, though can cuebid to allow partner to pick a suit.
- 4m: As with ETM Gold base: a long ♥ suit that wants to play in 4♥ or double the opponents in something – the opponents cannot play a contract undoubled.

### [After our two suited overcall]

If we make a two suited overcall where both suits are known (2NT Unusual, cuebid for the majors etc.), then a jump in the fourth suit by advancer is fit showing – showing a fit for one of overcaller's suits and length & values in the fourth suit.

## Premium: ETM Transfers & Swaps after our Openings and Overcalls

### [Overview]

ETM Gold Premium methods provide for the use of transfers and swaps (exchange of bids) in order that major suits can be bid lower, to gain bidding space to describe hands better, and to place the overcaller on opening lead into our opening hand. After this generic section, there is a section that provides specific defenses for ETM Gold openings.

### [Application Note]

There is symmetry between what to do after both partner's suit overcall of a suit opening, and when the opponents make a suit overcall of your side's suit opening. In both cases two suits have been shown and two suits have not, and there is a cuebid available. Thus in both cases you have the option of employing either transfers, where a bid shows another suit, or swaps, where the meanings of bids are switched, though you may choose to do so or not to do so based on different reasons. One primary reason of employing transfers or swaps after the opponents overcall is to place the overcaller on lead. A primary reason of transfers or swaps after our side's overcall is to gain useful bidding space.

### [Definitions]

- Transfer: You make a bid or call underneath your suit to show your suit. The ETM Defense to Doubles uses transfers. For example after  $1\spadesuit=1\heartsuit=Double=?$ , Redouble by advancer is a transfer to  $\clubsuit$ s, and  $1\spadesuit$  is a transfer to  $\clubsuit$ s. Transfers usually either show the suit or can be lead directional in the suit transferred to with a fit for partner.
- Swap: You exchange the meanings of two bids. For example, as discussed below, after  $1\clubsuit=1\spadesuit=?$ ,  $2\diamond$  shows  $\heartsuit$ s, and  $2\heartsuit$  shows  $\diamond$ s. In swaps the meanings of the bids stay approximately the same, although the lower of the two bids can be made with a little less than normal (since can now stop lower), and the higher of the two bids needs to be a little more disciplined.

### [Basic Rules for when transfers/swaps apply or not]

Here is what needs to be for transfers and swaps to apply after suit openings (ours or them):

- It is our turn to bid as responder or advancer, and it is responder's or advancer's first turn to bid after the opening bid.
- The bidding is not at  $4\diamond$  or higher.
- At most two suits have been bid or shown and notrumps has not been bid.
- If the opponents have opened the bidding, their responder has either passed or doubled.
- If we have opened the bidding, the opponents have either made a single suited overcall or doubled.
- If two suits have been bid, the cheapest call cannot be a bid of the unbid major when there is only one unbid major.

If these apply, then there can be some form of transfer, swap, or special method employed. Now one has to figure out what using the following checklist.

### [Checklist]

Checklist Order:

1. Last bid their negative double – ETM Defense to Double used.
2. Both majors not shown.  
If last bid suit was  $\clubsuit$ s use transfer, otherwise swaps in majors.
3. Both majors shown.  
If we opened then (optional) special negative double to show  $\diamond$ s, otherwise swaps in the minors.
4. Only one unbid major.  
If they made a takeout double of our major, the One-Under-2M is used as raise. If we overcalled and cuebid is cheapest call then transfers. Otherwise swap bids to show major cheaply.



**[Details]**

Remember checklist only applies if basic rules met.

1. Last bid their negative double.

Play ETM Defense to Double, where redouble starts transfers.

2. Both majors not shown.

2a) If the last suit bid was ♣s, use transfers.

So after 1♦=2♣=Pass=?, play 2♦ shows ♥s, 2♥ shows ♠s, and 2♠ is a cuebid. After 1♦=2♣=?, play that 2♦(!) shows ♥s, 2♥ shows ♠s, and 2♠ shows what a bid of 2♦ over 2♣ would have shown. Note that this method after 1♦=2♣=? works principally since responder will want to make a negative double with a four card major, so responder without a four card major will normally either have sufficient ♦s to raise to risk a raise to the three level, or have club length to pass 2♣. Other examples:  
 1♦=3♣=Pass=3♦ shows hearts.  
 1♦=3♣=3♦ shows hearts. Same principal as over 1♦=2♣=?.  
 1♣=Double=1♦ shows hearts.

2b) Otherwise.

Swap the majors so that we can play ♠s at this level. So after 1♣=1♦=Pass=?, play 1♥ shows ♠s, and 1♠ shows ♥s.  
 After 1♣=1♦=? play 1♥ shows ♠s and 1♠ shows ♥s.  
 Other examples:  
 1♣=3♦=3♥ shows ♠s.  
 1♣=2♦=Pass=2♠ shows ♥s.  
 1♦=Double=1♠ shows ♥s.

## Examples of Swaps and Transfers – Both Majors Not Shown

a)

♠ AT87	♠ KQ2	1♦=(2♣)=2♦=P—
♥ 52	♥ KQT87	2♥=P=3♣=P—
♦ KT432	♦ 65	3NT
♣ AQ	♣ JT2	

After our 1♦ opening, 2♦ was transfer to ♥s, 2♥ accepted, 3♣ asked for a stopper, a slight stretch based on source of tricks in ♥s.

b)

♠ AQJ3	♠ KT	1♦=(D)=1♠=P—
♥ T	♥ A987	2♦
♦ KJ7643	♦ T52	
♣ A2	♣ 8754	

After our 1♦ opening, 1♠ shows ♥s, 2♦ with long ♦.

c)

♠ AJ3	♠ 64	1♣=2♦=2♠=P—
♥ AT2	♥ KQ987	4♥
♦ J3	♦ 94	
♣ AT642	♣ KJ83	

After our 1♣ opening, 2♠ shows 5+♥s, 4♥ to play.

## 3. Both majors shown.

## 3a) We opened the bidding in a major (so they must have bid the other major).

Optionally, play a special “negative” double, where the double shows the equivalent of the cheapest bid in ♦s, or a negative double with both minors (so 4/5+♦s and 4+♣s). So the double shows natural ♦s, and if a minimum hand will also have ♣s. Opener treats the double as negative, except does not jump raise in ♣s unless very shapely, but instead cuebids with game interest. The cheapest ♦ bid is then used as an artificial raise in our major. After our 1♥ opening, the ♦ bid provides a way of raising ♥s without going beyond the next level. After our 1♠ opening, the ♦ bid provides of providing two types of ♠ raises to the next level – in this case the ♦ bid shows a raise with 3 trumps, while the ♥ cuebid shows a raise with 4 trumps.

Examples:

1♥=1♠=Double: Special negative double with ♦s.  
 1♥=1♠=2♦: Constructive raise in ♥s.  
 1♥=1♠=2♥: Non-constructive raise in ♥s.  
 1♥=2♠=3♦: Limit raise in ♥s.  
 1♥=2♠=3♥: Less than limit raise in ♥s.  
 1♠=2♥=Double: Special negative double with ♦s.  
 1♠=2♥=3♦: Limit raise with 3♠s.  
 1♠=2♥=3♥: Limit raise with 4♠s.

Note: ETM Gold Premium uses this double only on the sequence 1♥=1♠=Double.

## 3b) They opened the bidding with a major, and we overcalled the other major.

In this case swap the meanings of the minors, so that cheapest ♣ bid shows ♦s, cheapest ♦ bid shows ♣s. Examples:

1♥=1♠=Pass=2♣: Shows ♦s.  
 1♥=1♠=Pass=2♦: Shows ♣s.  
 1♥=2♠=Pass=3♦: Shows ♣s.  
 1♠=2♥=Pass=3♣: Shows ♦s.  
 1♠=2♥=Pass=3♦: Shows ♣s.  
 1♠=3♥=Pass=4♦: Shows ♣s.

## Examples of Swaps and Transfers – Both Majors Shown

a)

♠ AT	♠ 42	1♥=(1♠)=D=P—
♥ QJT52	♥ K8	2♦=P=3♣=P—
♦ QT43	♦ AK652	3♦=P=3♥=P—
♣ A3	♣ QJT2	3NT=P=4♣=P—
		4♥

After our 1♥ opening, Double was a special negative double – it shows ♦s so frees up 2♦ to be used for ♥ raise. Natural bidding afterwards.

b)

♠ AQJ93	♠ KT2	1♠=(2♥)=3♦=P—
♥ T	♥ AQ7	3♥=P=3NT=P—
♦ QJ643	♦ T5	4♠
♣ A3	♣ KJ862	

After our 1♠ opening, 3♦ showed ♠ limit raise with 3♠s. 3♥ asked for stopper then 4♠ showed mild slam interest based on ♥ shortness. Note not used in ETM Gold Premium.

c)

♠ AQJ93	♠ 64	(1♥)=1♠=P=2♦—
♥ AT	♥ K32	P=2♥=P=2NT—
♦ Q32	♦ 654	P=3NT
♣ T63	♣ AKQ82	

After 1♠ overcall, 2♦ shows ♣s, 2♥ was a cuebid, 2NT showed a ♥ stopper.

4) Only one unbid major.

4a) We opened a major and they doubled.

The One-Under-2M bid is used as a raise in order to add definition to our major suit raises in case of competition. In this case 2♣ shows a long minor, either minor, non-forcing, weak hand with long suit. Opener's non-jump minor suit bids are now pass or correct, and opener can pass 2♣ if seems likely responder has ♣s or opener has ♣s. One-under-2M is used to show a constructive raise or GI in M (1♠=Double=2♦ is a transfer to ♥s). Examples:

1♥=Double=2♣: Long ♣s or ♦s, non-forcing, weak hand.

1♥=Double=2♦: Constructive to GI raise in ♥s.

1♥=Double=2♥: Non-constructive raise in ♥s.

1♠=Double=2♣: Long ♣s or ♦s, non-forcing, weak hand.

1♠=Double=2♥: Constructive to GI raise in ♠s.

1♠=Double=2♠: Non-constructive raise in ♠s.

1♠=Double=2♦: Transfer to ♥s.

4b) We opened the bidding and they overcalled, but not if they bid ♦s over a major

Now swaps are employed (remember this is as long as the unbid major is not the cheapest bid), so that the unbid major can be bid easily.

Examples:

After 1♦=1♠=?, play 2♣=hearts, 2♥=clubs.

After 1♥=3♣=?, play 3♦=spades, 3♠=diamonds.

If they bid ♦s over our major suit opening, then the unbid major is either the cheapest bid, or the cheapest bid after 2M, so swaps are not played here.

ETM Gold Premium does this up to a 3♠ overcall over our minor suit opening, but only up to 3♦ after our major suit opening.

4c) We overcalled and a cuebid in the opponent's suit is not the cheapest call.

Use swaps in order to be able to bid the major easily.

After 1♦=1♠=Pass=?, play 2♣=♥s, 2♥=♠s.

After 1♥=2♣=Pass=?, play 2♦=♠s, 2♠=♦s.

4d) We overcalled and a cuebid in the opponent's suit is the cheapest call.

Employ transfers up to the point where they do not transfer to the next level of bidding. The cuebid is in the non-overcalled suit that cannot or does not need to be a transfer.

Examples:

After 1♠=1♠=Pass=?, 2♣=♦s, 2♦=♥s, 2♥=cuebid.

After 1♥=2♦=Pass=?, 2♥=♠s, 2♠=cuebid (since if 2♣ was a transfer it would transfer to the next level of the bidding).

After 1♦=1♠=Pass=?, 2♦ shows ♥s, 2♥ is the cuebid.

After 2♥=3♦=Pass=?, 3♥ shows spades, 3♠ is the cuebid.

Note that in cases where a swap or transfer is bid, and the next cheapest bid is not the suit shown but is instead a cuebid, then the cuebid is Choice of Strain cuebid, not sure where to play the contract, while other bidding is more definite. For example, after 1♦=1♠=Pass=2♣ (shows ♥s), 2♠ would be wanting to play in ♠s, 2♥=would be quite willing to play in ♥s, and 2♦ would be choice, perhaps a partial fit in ♥s.

## Examples of Swaps and Transfers – One Major not shown

a)			
♠ AJT72	♠ 43	1♠=(D)=2♣	2♣ shows either minor, long suit, weak hand. Opener passes 2♣ - if responder has ♦s, opponents have huge fit in other suits.
♥ 52	♥ T876		
♦ QT43	♦ 5		
♣ A3	♣ QJT762		
b)			
♠ AQ92	♠ T6	1♦=(1♠)=2♣=P—	After our 1♦ opening, 2♣ shows ♥s,
♥ T2	♥ AJ987	2♥	2♥ accepted the transfer.
♦ KT643	♦ 95		
♣ A3	♣ KJ82		
c)			
♠ AQJ93	♠ 64	(1♦)=1♠=P=2♣—	After our 1♠ overcall, 2♣ was a
♥ AT	♥ KQ8743	P=2♥	transfer to ♥s.
♦ T32	♦ 987		
♣ T63	♣ 84		
d)			
♠ AQJ93	♠ 64	(1♣)=1♠=P=2♦—	After our 1♠ overcall, 2♦ was a
♥ AT	♥ KQ8743	P=2♥	transfer to ♥s.
♦ T32	♦ 987		
♣ T63	♣ 84		
e)			
♠ AQ92	♠ T6	1♦=(1♠)=2♥=P—	After our 1♦ opening, 2♥ shows ♣s
♥ T2	♥ AJ7	3NT	(note with 4♥s, responder would make a negative double). 3NT is a shot.
♦ KT643	♦ 95		
♣ A3	♣ KJ8652		
f)			
♠ AQJ93	♠ 64	(1♣)=1♠=P=2♣—	After our 1♠ overcall, 2♣ was a
♥ AT	♥ 765	P=2♦	transfer to ♦s.
♦ T32	♦ KQ8754		
♣ T63	♣ 84		
g)			
♠ QJT52	♠ 42	(1♣)=1♠=P=2♣—	After our 1♠ overcall, 2♣ was a
♥ AT	♥ KJ8	P=3♣=P=3♥—	transfer to ♦s. 3♣ was a cuebid, 3♥
♦ QT43	♦ AK652	P=3NT	showed ♥ values, 3NT was with a ♣
♣ A3	♣ JT2		stopper.
h)			
♠ QJT52	♠ 74	(1♣)=1♠=P=2♦—	After our 1♠ overcall, 2♦ was a
♥ AT3	♥ KJ862	P=2♥=P=2♠—	transfer to ♥s, 2♥ only with minimum
♦ T432	♦ AK6	P=3♥=P=4♥	overcall, 2♠ a doubleton usually &
♣ A	♣ T32		NF, 3♥ with real ♥s, 4♥ to play.

**[Swaps and Transfers – Follow-ups]**

After a minor suit opening and a swap or transfer, opener may rebid in notrump. If opener rebids 1NT (if available), then the usual methods are played over the 1NT rebid, as if there was no-competition. If opener had to rebid 2NT, since 1NT was not available, then all transfers are played:

- Every suit bid on the three level is a transfer to the next suit.
- If the opponent's suit is not ♣s, a transfer to the opponent's suit (or cheapest suit if two suits) shows ♣s, and 3♠ is a cuebid for the opponent's suit.

Examples:

1♦=1♠=2♣(♥s)=Pass—2NT=Pass=3♦(transfer, 5+♥s)-Pass—3♥=Pass=3NT(choice of game).

1♣=1♠=2♥(♦s)=Pass—2NT=Pass=3♣(transfer, 5/6+♦s)-Pass—3♦=Pass=3♠(well stopped?)-Pass—3NT.

1♦=1♠=2♣(♥s)=Pass—2NT=Pass=3♥(transfer to ♠s, so shows ♠s)=Pass—4♥.

**[Swaps and Transfers – Competitive]**

There will be frequent doubles of Swap or Transfer bids. Over these doubles the ETM General Defense of Lead Directional Bids is employed. With a stopper in the opponent's suit the hand after the double bids immediately. With no stopper the hand over the double will usually pass. This asks partner to redouble unless void, and if partner then redoubles as requested, then bidding can continue as if the Swap or Transfer just occurred. Redouble over the double shows a good holding in the suit doubled, but not enough to play there opposite a singleton with partner. With a hand that wants to play the contract redoubled, the hand over the double passes, then passes again when partner redoubles. Examples:

1♦=1♠=2♣(♥s)=Double—Pass(no stopper)=Pass=Redouble(not void)=Pass—2♥(completes transfer).

1♦=1♠=2♣(♥s)=Double—2♥ (completes transfer, stopper in ♣s).

1♥=2♣=Pass=2♦(♠s)—Double=Pass(no stopper)=Pass=Redouble(not void)—Pass-3♣ (6+♠s, no ♠ fit).

1♥=2♣=Pass=2♦(♠s)—Double=3♣ (6+♠s, no ♠ fit, stopper in ♦s).

1♣=2♦=2♥(♠s)=3♠(a good 3♠ bid, stopper in ♥s).

1♣=2♦=2♥(♠s)=Double—Pass(defensive)=Pass=Redouble(not void)—Pass=Pass=Pass – perhaps 11/12-14 balanced with ♥ AQT83 of ♥s.

As noted above a redouble shows values/length in the suit double so that the redoubled contract will be playable opposite xxx or Hx in the suit and not a very weak hand. The redouble is passed with the appropriate hand, or partner makes the bid that would have been made if the cheapest signoff was bid instead of redouble. For example after 1♦=1♠=2♣(♥s)=Double—Redouble=Pass=?:

2♦: Would have passed 2♦ if opener had bid 2♦ over 2♣.

2♥: Would have bid 2♥ if opener had bid 2♦.

Above 2♥: As would have been bid if opener had bid 2♦ or 2♥.

An example hand for redouble on above sequence: ♠ QT5 ♥ T ♦ AK652 ♣ AQT2.

## Premium: ETM Competitive Responses After Our One Level Suit Openings

### [Introduction]

ETM Gold Premium methods use swap, transfers and other competitive tools after our one level suit openings and interference by the opponents. This section provides detailed tables on the specific meanings of bids in these frequent cases.

Please see the Swaps and Transfers section for the general approach to these bids. Note though that these methods are enhanced from the general principles of that section. In particular, some of the methods of the Italian World Champions have been blended into these ETM Gold approaches. One can use the Swaps and Transfers sections as is, or one can use the bids described here, which sometimes override the default meanings in the previous section.

## General Follow-ups After Our Minor Suit Openings

### [Overview]

Before listing all the specific responses in competition over our minor suit openings, the general follow-ups given here provide the details on what to do after responder makes a common type response. This discussion does not include the natural ♦ raises after a ♦ opening, which follow general raise principles.

### [Responder Passes]

Pass over an overcall shows either no good bid or a trapping hand with length in the opponent's suit. Opener is expected to reopen with shortness in the opponents suit, or with a shapely hand, or with significant extra values.

If the opponents have made an artificial bid or a takeout double, then a pass is either no good bid or a hand that wants to cooperatively double the opponents. If holding the latter, the hand passes first and then waits for the opponents to bid something; after this a double by responder shows values and no clear direction, allowing partner to decide.

### [Responder makes a Negative Double of 1♠]

A negative double of 1♠ shows 4/5♥s and 5/6+ points. If GF values are held, the hand has exactly 4♥s. Over the double opener cuebids 2♠ to establish GF. Jump bids by opener show good hands, below GF values. Notrump bids by opener are natural, non-forcing. Game bids are to play. If responder rebids ♥s it shows 5♥s and good constructive to GI values. If 2♥ is available as a rebid by responder, then all other rebids tend to have just 4♥s.

### [Responder makes a Negative Double of 2♣ to 2♠]

A negative double of 2♣, 2♦, 2♥ or 2♠ shows at least four cards in an unbid major, and values/shape to find a safe haven if no major fit is found. Over the double opener can cuebid the opponent's suit to establish GF or can make a natural jump as a GF. Notrump bids by opener are natural, non-forcing. Game bids are to play. Non-jump suit bids are non-forcing. If responder rebids a major it shows a long suit, didn't have enough values to make another bid over the overcall.

### [Responder makes a Negative Double of 3♣ or higher]

A negative double of 3♣ or higher shows values with no other good bid. This double can be passed with four good cards in the opponent's suit, and this is done more often when the opponents are vulnerable. Over the double opener can cuebid the opponent's suit to establish GF, though this takes the bidding beyond 3NT. Games are to play, and a four level minor bid by opener is GF. 4NT by opener is RKCB with no trump suit. Suit bids by opener at the three level are not-forcing, though responder is aware that these bids may be non-minimum with no clear direction on the hand. After opener's three level bid, responder's suit bids in return are non-forcing.

**[Responder makes a Double of an artificial bid]**

A double of an artificial bid (e.g. 2NT for the lower two unbid suits) shows values, and may have a strong preference to penalty double one or more of the opponent's suits. It establishes that the opponents will not be able to play the contract undoubled, so either partner can now pass a bid by the opponents and leave it up to the other. It is forcing to the cheapest bid in opener's suit, so bids made below this are forcing, though may be based more on shape than on distribution. If the opponents have shown two suits (both known) then a bid in one shows a stopper there, while if only one of the suits is known, then a bid of the known suit asks for a stopper. Games are to play, and jumps below game establish a GF.

**[Responder transfers to a major at the one level, below 1M]**

Note that this transfer may be a double. Opener cuebids opponents suit to establish GF. Jump bids by opener show good hands, below GF values. 1NT by opener is natural, non-forcing – a strong preference to play 1NT. 1M promises 2/3 in M but not enough values to establish a GF – can still be quite strong. Games to play based on shape, not power (use cuebid with power). If opponents compete double shows 3 card support for M, but if above 2M shows extra values as well.

**[Responder bids 1♠, denying 4+ cards in unbid major]**

This bid acts like a transfer to 1NT. Over this opener is to bid 1NT on all balanced/semi-balanced hands with less than 15, and now responder can bid game to play, cuebid to establish GF and ask for stopper, jump to naturally invite, bid naturally at two level to show constructive values, bid new major at two level to show 3 cards there and non-forcing, and bid 2NT to naturally invite (doesn't promise stopper, though opener can cuebid now to check for stopper). Over 1♠ opener can also bid naturally. Cuebid by opener establishes a GF. Either minor at two level is non-forcing. 2♥ or 2♣ by opener, if not a cuebid, is non-forcing showing 5 in M, 11/12-14 balanced. Jumps below game by opener are non-forcing, but are good game invites. Game bids by opener are to play, unless responder has considerable extra values.

**[Responder transfers to a major at the one level, above 1M]**

Opener cuebids opponents suit to establish GF. Jump bids by opener show good hands, below GF values. 1NT by opener is natural, non-forcing, not 4 in M, does not promise stopper in opponents suit but may be just best bid available. 2M shows 4+ card support for M, or 3 in M with shortness (weak doubleton/singleton/void) elsewhere. Games to play based on shape, not power (use cuebid with power). If opponents compete double shows 3 card support for M, but if above 2M shows extra values as well.

**[Responder bids a natural 1NT over one level suit bid]**

Opener cuebids opponents suit to establish GF. Jump bids by opener are invitational. Games to play.

**[After minor suit opening, responder jumps to 2NT to show 5-5 in unbid suits]**

After a minor suit opening and one level overcall, a jump to 2NT show 5-5+ in the unbid suits, about 7 to 10 HCP. Now bids of these two suits, including games are to play. Also a non-jump bid of opener's suit by opener is to play. Opener cuebids opponents suit to establish GF. 3NT is to play unless responder is super distributional. A jump in opener's suit is a natural GI. A jump in the opponent's suit is a strong slam try with a singleton/void in the suit.

**[Responder transfers to a major at the two level, one level transfer available as well]**

These bids show 6+ or longer in M, semi-constructive or better (6/7+), or 5 in M with GF values. Opener usually bids 2M and now responder passes to signoff, bids 3M to invite game, or bids anything else as GF with 5 in M. If instead of 2M, opener bids 3m this is very short in M, non-forcing. Jumps by opener below game are natural game invites. Games to play. Cuebid to establish GF. If responder later doubles that promises the GF type hand (or close to it) without any other good bid at that point.



**[Responder transfers to a major at the two level, below 2M, no one level transfer available]**

These bids show 5+ or longer in **M**, good constructive or better (9/10+). Opener bids **2M**, new suit or cheapest bid in **m** without values to accept a GI, and now responder passes to signoff, cuebids or jumps to establish a GF, bids games to play, bids **3M** to invite game, and bids anything else (2NT, **3m** etc.) as natural, non-forcing. Opener's bids of 2NT and **3M** are non-forcing, but promise the values to accept a GI. Jumps by opener below game are natural game invites. Games to play. Cuebid to establish GF. If responder later doubles that promises the GF type hand (or close to it) without any other good bid at that point.

**[Responder transfers to a major at the two level, above 2M]**

These bids show 5+ or longer in **M**, GI values or better. Opener bids **3M** or 2NT or **3m** without values to accept a GI, and now responder passes to signoff, cuebids or jumps to establish a GF, bids games to play, bids **3M** to invite game, bids **3m** to signoff and bids anything else as natural, game-forcing. Jumps by opener below game are natural game forces. Games to play. Cuebid to establish GF. If responder later doubles that promises the GF type hand (or close to it) without any other good bid at that point.

**[Responder bids 2♠, after opponents 2♥ bid]**

This 2♠ bid shows 5+ or longer in ♠s, GI values or better. Opener bids 3♠ or 2NT or **3m** without values to accept a GI, and now responder passes to signoff, cuebids or jumps to establish a GF, bids games to play, bids 3♠ to invite game, bids **3m** to signoff and bids anything else as natural, game-forcing. Jumps by opener below game are natural game invites. Games to play. Cuebid to establish GF.

**[Responder transfers to ♥s at the three level, after opponents 2♠ or 3♠ bid]**

This bid shows 5+ or longer in ♥s, GI values or better. Opener bids 3♥ or **3m** (if available) without values to accept a GI, and now responder passes to signoff, bids 3♠ to ask for stopper in opponents suit, bids games to play, and bids anything else as natural, game-forcing. Except for 3♥ and **3m** all other bids by opener are GF. Games to play. The 3♠ bid by opener is artificial, establishes a GF, and asks for stopper in the opponent's suit.

**[Responder transfers to a major or bids major at the three/four level, opponents bidding 2NT+]**

These bids show 5+ in **M**, GF values (though may have a hand that stretched to make that GF). Bidding is natural and GF with one exception: if 3♥ transfers to ♠s, then a 3♠ bid asks for a stopper in the opponents suit(s). Cuebid is choice of game, to get partner to assist in deciding on the contract

**[Responder transfers to a minor at the two level]**

These bids show 5+ in the minor, GI values or very close to it. Opener makes the cheapest bid in either minor or 2NT without values to accept a GI, and now responder passes to signoff, cuebids or jumps to establish a GF, bids games to play, and bids minor not bid (or either minor over 2NT) to signoff with just GI values. Jumps by opener below game are natural game forces. Games to play. Cuebid to establish GF.

**[Responder transfers to a minor or bids minor at the three/four level]**

These bids show 5+ in the minor, GF values (though may have a hand that stretched to make that GF). Bidding is natural, with a cuebid (even at the four level!) first asking for a stopper in the opponent's suit or suits (sort of choice of game bid).

## After ETM Gold 1♣ Opening

### [Overview]

After the ETM Gold Premium 1♣ opening the following is the general approach in competition:

- Transfers to major suits are used whenever possible.
- 1♠, if available, is a transfer to NT, showing 8+ points. If promises 2/3♠s, so opener with 5♠s and 11/12-14 balanced can compete to 2♠.
- 1NT is natural.
- A jump to 2NT shows 5-5+ in the two unbid suits, 7 to 10 HCP.
- 2NT over a jump overcall of 2♦, 2♥ or 2♠ asks opener to bid 3♣ if 11/12-14 balanced, 3♦ if unbalanced and ♠s but not 17+, and above 3♦ if 17+ with ♠s, though opener uses a cuebid or 3NT to show a big 20/21+ balanced hand/semi-balanced hand.
- 4NT is a natural slam invite over a three or four level new suit overcall.

### After 1♣=Double

Bid	Description/Meaning	Bid	Description/Meaning
Pass	0-5, no 4cM, no six card minor, not 5-5+ in minors, and at least 2♠s, or 11+ points, same hand type, will double next to give opener the decision or freely bid to show hand type.	1♠	Transfer to NT, 6-11. System on.
Rdbl	10+, wants to catch opponents.	1NT	GF ask.
1♦	Transfer to ♥s, system on.	2♣	Transfer to ♦s, with 6+♦s.
1♥	Transfer to 1♠s, system on.	Rest	System on.

### After 1♣=1♦

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♦	GF with 5+♠s, void or small singleton in ♦s.
Dbl	Transfer to ♥s with 4/5♥s, only 4♥s if GF values.	3M	Preemptive jump shift - long suit, weak hand.
1♥	Transfer to ♠s with 4/5♠s, only 4♠s if GF values.	3NT	To play unless opener is 18+.
1♠	8+, denies 4cM, no major suit singleton, no other good bid.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
1NT	Natural, 6 to 10.	4♦	Void in ♦s, 6+♠s, great GF.
2♣	5+♠s, less than GI values, denies 4cM.	4♥, 4♠	To play based on long suit, not a lot of values.
2♦	Transfer to ♥s with 6+♥s any strength or 5♥s GF+.	4NT	RKCB for ♠s.
2♥	Transfer to ♠s with 6+♠s, any strength, or 5♠s GF+.	5♣	To play based on very long suit, not a lot of values.
2♠	5+♠s, GI, denies 4cM. Prefer 3♣ if close to GF.		
2NT	5-5+ in ♥s & ♠s, 7-10 HCP. 3♦ establishes GF.		
3♣	GF with 5+♠s, not void or small singleton in ♦s.		

### After 1♣=1♥

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♦	Long ♦s, just below GI values.

Dbl	Transfer to ♠s with 4/5♠s, only 4♠s if GF values.	3♥	GF with 5+♠s, void or small singleton in ♥s.
1♠	8+, denies 4+♠s but shows 2/3♠s.	3♠	Preemptive jump shift - long suit, weak hand.
1NT	Natural, 6 to 10.	3NT	To play unless opener is 18+.
2♣	5+♣s, less than GI values, denies 4+♠s.	4♣,4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2♦	5+♦s, GI+, denies 4+♠s, F to 2NT.	4♥	Void in ♥s, 6+♠s, great GF.
2♥	Transfer to ♠s with 6+♠s, any strength, or 5♠s GF+.	4♠	To play based on long suit, not a lot of values.
2♠	5+♠s, GI, denies 4+♠s. Prefer 3♣ if close to GF..	4NT	RKCB for ♠s.
2NT	5-5+ in ♠s & ♦s, 7-10 HCP.	5♣	To play based on very long suit, not a lot of values.
3♣	GF with 5+♠s, not void or small singleton in ♥s.		

**After 1♣=1♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♦	Long ♦s, just below GI values.
Dbl	4/5♥s, only 4♥s if GF values.	3♥	Preemptive jump shift - long suit, weak hand.
1NT	Natural, 6 to 10.	3♠	GF with 5+♠s, void or small singleton in ♠s.
2♣	5+♣s, less than GI values.	3NT	To play unless opener is 18+.
2♦	Transfer to ♥s with 6+♥s any strength or 5♥s GF+.	4♣,4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2♥	4/5+♦s, GI+, denies 4+♥s, F to 2NT.	4♥	To play based on long suit, not a lot of values.
2♠	4/5+♠s, GI, denies 4+♥s. Prefer 3♣ if close to GF.	4♠	Void in ♠s, 6+♠s, great GF.
2NT	5-5+ in ♥s & ♦s, 7-10 HCP.	4NT	RKCB for ♠s.
3♣	GF with 5+♠s, not void or small singleton in ♥s.	5♣	To play based on very long suit, not a lot of values.

**After 1♣=1NT(Natural)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
Dbl	8/9+, penalty.	3NT	To play unless opener is 18+.
2♣,2♦ 2♥,2♠	Whatever you play over their 1NT opening (if two defenses use the one against weak notrumps), but showing a weak shapely hand. If you play double as a one-suiter over their 1NT opening, then use structure in ETM Gold base notes.	4♣,4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2NT	Either weak with both minors or too distributional to double, strong hand, forcing to 3NT.	4♥,4♠	To play based on long suit, not a lot of values.
3♣,3♦	To play.	4NT	RKCB for ♠s.
		5♣,5♦	To play based on very long suit, not a lot of values.

**After 1♣=1NT(Raptor 5+♦s & unspecified 4 card major )**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Doubles now of opponents bids are takeout.	3♦	GF with 5+♠s, void or small singleton in ♦s.
Dbl	10/11+, penalty. Opponents must play contract doubled or our side will bid to at least 2NT.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
2♣	5+♠s, less than GI values, denies 4cM.	3NT	To play unless opener is 18+.
2♦	Transfer to ♥s with 5/6+♥s less than GF values. After opener bids 2♥, responder bids descriptively with GI values.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
2♥	Transfer to ♠s with 5/6+♠s less than GF values. After opener bids 2♠, responder bids descriptively with GI values.	4♦	Void in ♦s, 6+♠s, great GF.
2♠	5+♠s, GI, denies 4cM. Prefer 3♣ if close to GF.	4♥,4♠	To play based on long suit, not a lot of values.
2NT	5-5+ in ♥s & ♠s, 7-10 HCP. 3♦ establishes GF.	4NT	RKCB for ♠s.
3♣	GF with 5+♠s, not void or small singleton in ♦s.	5♣	To play based on very long suit, not a lot of values.

**After 1♣=2♣(Natural)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♦	GF with 5+♦s, void or small singleton in ♠s.
Dbl	Negative double with values. Expects partner to pass with 5+♠s.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
2♦	Transfer to ♥s with 5+♥s, good constructive or better (9/10+)	3NT	To play unless opener is 18+.
2♥	Transfer to ♠s with 5+♠s, good constructive or better (9/10+)	4♣	Not used.
2♠	5+♦s, GI, denies 4cM.	4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2NT	5-5+ in ♥s & ♠s, 7-10 HCP. 3♦ establishes GF. Double first with a natural 2NT bid.	4♥,4♠	To play based on long suit, not a lot of values.
3♣	GF with 5+♦s, not void or small singleton in ♦s.		

**After 1♣=2♣(Both Majors)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♦	Preemptive jump shift - long suit, weak hand.
Dbl	Negative double with values. Expects partner to pass with 5+♠s.	3♥,3♠	Singleton/void in M, GF, 5+♠s.
2♦	To play with ♦s.	3NT	To play unless opener is 18+.
2♥	5+♠s, GI+.	4♣,4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2♠	5+♦s, GI+.	4♥,4♠	To play based on long suit, not a lot of values – regardless of the meaning of 2♣.
2NT	Natural, GI.	4NT	RKCB for ♠s.
3♣	To play with ♠s.	5♣	To play based on very long suit, not a

			lot of values.
--	--	--	----------------

**After 1♣=2♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
Dbl	Negative double with values. Expects partner to pass with 5+♦s.	3NT	To play unless opener is 18+.
2♥	Transfer to ♠s with 5+♠s, good constructive or better (9/10+)	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
2♠	Transfer to ♥s with 5+♥s, GI+.	4♦	Void in ♦s, 6+♠s, GF.
2NT	Asks partner to bid 3♣ if balanced, in this case usually with ♠s to play in 3♣.	4♥,4♠	To play based on long suit, not a lot of values.
3♣	GI with 5+♠s.	4NT	RKCB for ♠s.
3♦	GF with ♠s.	5♣	To play based on very long suit, not a lot of values.

**After 1♣=2♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	Negative double with values. Expects partner to pass with 5+♥s.	4♣,4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2♠	5+♠, GI+.	4♥	Void in ♥s, 6+♠s, GF.
2NT	Asks partner to bid 3♣ if balanced, in this case usually to play in either minor.	4♠	To play based on long suit, not a lot of values.
3♣	GI with 5+♠s.	4NT	RKCB for ♠s.
3♦	GF with 5+♠s.	5♣	To play based on very long suit, not a lot of values.
3♥	GF with ♠s.		
3♠	Preemptive jump shift - long suit, weak hand.		

**After 1♣=2♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	Negative double with values. Expects partner to pass with 5+♠s.	4♣,4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2NT	Asks partner to bid 3♣ if balanced, in this case usually to play in ♣s, ♦s, or ♥s.	4♥	To play based on long suit, not a lot of values.
3♣	GI with 5+♠s.	4♠	Void in ♠s, 6+♠s, GF.
3♦	GI with 5+♥s.	4NT	RKCB for ♠s.
3♥	GF with 5+♦s.	5♣	To play based on very long suit, not a lot of values.
3♠	GF with 5+♠s.		

**After 1♣=2NT(♦s & ♠s)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Double by opener is now penalty, but does not mean the opponents must play contracts doubled.	3NT	To play unless opener is 18+.

Dbl	Values. Opponents must play any contract doubled. Forcing to 3NT.	4♣, 4♦	Singleton/void in suit bid, 6+♣s, GF.
3♣	GI+ with 5+♥s.	4♣, ♥	To play based on long suit, not a lot of values.
3♦	GI+ 5+♠s.	4NT	RKCB for ♣s.
3♥	5/6+♥s, constructive values.	5♣	To play based on very long suit, not a lot of values.
3♠	5/6+♠s, constructive values.		

**After 1♣=2NT(♦s & ♥s)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Double by opener is now penalty, but does not mean the opponents must play contracts doubled.	3NT	To play unless opener is 18+.
Dbl	Values. Opponents must play any contract doubled. Forcing to 3NT.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
3♣	5+♣s and constructive to GI values.	4♦, 4♥	Singleton/void in suit bid, 6+♣s, GF.
3♦	GI+ 5+♠s.	4♠	To play based on long suit, not a lot of values.
3♥	5+♠s, GF.	4NT	RKCB for ♣s.
3♠	5/6+♠s, constructive values.	5♣	To play based on very long suit, not a lot of values.

**After 1♣=3♣(Natural or ask for stopper)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	Negative double if natural. Value showing, often with ♣s if 3♣ asked for stopper.	4♣	If 3♣ natural, shows shortness. If 3♣ asks for stopper, shows long ♣s, to play.
3♦	5+♥s, GI values or better.	4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
3♥	5+♠s, GF.	4♥, 4♠	To play based on long suit, not a lot of values.
3♠	GF with in unbid minor (♦ if 3♣ shows ♣s, ♠s if 3♣ asks for stopper), no 4cM.	4NT	Natural, slam invite.
		5♣	To play based on very long suit, not a lot of values.

**After 1♣=3♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♣, 4♦	♣s, GI.
Dbl	Negative double with values.	4♦	Long ♣s, GF+.
3♥	5+♠s, GF	4♥, 4♠	To play based on long suit, not a lot of values.
3♠	5+♥s, GF	4NT	Natural, slam invite.
3NT	To play unless opener is 18+.	5♣	To play based on very long suit, not a lot of values.

**After 1♣=3♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	Long ♣s, GF+.
Dbl	Negative double with values.	4♠	To play based on long suit, not a lot of

			values.
3♠	5+♠s, GF	4NT	Natural, slam invite.
3NT	To play unless opener is 18+.	5♣	To play based on very long suit, not a lot of values.
4♣	♣s, GI.		
4♦	Long ♦s, GF+.		

**After 1♣=3♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	Long ♦s, GF+.
Dbl	Negative double with values.	4♠	Long ♣s, GF+.
3NT	To play unless opener is 18+.	4NT	Natural, slam invite.
4♣	♣s, GI.	5♣	To play based on very long suit, not a lot of values.
4♦	Transfer to ♥s.		

**After 1♣=3NT**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	Transfer to ♠s.
Dbl	Values (bid this first with ♦s).	4♠	Long ♣s, GF+.
4♣	♣s, GI.	4NT	RKCB for ♣s.
4♦	Transfer to ♥s.	5♣	To play based on very long suit, not a lot of values.

**After 1♣=4♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	Transfer to ♠s.
Dbl	Values.	4♠	Long ♦s, GF+.
4♦	Transfer to ♥s.	4NT	Natural.
		5♣	Asks partner to describe hand.

Note: no use of transfers if 1♣-4♦ or higher.

## After ETM Gold 1♦ Opening

### [Overview]

After the ETM Gold Premium 1♦ opening the following is the general approach in competition:

- Transfers to major suits are used whenever possible.
- 1♠, if available, is a transfer to NT, showing 8+ points. Even though the 1♦ opening is unbalanced, 1NT should be bid on semi-balanced hands after the 1♠ bid.
- 1NT is natural.
- A jump to 2NT shows 5-5+ in the two unbid suits, 7 to 10 HCP.
- 2♣, if available shows a transfer raise: a constructive to GI raise in ♦s, with 3/4+♦s. If opener bids 2♦, responder will bid again descriptively with GI values.
- If 2♣ is available, the cuebid, or replacement cuebid, of 2♠ shows 3/4+♦s, GF.
- Over a 2♣ overcall, 3♣ shows a constructive raise.
- Over a 2M overcall, 3♣ is the transfer raise: constructive to GI values with 3/4+♦s.
- 3♦ if a jump is preemptive with 4+♦s, maximum of 8.
- 4NT is a natural slam invite over a three or four level new suit overcall.

### After 1♦=Double

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid, or 10+ points, flat hand, will double next to give opener the decision.	3♣	GI+ raise in ♦s
Rdbl	10+, wants to catch opponents.	3♦	Preemptive raise in ♦s, 4 to 8.
1♥	Transfer to ♠s, 4+♠s.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
1♠	Transfer to ♥s, 4+♥s.	3NT	To play unless opener is 18+.
1NT	4-4 in the majors, flat hand or short in ♦s, 7 to 10.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
2♣	6+♠s, less than GI values (otherwise redouble first).	4♦	Preemptive jump raise in ♦s.
2♦	3/4+♦s, about 7 to 10.	4♥,4♠	To play based on long suit, not a lot of values.
2♥,2♦	Preemptive jump shift, usually 6 in M.	4NT	RKCB for ♦s.
2NT	Very weak raise in ♦s, 0-4.	5♣	To play based on very long suit, not a lot of values.
		5♦	To play based on great ♦ fit.

### After 1♦=1♥

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥	GF with 4+♦s, void or small singleton in ♥s.
Dbl	Transfer to ♠s with 4/5♠s, only 4♠s if GF values.	3♠	Preemptive jump shift - long suit, weak hand.
1♠	8+, denies 4+♠s. Does not promise any length in the majors.	3NT	To play unless opener is 18+.
1NT	Natural, 6 to 10.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
2♣	3/4+♦s and constructive to GI values.	4♦	Preemptive jump raise in ♦s.
2♦	5+♠s, constructive values+, denies 4+♠s.	4♥	Void in ♥s, 6+♠s, great GF.
2♥	Transfer to ♠s with 6+♠s, any	4♠	To play based on long suit, not a lot of



	strength, or 5♠s GF+.		values.
2♠	GF with 3/4+♦s, not void or small singleton in ♥s.	4NT	RKCB for ♠s.
2NT	5-5+ in ♠s & ♣s, 7-10 HCP.	5♣	To play based on very long suit, not a lot of values.
3♣	Preemptive jump shift – long suit, weak hand.	5♦	To play based on great ♦ fit.
3♦	Preemptive with 4+♦s.		

**After 1♦=1♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥	Preemptive jump shift – long suit, weak hand.
Dbl	4/5♥s, only 4♥s if GF values.	3♠	GF with 4+♦s, void or small singleton in ♠s.
1NT	Natural, 6 to 10.	3NT	To play unless opener is 18+.
2♣	3/4+♦s and constructive to GI values.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
2♦	Transfer to ♥s with 6+♥s any strength or 5♥s GF+.	4♦	Preemptive jump raise in ♦s.
2♥	5+♠s, constructive values+, denies 4+♥s, F to 2NT.	4♥	To play based on long suit, not a lot of values.
2♠	GF with 3/4+♦s, not void or small singleton in ♠s.	4♠	Void in ♠s, 4/5+♦s, great GF.
2NT	5-5+ in ♥s & ♣s, 7-10 HCP.		
3♣	Preemptive jump shift – long suit, weak hand.		
3♦	Preemptive with 4+♦s.		

**After 1♦=1NT(Natural)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	8/9+, penalty.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
2♣,2♦ 2♥,2♠	Whatever you play over their 1NT opening (if two defenses use the one against weak notrumps), but showing a weak shapely hand. If you play double as a one-suiter over their 1NT opening, then use structure in ETM Gold base notes.	4♦	Preemptive jump raise in ♦s.
2NT	Either weak with both minors or too distributional to double, strong hand, forcing to 3NT.	4♥,4♠	To play based on long suit, not a lot of values.
3♣,3♦	To play.	4NT	RKCB for ♦s.
3♥,3♠	Preemptive jump shift - long suit, weak hand.	5♣	To play based on very long suit, not a lot of values.
		5♦	To play based on great ♦ fit.

**After 1♦=1NT(Raptor 5+♠s & unspecified 4 card major )**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Doubles now of opponents bids are takeout.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
Dbl	10/11+, penalty. Opponents must play contract doubled or our side will	3NT	To play unless opener is 18+.

	bid to at least 2NT.		
2♣	3/4+♦s and constructive to GI values.	4♣	Void in ♣s, 4/5+♦s, great GF.
2♦	Transfer to ♥s with 5/6+♥s less than GF values. After opener bids 2♥, responder bids descriptively with GI values.	4♦	Preemptive jump raise in ♦s.
2♥	Transfer to ♠s with 5/6+♠s less than GF values. After opener bids 2♠, responder bids descriptively with GI values.	4♥,4♠	To play based on long suit, not a lot of values.
2♠	GF with 3/4+♦s, not void or small singleton in ♠s.	4NT	RKCB for ♦s.
2NT	5-5+ in ♥s & ♠s, 7-10 HCP.	5♦	To play based on great ♦ fit.
3♣	GI+ with singleton (small) or void in ♣ and 4+♦s.		
3♦	Preemptive with 4+♦s.		

**After 1♦=2♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
Dbl	Negative double with values. Expects partner to pass with 5+♠s.	3NT	To play unless opener is 18+.
2♦	Transfer to ♥s with 5+♥s, good constructive or better (9/10+)	4♣	Void in ♣s, 4/5+♦s, great GF.
2♥	Transfer to ♠s with 5+♠s, good constructive or better (9/10+)	4♦	Preemptive jump raise in ♦s.
2♠	GI+ with 3/4♦s.	4♥,4♠	To play based on long suit, not a lot of values.
2NT	Natural, GI.	4NT	RKCB for ♦s.
3♣	Constructive raise with 4+♦s.	5♦	To play based on great ♦ fit.
3♦	Preemptive with 4+♦s.		

**After 1♦=2♦(Natural and Suicidal)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥,3♠	Preemptive jump shift - long suit, weak hand.
Dbl	Negative double with values. Expects partner to pass with 5+♦s.	3NT	To play unless opener is 18+.
2♥	Transfer to ♠s with 5+♠s, good constructive or better (9/10+)	4♥,4♠	To play based on long suit, not a lot of values.
2♠	Transfer to ♥s with 5+♥s, GI+.		
2NT	5-5+ in ♥s & ♠s, 7-10 HCP.		
3♣	GF with 5+♠s, not void or small singleton in ♦s.		
3♦	GF with 5+♠s, void or small singleton in ♦s.		

**After 1♦=2♦(Both Majors)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥,3♠	Singleton/void in M, GF, 4+♦s.
Dbl	Negative double with values.	3NT	To play unless opener is 18+.
2♥	5+♠s, GI+.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.

2♠	3/4+♦s, GI+.	4♦	Preemptive jump raise in ♦s.
2NT	Natural, GI.	4♥,4♠	To play based on long suit, not a lot of values – regardless of the meaning of 2♦.
3♣	To play with ♣s.	4NT	RKCB for ♦s.
3♦	♦s, less than GI values.	5♣	To play based on very long suit, not a lot of values.
		5♦	To play based on great ♦ fit.

**After 1♦=2♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	Negative double with values.	4♣	Preemptive jump shift, very long broken suit, no values outside of suit.
2♠	5+♠, GI+.	4♦	Preemptive jump raise in ♦s.
2NT	Natural, GI.	4♥	Void in ♥s, 4/5+♦s, GF.
3♣	Transfer to ♦s with constructive to GI values. Will bid again over 3♦ with a good GI.	4♠	To play based on long suit, not a lot of values.
3♦	GI+ with 5+♠s.	4NT	RKCB for ♦s.
3♥	GF+ with 4+♦s.	5♣	To play based on very long suit, not a lot of values.
3♠	Preemptive jump shift - long suit, weak hand.	5♦	To play based on great ♦ fit.

**After 1♦=2♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	Negative double with values.	4♣,4♦	Preemptive jump shift, very long broken suit, no values outside of suit.
2NT	Natural, GI.	4♥	To play based on long suit, not a lot of values.
3♣	Transfer to ♦s with constructive to GI values. Will bid again over 3♦ with a good GI.	4♠	Void in ♠s, 6+♠s, GF.
3♦	GI with 5+♥s.	4NT	RKCB for ♣s.
3♥	GF with 5+♠s.	5♣	To play based on very long suit, not a lot of values.
3♠	GF with 4+♦s.		

**After 1♦=2NT(♣s & ♥s)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Double by opener is now penalty, but does not mean the opponents must play contracts doubled.	3NT	To play unless opener is 18+.
Dbl	Values. Opponents must play any contract doubled. Forcing to 3NT.	4♣	Void in ♣s, 4/5+♦s, GF.
3♣	3/4+♦s and GI+ values.	4♦	Preemptive jump raise in ♦s.
3♦	3/4+♦s and constructive values.	4♥	Void in ♥s, 4/5+♦s, GF.
3♥	GI+ 5+♠s.	4♠	To play based on long suit, not a lot of values.
3♠	5/6+♠s, constructive values.	4NT	RKCB for ♦s.
		5♣	To play based on very long suit, not a

			lot of values.
		5♦	To play based on great ♦ fit.

**After 1♦=3♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	Negative double with values.	4♣	Constructive raise in ♦s.
3♦	GI+ with 5+♥s.	4♦	Preemptive jump raise in ♦s.
3♥	GF+ with 5+♠s.	4♥,4♠	To play based on long suit, not a lot of values.
3♠	Asks for ♣ stopper. If bids ♦s next had a GI+ ♦ raise.	4NT	Natural, slam invite.
		5♣	Void in ♣s, 4/5+♦s, great GF.
		5♦	To play based on great ♦ fit.

**After 1♦=3♦(Natural or ask for stopper)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+.
Dbl	Negative double if natural. Value showing if 3♦ asked for stopper.	4♣	♣s, GF.
3♥	5+♠s, GF.	4♦	Preemptive ♦ raise.
3♠	5+♥s, GF.	4♥,4♠	To play based on long suit, not a lot of values.
		4NT	RKCB for ♦s.
		5♣	To play based on very long suit, not a lot of values.
		5♦	To play based on great ♦ fit.

**After 1♦=3♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	GF ♦ raise.
Dbl	Negative double with values.	4♠	To play based on long suit, not a lot of values.
3♠	5+♠s, GF	4NT	Natural, slam invite.
3NT	To play unless opener is 18+.	5♣	To play based on very long suit, not a lot of values.
4♣	♣s, GF.	5♦	To play based on good ♦ fit.
4♦	Constructive to GI raise, 4+♦s.		

**After 1♦=3♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	5+♠s, GF+.
Dbl	Negative double with values.	4♠	Long ♦s, GF+.
3NT	To play unless opener is 18+.	4NT	Natural, slam invite.
4♣	Constructive to GI raise, 4+♦s.	5♣	To play based on very long suit, not a lot of values.
4♦	Transfer to ♥s.	5♦	To play based on good ♦ fit.

**After 1♦=3NT**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	Transfer to ♠s.
Dbl	Values.	4♠	♦, GF+.
4♣	♣s, GI.	4NT	RKCB for ♦s.
4♦	Transfer to ♥s.	5♣	To play based on very long suit, not a

			lot of values.
		5♦	To play based on good ♦ fit.

**After 1♦=4♣**

<b>Bid</b>	<b>Description/Meaning</b>	<b>Bid</b>	<b>Description/Meaning</b>
Pass	No other good bid.	4♥	Transfer to ♠s.
Dbl	Values.	4♠	♦s, GF.
4♦	Transfer to ♥s.	4NT	Natural.
		5♣	Asks partner to describe hand.
		5♦	To play based on good ♦ fit.

Note: no use of transfers if 1♦-4♦ or higher.

## General Follow-ups After Our Major Suit Openings

### [Overview]

Before listing all the specific responses in competition over our major suit openings, the general follow-ups given here provide the details on what to do after responder makes a common type response. This discussion does not include the major suit raises, either natural or artificial, which follow general raise principles.

### [Responder Passes]

Pass shows either no good bid or a trapping hand with length in the opponent's suit. Opener is expected to reopen with shortness in the opponent's suit, or with a shapely hand, or with significant extra values.

If the opponents have made an artificial bid or a takeout double, then a pass is either no good bid or a hand that wants to cooperatively double the opponents. If holding the latter, the hand passes first and then waits for the opponents to bid something; after this a double by responder shows values and no clear direction, allowing partner to decide.

### [After Our One Heart Opening Responder makes a Negative Double of 1♠]

A negative double of 1♠ shows 4+♦s and may also have ♣s (could be longer if less than 10). Over the double opener cuebids 2♠ to establish GF. Jump bids by opener show good hands, below GF values. Notrump bids by opener are natural, non-forcing. Game bids are to play. If responder rebids in ♣s it shows both minors, may have longer ♣s. If the 2♥ opening handles 6+♥s with 10-12 or so, then opener's 2♥ rebid now is 13-16 or so, still non-forcing, and a jump to 3♥ by opener is rarely passed by responder.

### [Responder makes a Negative Double of 2♣ or 2♦]

A negative double of 2♣ or 2♦ shows either a good constructive to GI hand with no good bid (often would have bid 2NT if available as natural) or at least four cards in an unbid major, and values/shape to find a safe haven if no major fit is found. Over the double opener can cuebid opponents suit to establish GF or can make a natural jump as a GF. 2NT by opener is semi-natural and non-forcing –it shows a stopper or length in their suit but not necessarily with a stopper – responder can cuebid now to ask for a stopper. Game bids are to play. Non-jump suit bids are non-forcing, but if the 2M opening handles 6+ in M with 10-12 or so, then 2M is forcing to at least 3M, and a 3M jump bid is GF with a good/great suit. If responder rebids the other minor it shows a long suit, didn't have enough values to force to game.

### [Responder makes a Negative Double of 2 of the other major]

A negative double of 2OM shows a good constructive to GI hand that has no bid. Over the double opener can cuebid opponents suit to establish GF or can make a natural jump as a GF. 2NT by opener is semi-natural and non-forcing –it shows a stopper or 3+ cards in their suit but not necessarily with a stopper – responder can cuebid now to ask for a stopper. Game bids are to play. Non-jump suit bids are non-forcing, but if 1♠-2♥ and our 2♠ opening bid handles 6+♠s with 10-12 or so, then 2♠ is forcing to at least 3♠, and a 3♠ jump bid is GF with a good/great suit. If responder rebids in a minor it shows a long suit, didn't have enough values to force to game.

**[Responder makes a Negative Double of 3♣ or higher]**

A negative double of 3♣ or higher shows good constructive or better values with no other good bid. This double can be passed with four good cards in the opponent's suit, and this is done more often when the opponents are vulnerable. Over the double opener can cuebid the opponent's suit to establish GF, though this takes the bidding beyond 3NT. Games are to play, and a four level minor bid by opener is GF. 4NT by opener is natural, even if a jump and if it is a jump it is a slam invite. New suit bids by opener at the three level are not-forcing, though responder is aware that these bids may be non-minimum with no clear direction on the hand. 3M is non-forcing but if the 2M opening handles 6+ in M with 10-12 or so, then 3M is now forcing to game (a jump to 4M does not promise extras, but just shows great suit). After opener's three new suit level bid, responder's suit bids in return are non-forcing, but if opener rebids 3M then new suits are now forcing.

**[Responder makes a Double of an artificial bid]**

A double of an artificial bid (e.g. 2 of our major to show the other major and a minor) shows values, and may have a strong preference to penalty double one or more of their suits. It establishes that the opponents will not be able to play the contract undoubled, so either partner can now pass a bid by the opponents and leave it up to the other. It is forcing to the cheapest bid in opener's suit (if 2M double the bid is forcing to 3M if the opponents bid again, though we can play 2M doubled if they let us!), so bids made below this are forcing, though may be based more on shape than on distribution. If the opponents have shown two suits (both known) then a bid in one shows a stopper there, while if only one of the suits are known, then a bid of the known suit asks for a stopper. Games are to play, and jumps below game establish a GF.

**[Responder bids a natural 1NT over one level suit bid]**

Opener cuebids opponents suit to establish GF. Jump bids by opener are invitational. Games to play.

**[Responder shows a suit on two level, naturally or by transfer, below 2M]**

These bids show good constructive or better values (8/9+). Over this opener can cuebid opponents suit to establish GF or can make a natural jump below 3NT as a GF. 2NT by opener is natural and non-forcing. Game bids are to play. Non-jump new suit bids are non-forcing. 2M is forcing if a 2M opening would handle 6+ in M and 10-12, and otherwise is non-forcing. The cheapest bid in responder's suit is non-forcing, and may be just a doubleton with no other good bid. A jump raise in responder's suit below game is non-forcing, but has a good fit. A jump above 3NT in a new suit or their suit shows a singleton/void in the suit, and a good fit for responder.

**[Responder bids 2♠, natural, after our one heart opening and a two of a minor overcall]**

This bid show 5+♠s and good constructive or better values (8/9+). Over this opener can cuebid opponents minor to establish GF. 2NT by opener is natural and non-forcing. Game bids are to play. 3om is natural and non-forcing. 3♥ is not-forcing, though if a 2♥ opening would handle 6+♥s and 10-12 then it is highly encouraging. 3♠ shows a fit but a minimum. A jump above 3NT in either minor shows a singleton/void in the suit, and a good ♠ fit.

**[Responder shows a suit on three level, naturally or by transfer, below 3M]**

These bids show GI or better values, though will often end up reaching game. Over this opener can cuebid opponents suit to establish GF. Game bids are to play. New suit bids by opener are forcing but don't promise rebid. 3M is forcing, and suggests responder bid 3NT with a stopper in the opponent's suit. If responder's suit can be bid at the three level (due to a transfer) then this three level bid is non-forcing, and may be just a doubleton with no other good bid. A raise of responder's suit to the four level doesn't promise extras but shows a good fit. A jump in a new suit or their suit shows a singleton/void in the suit, and a good fit for responder, with slam interest.

**[Responder shows a suit on three level, above 3M]**

These bids show GF values, though responder may have stretched to bid it. There is little room for descriptive bidding. Game bids are to play. New suit bids by opener are forcing. Cuebid is choice of game,

to get partner to assist in deciding on the contract. A jump in a new suit or their suit shows a singleton/void in the suit, and a good fit for responder, with slam interest. A jump to 5**M** is a slam invite in **M**.



## After ETM Gold 1♥ Opening

### [Overview]

After the ETM Gold Premium 1♥ opening the following is the general approach in competition:

- 1♥=Double follows the ETM Gold base approach, including using 2♣ to show a long minor, either ♣s and ♦s, thus freeing up the 2♦ bid for a constructive to GI raise in ♥s.
- 1♥=1♠=Double is used to show 4+♦s, may have longer ♣ if minimum (up to 9). This frees up 1♥=1♠=2♦ to show a constructive to bad GI ♥ raise, and thus 1♥=1♠=2♥ is a non-constructive ♥ raise and 1♥=1♠=2♠ is a good GI ♥ raise that establish forcing passes if the opponents bid again. All this definition is needed as 4♠ is often the next bid over any ♥ raise by responder.
- Jumps in ♥s are preemptive, less than good constructive values if bid below game. If 3♦ is available, then 3M shows some values, about 4/5-7.
- New suits below game are forcing.
- Bergen jumps to 3♣(9-12) and 3♦(0-5 or 15+) are used to show 4 card raises (3♦ if 0-5 denies an ace) – only on if jump.
- 2NT is used to show a raise, 12-14 if jump to 3♣ available, 9 to 12 if 3♣ not available as a jump but 3♦ is, and 8 to 12 if both 3♣ and 3♦ are not available as jumps.
- Jumps in new suits below game are fit showing, and forcing to the cheapest bid in ♥s.
- Cuebid is GI+ in ♥s, however see next item.
- If opponents jump overcall to the three level in a new suit above 3♣, then 4♣ is always the bid that shows a good hand for ♥s, and the cuebid on the 4 level shows ♣s & GF values.
- If the opponents overcall 2♣, 2♦ is a transfer to ♠s and 2♠ shows ♦s.
- If the opponents overcall 3♣, 3♦ is a transfer to ♠s and 3♠ asks for ♣ stopper, but if responder bids over 3NT it shows ♦s GF.
- After 1♥-2♥, 2♠ transfer to ♠s, 3♠ to ♦s, 2NT shows 4+♥s & constructive to GI, 3♦ shows constructive with 3♥s (or 3=4=3=3), 3NT is GF with 4+♥s no singleton ♠, 3♠ shows a singleton/void in ♠s with ♥s support, 4♣/4♦ are fit showing with ♥s.
- 4M: To play, not lots of points.
- Over 1♥-3♥ (usually a power hand asking for a ♥ stopper), a special method is played: 3NT transfers to ♣s, to play in 4♣ or will bid again with GF. Likewise 4♣ transfers to 4♦. 4♦ shows ♥ support with slam interest.

### After 1♥=Double

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid, or 10+ points, flat hand, will double next to give opener the decision.	3♥	4/5-7 with 4+♥s.
Rdbl	10+, wants to catch opponents.	3♠	♠s & ♥s, fit showing jump.
1♠	4+♠s, forcing.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
1NT	Natural, about 7 to 9 with spread out values, 2♥s.	4♣	♣s & ♥s, fit showing jump.
2♣	Long minor suit (♣s or ♦s), maximum of 9. See ETM Gold base notes.	4♦	♦s & ♥s, fit showing jump.
2♦	Constructive or GI raise in ♥s, 3♥s or 3=4=3=3.	4♥	To play, usually 7 to 12 support points, 5+♥s.
2♥	3♥s (or 3=4=3=3), less than constructive values.	4♠	To play.
2♠	3♥s, singleton/void in ♠s, GI+.	4NT	RKCB for ♥s.
2NT	12-14 raise in ♥s with 4+♥s.	5♣	To play.
3♣	8-11 raise with 4♥s.	5♦	To play.
3♦	0-5 or 15+ with 4+♥s		

**After 1♥=1♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥	4/5-7 with 4+♥s.
Dbl	4+♦s, may have longer ♣s if minimum values (up to 9).	3♠	Singleton/void in ♠s, 3/4+♥s, GF.
1NT	Natural, 6 to 10.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
2♣	5+♣s, constructive or better values.	4♣	♣s & ♥s, fit showing jump.
2♦	Constructive or bad GI raise in ♥s, 3♥s or 3=4=3=3. If opener bids 2M, bad GI raise bids again.	4♦	♦s & ♥s, fit showing jump.
2♥	3♥s (or 3=4=3=3), less than constructive values.	4♥	To play, usually 7 to 12 support points, 5+♥s.
2♠	Good GI+ with 3♥s or 3=4=3=3. Opponents can not play a contract undoubled.	4♠	Exclusion Blackwood.
2NT	12-14 raise in ♥s with 4+♥s.	4NT	RKCB for ♥s.
3♣	8-11 raise with 4♥s.	5♣	To play.
3♦	0-5 or 15+ with 4+♥s.	5♦	To play.

**After 1♥=1NT(Natural)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥	4/5-7 with 4+♥s.
Dbl	8/9+, penalty.	3♠	♠s & ♥s, fit showing jump.
2♣,2♦ 2♥,2♠	Whatever you play over their 1NT opening (if two defenses use the one against weak notrumps), but showing a weak shapely hand. If you play double as a one-suiter over their 1NT opening, then use structure in ETM Gold base notes. Note however you bid long ♥s in your method is how you raise ♥s here.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
2NT	Either weak with both minors or too distributional to double, strong hand, forcing to 3NT.	4♣	♣s & ♥s, fit showing jump.
3♣	8-11 raise with 4♥s.	4♦	♦s & ♥s, fit showing jump.
3♦	0-5 or 15+ with 4+♥s. With 12-14 bid 2NT first, then 4M.	4♥	To play, usually 7 to 12 support points, 5+♥s.
		4♠	To play.
		4NT	RKCB for ♥s.
		5♣,5♦	To play.

**After 1♥=1NT(Raptor 4♠s & unspecified 5+ card minor)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Doubles now of opponents bids are takeout.	3♥	4/5-7 with 4+♥s.
Dbl	10/11+, penalty. Opponents must play contract doubled or our side will bid to at least 2NT.	3♠	Singleton/void in ♠s, 3/4+♥s, GF.
2♣	Long ♣s, maximum of 10.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
2♦	Long ♦s, maximum of 10.	4♣	♣s & ♥s, fit showing jump.
2♥	5/6-10, 3♥s (or 3=4=3=3).	4♦	♦s & ♥s, fit showing jump.

2♠	GI+ with 3♥s (or 3=4=3=3).	4♥	To play, usually 7 to 12 support points, 5+♥s.
2NT	12-14 raise in ♥s with 4+♥s.	4♠	To play.
3♣	8-11 raise with 4♥s.	4NT	RKCB for ♥s.
3♦	0-5 or 15+ with 4+♥s	5♣,5♦	To play.

**After 1♥=2♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
Dbl	Negative double with values.	4♣	Singleton/void in ♣s, 3/4+♥s, GF.
2♦	Transfer to ♠s with 5+♠s, good constructive or better (9/10+)	4♦	♦s & ♥s, fit showing jump.
2♥	5/6-10, 3♥s (or 3=4=3=3).	4♥	To play, usually 7 to 12 support points, 5+♥s.
2♠	GI+ with 5+♦s, denies 4+♠s.	4♠	To play.
2NT	8-12 raise with 4♥s.	4NT	RKCB for ♥s.
3♣	GI with 3♥s (or 4=3=3=3) or GF+ with 3+♥.	5♣	Exclusion Blackwood.
3♦	0-5 or 15+ with 4+♥s	5♦	To play.
3♥	4/5-7 with 4+♥s.		
3♠	♠s & ♥s, fit showing jump.		

**After 1♥=2♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
Dbl	Negative double with values. Expects partner to pass with 5+♦s.	4♣	♣s & ♥s, fit showing jump.
2♥	5/6-10, 3♥s (or 3=4=3=3).	4♦	Singleton/void in ♦s, 3/4+♥s, GF.
2♠	GI+ with 5+♠s.	4♥	To play, usually 7 to 12 support points, 5+♥s.
2NT	8-12 raise with 4♥s.	4♠	To play.
3♣	GI+ with 5+♠s.	4NT	RKCB for ♥s.
3♦	GI with 3♥s (or 4=3=3=3) or GF+ with 3+♥.	5♣	To play.
3♥	Semi-preemptive 4-7 with 4+♥s.	5♦	Exclusion Blackwood.
3♠	♠s & ♥s, fit showing jump.		

**After 1♥=2♥(♠s & a minor)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	GF, 4+♥s, not singleton/void in ♠s.
Dbl	Value showing double.	4♣	♣s & ♥s, fit showing jump.
2♠	Transfer to ♣s, long suit to play in ♣ or ♣s & values to bid again – can be lead directional if rebids ♥s.	4♦	♦s & ♥s, fit showing jump.
2NT	Constructive to GI with 4+♥s. 3♣ asks how strong.	4♥	To play, usually 7 to 12 support points, 5+♥s.
3♣	Transfer to ♦s, as 2♠.	4♠	Exclusion Blackwood.
3♦	Constructive raise with 3♥s (or 3=4=3=3).	4NT	RKCB for ♥s.
3♥	Semi-preemptive 4-7 with 3+♥s.	5♣,5♦	To play.
3♠	Singleton/void in ♠s, 3/4+♥s, GF.		

**After 1♥=2♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
Dbl	Negative double with values.	4♣	♣s & ♥s, fit showing jump.
2NT	8-12 raise with 3+♥s.	4♦	♦s & ♥s, fit showing jump.
3♣	GI+ with 5+♠s.	4♥	To play, usually 7 to 12 support points, 5+♥s.
3♦	GI+ with 5+♠s.	4♠	Exclusion Blackwood.
3♥	Semi-preemptive 4-7 with 3+♥s.	4NT	RKCB for ♥s.
3♠	GF+ with 3+♥s.	5♣,5♦	To play.

**After 1♥=2NT(♣s & ♦s)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Double by opener is now penalty, but does not mean the opponents must play contracts doubled.	3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.
Dbl	Values. Opponents must play any contract doubled. Forcing to 3NT.	4♣	Singleton/void in ♣s, 3/4+♥s, GF.
3♣	3+♥s and good constructive+ values (3♦ asks if GI+, 3♥ says no).	4♦	Singleton/void in ♦s, 3/4+♥s, GF.
3♦	5+♠s and GI+ values.	4♥	To play, usually 7 to 12 support points, 5+♥s.
3♥	3+♥s, less than good constructive values.	4♠	To play.
3♠	5/6+♠s, constructive values.	4NT	RKCB for ♥s.
		5♣,5♦	Exclusion Blackwood.

**After 1♥=3♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play, but not a lot of HCP.
Dbl	Negative double with values.	4♠	To play.
3♦	GI+ with 5+♠s.	4NT	RKCB for ♥s.
3♥	3♥s, less than a GF (a GI may stretch and just bid 4♥).	5♣	Exclusion Blackwood.
3♠	Asks for ♣ stopper. If bids again over 3NT has ♦s GF.	5♦	To play.
3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.		
4♣	3+♥s, GF, possible slam interest.		
4♦	♦s & ♥s, fit showing jump.		

**After 1♥=3♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play, but not a lot of HCP.
Dbl	Negative double with values.	4♠	To play.
3♥	3♥s, less than a GF (a GI may stretch and just bid 4♥).	4NT	RKCB for ♥s.
3♠	5+♠s, GF.	5♣	To play.
3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.	5♦	Exclusion Blackwood.
4♣	3+♥s, GF, possible slam interest.		
4♦	5+♠s, GF.		

**After 1♥=3♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play.
Dbl	Value showing.	4♠	To play.
3♠	5+♠s, GF	4NT	RKCB for ♥s.
3NT	Transfer to 4♣.	5♣,5♦	To play.
4♣	Transfer to 4♦s.		
4♦	Good raise in ♥s, slam interest.		

**After 1♥=3♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play, but not a lot of HCP.
Dbl	Negative double with values.	4♠	5+♠s, GF.
3NT	To play unless opener is 18+ or has a good 6+♥s with shapely hand.	4NT	RKCB for ♥s.
4♣	3+♥s, GF, possible slam interest.	5♣,5♦	To play.
4♦	5+♦s, GF.		

**After 1♥=3NT**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play.
Dbl	Values.	4♠	To play.
4♣	5+♠s, GF.	4NT	RKCB for ♥s.
4♦	5+♦s, GF.	5♣,5♦	To play.

**After 1♥=4♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥,4♠	To play.
Dbl	Values.	4NT	RKCB for ♥s.
4♦	5+♦s, GF.	5♣	Strong slam try in ♥s.
		5♦	To play.
		5♥	Slam invite looking for ♣ control.

**After 1♥=4♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥,4♠	To play.
Dbl	Values.	4NT	RKCB for ♥s.
		5♣	To play.
		5♦	Strong slam try in ♥s.
		5♥	Slam invite looking for ♦ control.

**After 1♥=4♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4NT	Takeout, may be slam invite if next bids 5♥.
Dbl	Values.	5♣	To play.
		5♦	To play.
		5♥	To play.

## After ETM Gold 1♠ Opening

### [Overview]

After the ETM Gold Premium 1♠ opening the following is the general approach in competition:

- 1♠=Double follows the ETM Gold base approach, including using 2♣ to show a long minor, either ♣s and ♦s, thus freeing up the 2♦ bid for a transfer to ♥s, and the 2♥ bid to show a constructive to GI raise in ♠s.
- Jumps in ♠s are preemptive, less than good constructive values if bid below game.
- New suits below game are forcing.
- Bergen jumps to 3♣(9-12) and 3♦(0-5 or 15+) are used to show 4 card raises (3♦ if 0-5 denies an ace) – only on if jump.
- 2NT is used to show a raise, 12-14 if jump to 3♣ available, 9 to 12 if 3♣ not available as a jump but 3♦ is, and 8 to 12 if both 3♣ and 3♦ are not available as jumps.
- Jumps in new suits below game are fit showing, and forcing to the cheapest bid in M.
- Cuebid is GI+ in ♠s, however see next item.
- If opponents jump overcall to the three level in a new suit above 3♣, then 4♣ is always the bid that shows a good hand for ♠s, and the cuebid on the 4 level shows ♣s & GF values.
- If the opponents overcall 2♣, 2♦ is a transfer to ♥s and 2♥ shows ♦s.
- If the opponents overcall 3♣, 3♦ is a transfer to ♥s and 3♥ asks for ♣ stopper, but if responder bids over 3NT it shows ♦s GF.
- After 1♠-2♣, 2NT transfers to ♣s, 3♣ to ♦s, 3♦ shows 4+♠s & constructive to GI (3♥ asks how strong), 3♥ shows constructive with 3♠s (or 4=3=3=3), 3NT is GF with 4+♠s & not singleton/void in ♥s, 4♣/4♦ are fit showing with ♥s.
- Over 1♠-3♣ (usually a power hand asking for a ♠ stopper), a special method is played: 3NT transfers to ♣s, to play in 4♣ or will bid again with GF. Likewise 4♣ transfers to 4♦, and 4♦ to 4♥. 4♥ shows ♠ support with slam interest.

### After 1♠=Double

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid, or 10+ points, flat hand, will double next to give opener the decision.	3♥	3♠s, singleton/void in ♥s, GI+.
Rdbl	10+, wants to catch opponents.	3♠	4/5-7 with 4+♠s.
1♠	4+♠s, forcing.	3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.
1NT	Natural, about 7 to 9 with spread out values, 2♠s.	4♣	♣s & ♠s, fit showing jump.
2♣	Long minor suit (♣s or ♦s), maximum of 9. See ETM Gold base notes.	4♦	♦s & ♠s, fit showing jump.
2♦	Transfer to ♥s, either long ♥ suit to play in 2♥ or will bid again.	4♥	To play.
2♥	Constructive or GI raise in ♠s, 3♠s or 4=3=3=3.	4♠	To play, usually 7 to 12 support points, 5+♠s.
2♠	3♠s (or 4=3=3=3), less than constructive values.	4NT	RKCB for ♠s.
2NT	12-14 raise in ♠s with 4+♠s.	5♣	To play.
3♣	8-11 raise with 4♠s.	5♦	To play.
3♦	0-5 or 15+ with 4+♠s		

### After 1♠=1NT(Natural)

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3♥	♥s & ♠s, fit showing jump.

Dbl	8/9+, penalty.	3♠	4/5-7 with 4+♠s.
2♣, 2♦ 2♥, 2♠	Whatever you play over their 1NT opening (if two defenses use the one against weak notrumps), but showing a weak shapely hand. If you play double as a one-suiter over their 1NT opening, then use structure in ETM Gold base notes. Note however you bid long ♠s in your method is how you raise ♠s here.	3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.
2NT	Either weak with both minors or too distributional to double, strong hand, forcing to 3NT.	4♣	♣s & ♥s, fit showing jump.
3♣	8-11 raise with 4♠s.	4♦	♦s & ♥s, fit showing jump.
3♦	0-5 or 15+ with 4+♠s. With 12-14 bid 2NT first, then 4M.	4♥	To play.
		4♠	To play, usually 7 to 12 support points, 5+♠s.
		4NT	RKCB for ♥s.
		5♣, 5♦	To play.

**After 1♠=1NT(Raptor 4♥s & unspecified 5+ card minor)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Doubles now of opponents bids are takeout.	3♥	Singleton in ♥s, 3/4+♠s, GI+.
Dbl	10/11+, penalty. Opponents must play contract doubled or our side will bid to at least 2NT.	3♠	4/5-7 with 4+♠s.
2♣	Long ♣s, maximum of 10.	3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.
2♦	Long ♦s, maximum of 10.	4♣	♣s & ♠s, fit showing jump.
2♥	GI+ with 3♠s (or 3=4=3=3).	4♦	♦s & ♠s, fit showing jump.
2♠	5/6-10, 3♠s (or 3=4=3=3).	4♥	Void in ♥s, 3/4+♠s, slam try.
2NT	12-14 raise in ♠s with 4+♠s.	4♠	To play, usually 7 to 12 support points, 5+♠.
3♣	8-11 raise with 4♠s.	4NT	RKCB for ♠s.
3♦	0-5 or 15+ with 4+♠s	5♣, 5♦	To play.

**After 1♠=2♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.
Dbl	Negative double with values.	4♣	Singleton/void in ♣s, 3/4+♠s, GF.
2♦	Transfer to ♥s with 5+♥s, good constructive or better (9/10+)	4♦	♦s & ♠s, fit showing jump.
2♥	GI+ with 5+♦s, denies 4+♥s.	4♥	To play.
2♠	5/6-10, 3♠s (or 4=3=3=3).	4♠	To play, usually 7 to 12 support points, 5+♥s.
2NT	9-12 raise with 4♠s.	4NT	RKCB for ♠s.
3♣	GI with 3♠s (or 4=3=3=3) or GF+ with 3+♠.	5♣	Exclusion Blackwood.
3♦	7-8 raise with 4♠s.	5♦	To play.
3♥	0-5 or 15+ with 4+♠s		
3♠	4/5-7 with 4+♠s.		

**After 1♠=2♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.
Dbl	Negative double with values. Expects partner to pass with 5+♦s.	4♣	♣s & ♠s, fit showing jump.
2♥	Good constructive+ with 5+♥s.	4♦	Singleton/void in ♦s, 3/4+♠s, GF.
2♠	5/6-10, 3♠s (or 4=3=3=3).	4♥	To play.
2NT	8-12 raise with 4♠s.	4♠	To play, usually 7 to 12 support points, 5+♥s.
3♣	GI+ with 5+♠s.	4NT	RKCB for ♠s.
3♦	GI with 3♠s (or 4=3=3=3) or GF+ with 3+♠.	5♣	To play.
3♥	♠s & ♥s, fit showing jump.	5♦	Exclusion Blackwood.
3♠	Semi-preemptive 4-7 with 4+♠s.		

**After 1♠=2♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.
Dbl	Negative double with values.	4♣	♣s & ♠s, fit showing jump.
2♠	5/6-10, 3♠s (or 4=3=3=3).	4♦	♦s & ♠s, fit showing jump.
2NT	8-12 raise with 4♠s.	4♥	Singleton/void in ♥s, 3/4+♠s, GF.
3♣	GI+ with 5+♠s.	4♠	To play, usually 7 to 12 support points, 5+♠s.
3♦	GI+ with 5+♦s.	4NT	RKCB for ♠s.
3♥	GI with 3♠s (or 4=3=3=3) or GF+ with 3+♠.	5♣, 5♦	To play.
3♠	Semi-preemptive 4-7 with 4+♠s.		

**After 1♠=2♠(♥s & a minor)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	3NT	4+♠s, GF, not singleton/void in ♥s.
Dbl	Value showing double.	4♣	♣s & ♠s, fit showing jump.
2NT	Transfer to ♣s, long suit to play in ♣ or ♠s & values to bid again – can be lead directional if rebids ♠s.	4♦	♦s & ♠s, fit showing jump.
3♣	Transfer to ♦s, as 2NT.	4♥	Singleton/void in ♥s, 3/4+♠s, GF.
3♦	Constructive to GI with 4+♠s. 3♥ asks how strong.	4♠	To play, usually 7 to 12 support points, 5+♠s.
3♥	Constructive raise with 3♠s (or 4=3=3=3).	4NT	RKCB for ♠s.
3♠	Semi-preemptive 4-7 with 3+♠s.	5♣, 5♦	To play.

**After 1♠=2NT(♣s & ♦s)**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid. Double by opener is now penalty, but does not mean the opponents must play contracts doubled.	3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.
Dbl	Values. Opponents must play any contract doubled. Forcing to 3NT.	4♣	Singleton/void in ♣s, 3/4+♠s, GF.
3♣	5+♥s and GI+ values.	4♦	Singleton/void in ♦s, 3/4+♠s, GF.



3♦	3+♠s and good constructive+ values (3♥ asks if GI, 3♠ says no).	4♥	To play.
3♥	5/6+♥s, constructive values.	4♠	To play, usually 7 to 12 support points, 5+♠s.
3♠	3+♠s, less than good constructive values.	4NT	RKCB for ♠s.
		5♣,5♦	Exclusion Blackwood.

**After 1♠=3♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play.
Dbl	Negative double with values.	4♠	To play, but not a lot of HCP.
3♦	GI+ with 5+♥s.	4NT	RKCB for ♠s.
3♥	Asks for ♣ stopper. If bids again over 3NT has ♦s GF.	5♣	Exclusion Blackwood.
3♠	3♠s, less than a GF (a GI may stretch and just bid 4♠).	5♦	To play.
3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.		
4♣	3+♠s, GF, possible slam interest.		
4♦	♦s & ♠s, fit showing jump.		

**After 1♠=3♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play.
Dbl	Negative double with values.	4♠	To play, but not a lot of HCP.
3♥	5+♥s, GF.	4NT	RKCB for ♠s.
3♠	3♠s, less than a GF (a GI may stretch and just bid 4♠).	5♣	To play.
3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.	5♦	Exclusion Blackwood.
4♣	3+♠s, GF, possible slam interest		
4♦	5+♠s, GF.		

**After 1♠=3♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	5+♠s, GF.
Dbl	Value showing.	4♠	To play, but not a lot of HCP.
3♠	3♠s, less than a GF (a GI may stretch and just bid 4♠).	4NT	RKCB for ♠s.
3NT	To play unless opener is 18+ or has a good 6+♠s with shapely hand.	5♣,5♦	To play.
4♣	3+♠s, possible interest.		
4♦	5+♦s, GF.		

**After 1♠=3♠**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	Good raise in ♠s, slam interest.
Dbl	Negative double with values.	4♠	To play.
3NT	Transfer to 4♣.	4NT	RKCB for ♠s.
4♣	Transfer to 4♦.	5♣,5♦	To play.
4♦	Transfer to 4♥.		

**After 1♠=3NT**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥	To play.
Dbl	Values.	4♠	To play.
4♣	5+♣s, GF.	4NT	RKCB for ♠s.
4♦	5+♦s, GF.	5♣,5♦	To play.

**After 1♠=4♣**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥,4♠	To play.
Dbl	Values.	4NT	RKCB for ♠s.
4♦	5+♦s, GF.	5♣	Strong slam try in ♠s.
		5♦	To play.
		5♥	Slam invite looking for ♠ control.

**After 1♠=4♦**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♥,4♠	To play.
Dbl	Values.	4NT	RKCB for ♠s.
		5♣	To play.
		5♦	Strong slam try in ♠s.
		5♥	Slam invite looking for ♠ control.

**After 1♠=4♥**

Bid	Description/Meaning	Bid	Description/Meaning
Pass	No other good bid.	4♠	To play.
Dbl	Values.	4NT	Takeout, may be mild slam invite if next bids 5♠.
		5♣	To play.
		5♦	To play.
		5♥	Strong slam try in ♠s.
		5♠	Slam invite looking for ♠ control.

## **Premium: Other Recommendations**

### **[Overview]**

When using ETM Premium methods, it is suggested to use two ETM offerings in conjunction:

- 1) ETM Premium Notrump Structure – a sophisticated Notrump structure.
- 2) ETM Carding – to know what you need to know when you need to know it.

Document Ends (finally!)

(c) 2005, 2007 Glen Ashton BridgeMatters