

ETM Notrump Structure 06

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Condition of use: Don't use this to beat the author!

Objectives

The key objectives of this structure are to:

- Provide plenty of choice of game auctions
- Allow responder to show singleton/void on all game going auctions
- Find 4-4 and 5-3 major fits on game going hands
- When finding 4-4 and 5-3 major fits do not reveal too much about opener's hand
- Let responder show major suit weakness to opener on game going hands
- Permit game invites with 6+ in a minor and 4 in a major
- Have minor suit signoffs as transfers at 2NT or higher to avoid double of 2♠.

Here are some initial examples:

a)

♠ A862	♠ J75	1NT-2♣—
♥ 98	♥ AQ543	2♥-Pass
♦ KQ32	♦ J985	
♣ AQ8	♣ 7	

2♥ shows 4♠s, not 4♥s and minimum and bidding rests at safe level.

b)

♠ A743	♠ T8	1NT-2♦—
♥ K8	♥ AQJ4	2♥-2♠—
♦ A972	♦ 4	2NT-3♠—
♣ AQ6	♣ KJ8732	4♣ etc.

Responder transfers to ♥s, asks for 5♠s or 4♥s with 2♠, then shows long ♣s and short ♦s.

c)

♠ AK43	♠ Q765	1NT-2♦—
♥ K8	♥ AQJ54	2♥-2NT—
♦ AQT2	♦ K83	3♠-4♣—
♣ J92	♣ 3	4♦-etc.

Responder transfer to ♥s then shows shapely hand with both majors. 3♠ sets trumps and 4♣ shows shortness.

d)

♠ T53	♠ A9	1NT-3♣—
♥AK42	♥ 983	3♦-3♠—
♦ K84	♦ AQJ932	4♣-4♦—
♣ AQ6	♣ K8	4♥-etc.

Responder transfers to ♦s, then shows ♦ slam try and/or 7+♦s. Cuebidding begins.

Note on syntax: **M**=major, **OM**=other major, 3NT+ means 3NT or higher bids with higher bids showing slam interest, 3NT or 4♣=no means both bids mean "no", but 4♣ is a hand that still wants to investigate for slam.

Introduction to Components

Here is a description of some of the components of this comprehensive structure:

A) Weak Major Stayman

1NT-2NT—3♣-3♦ is Weak Major Stayman, and promises four in one major and weakness, often a small doubleton, in the other major. Opener replies by bidding a four card or longer major, or by bidding a 3 card major suit when weak in the other major. If opener bids 3NT over 3♦, or if responder bids 3NT over opener's major bid, the opponents will be uncertain if any major can be attacked. For example, after 1NT-2NT—3♣-3♦—3♠-3NT, the opponents know that 3♠ is responder's weak major, but opener has shown ♠s.

B) With Long Minor

With signoff values, transfer to the minor (2NT or 3♣), and this is designed so the opponents cannot double a 2♠ bid. However with constructive values, a four card major, and long ♦s, transfer to major, then transfer to 3♦. With game invite values use Inverted Stayman (2♣) or if long ♣s, no four card major and a decent invite, bid 2♠. With game going or stronger hand, a long minor and a four card major, transfer to major and show singleton/void. With a game going hand, no four card major, balanced with some major weakness, use 2♠, and then ask for weakness. With game going or stronger, no four card major and a major singleton, use the four sequences to 3♥:

3♥ directly
2♠ Then 3♥
2NT Then 3♥
3♣ Then 3♥

With a long minor, short in the other minor, and 3-3 in the majors, bid 2♦ with ♣s and 2♥ with ♦s (so opener can play minor). After opener bids 2M, make cheapest bid and then show singleton/void.

With a game going or better hand with a seven card or longer suit, or a slam try with a 6 card suit, no small singleton and no void, first bid 2♠ with ♣s or 3♣ with ♦s, and then use the rebid available to show this hand type.

C) With Both Minors

With 5-5+ minors and game going values, either bid 2NT and rebid 3♠ to show singleton ♠, or, if singleton ♥, bid 2♠ first, and then make appropriate rebid. With slam try hands show the singleton first, then bid again.

With 5-4-3-1/5-5-3-0 game going hand, the sequences 2NT then 3NT and 3♣ then 3NT are used. These sequences are designed to keep the opponents out of the auction, including not letting them double three of a major for the lead. With a 5-4-3-1/5-5-3-0 slam try, start as if going to rebid 3NT, but instead rebid 4 of a minor to show 5 in other minor, 4 in bid minor, or above 4♦ to show 5-5-3-0 slam try.

With 6-4+ minors game going or better, make the appropriate one of the four 3♥ bids to show a long minor and short in a particular major. Now 3♠ by opener asks if 4 in the other minor.

D) With Game Invite Hands

Almost all game invite hands make use of Inverted Stayman, a brilliant invention of the Bridge World's Jeff Rubens. ETM decided to use this when our independent analysis determined that an invite hand with five of a major is better bid using 2♣ then a transfer.

The "trick" to Inverted Stayman is that opener's 2 of the major rebid shows 4 in the other major, less than 4 in the major bid, and a minimum, allowing responder to place the contract, including passing to play in the major bid. So instead of playing 2NT or three of a major on invite hands, responder can invite and stay at the two level.

The only invite hands that do not use Inverted Stayman are with 5-5+ in the minors, which use 2♠. The only game going hands that use Inverted Stayman are 4-3 in the majors with 4♥s, and no singleton/void, wanting to investigate for 4-4 and 5-3 fits, or 5-5+ in the majors slam try, or with ♥s and ♦s, either 5-5+ or 2-5-4-2 slam try. The reason for the ♥s & ♦s types is so opener can play ♦s if a fit is found and 3NT is not appropriate.

E) 5-4 or 5-5 in Majors

With 5-4 in the majors and a bust hand, transfer to the longest major and play there. With 5-4 and constructive values or 5-5 and less than invite values, bid 2♣, then 2M over 2♦ (2♥ if 5-5). With 5-4 and invite values, do the same thing, but with 5-5 and invite values after 2♣ jump to 3♥ over opener's 2♦ rebid. With 5-5 and game going values, use 2♦ and then rebid 3♦. With 5-5+ and slam try values, bid 2♣ and jump to four of a minor over opener's 2♦ rebid. With 5-4 and game going values or better, start with 2♦, and then over 2♥ rebid 3♦ or 2NT, with 2NT allowing responder to show a singleton/void next.

F) Major transfers and 2NT after a major Transfer

A 2♦/♥ transfer to a major is either a signoff in the major, or a game force, or 4 in the major with 6+♦s and constructive values. If a game force, the 2♥ transfer always denies 4+♥s, and it promises 4+♠s or 3-3-6-1 exactly, and if just 4♠s will have a singleton or void. For the 2♥ transfer, when it is a game force, it can be 5+♥s, 4♥s with 5♠s and/or a singleton or void, or a balanced slam try, or 3-3-1-6 exactly,

1NT-2♦/♥—2M-Cheapest bid asks if opener has 5 in **OM** or 4 in **M**. This allows the partnership to investigate for major fits, and if opener makes the cheapest bid in reply, now responder can show shape with a singleton/void.

Note that responder has two ways of transferring to a major and bidding game in the suit – either 4♣/♦ transfer or the 2♦/♥ transfer. Responder can choose which sequence to use based on whether a lead directional double is wanted or not, or the type of information the transfer will obtain from opener.

Hands with a six card major often provide better play for 3NT than 4M, using the six card suit as a source of tricks. The sequence 1NT-2♦/♥—2♥/♠-3♠ is used to show a six card **M** suit, and is either a choice of game bid, or a slam try, or, if ♥s=**M**, a singleton/void in ♠s. Over 3♠, opener can bid 3NT to accept the choice of game in notrump, and now responder will bid again if not holding a choice of game hand type.

G) Balanced Slam Tries

1NT-2♦—2♥-2♠ is used also to bid strong balanced hand slam tries without a five card major or a six card minor. The sequences will often permit responder to play the hand if a 4-4 suit fit is found.

H) You Play It Bids

Some Stayman-like bids that show a four card major and a game going hand allow either responder or opener to play the hand if a major fit is found. If opener does not have a hand where leading into it could be useful, then opener can allow responder to decide to play the hand, in case their hand has positional values. For example:

e)

♠ T53
♥ AJ42
♦ AK84
♣ A9

♠ K9
♥ KT98
♦ Q32
♣ K842

1NT-3♠—
4♣-4♥

Responder bids 3♠ to show
4♥s and fewer than 4♠s.
Opener bids 4♣ to allow
responder choice to play it.

ETM NT 06 Examples

More examples:

f)

♠ A86	♠ T	1NT-3♥—
♥ QJ8	♥ K54	4♣-5♦
♦ K2	♦ AQJ985	
♣ KQT84	♣ 752	

3♥ shows 6♦s and singleton ♠. Opener cuebids 4♣ in case responder has extras.

g)

♠ 43	♠ T7	1NT-2NT—
♥ K98	♥ AQJ4	3♣-3♦—
♦ AQ62	♦ 983	3♥-4♥
♣ AQT2	♣ K874	

Responder bids 2NT and then 3♦ for Weak Stayman. Opener bids 3♥ since weak in ♠s and the 4-3 fit is found.

h)

♠ K3	♠ AQT765	1NT-2♥—
♥ QJ97	♥ 54	2♣-3♠
♦ KJ72	♦ Q3	3NT-Pass
♣ KQ2	♣ J76	

Responder transfers to ♠s, then bids 3♠ to game force with 6♠s, as a choice of game.

i)

♠ AQ3	♠ K982	1NT-2♥—
♥ J42	♥ 9	2♣-3♣—
♦ KJ4	♦ AQT3	3♦-3♥—
♣ KQ76	♣ AT43	3♠-3NT—
		4♣-4♠ etc.

Responder transfers to ♠s, then shows short ♥s with 3♣, 3♥ denies a six card minor, 3♠ asks hand type, 3NT says not 5♠s and not a slam try. 4♣ asks if 4♣s and 4♠ cuebid shows 4+♠s.

j)

♠ AQ53	♠ K982	1NT-2♣—
♥ KJ42	♥ 98	2♦-3♦—
♦ A4	♦ KJT763	3♥-3♠
♣ K97	♣ J	4♠-Pass

Responder uses Inverted Stayman, opener bids 2♦ with a maximum, responder invites in ♦s, and both show majors.

k)

♠ Q4	♠ J652	1NT-2♦—
♥ K7	♥ AQJ54	2♥-2NT—
♦ AQJ65	♦ 3	3NT
♣ AJ42	♣ K73	

Responder transfers to ♥s, then shows a shapely hand with 4-4 or 5-4 either way in majors.

l)

♠ AK43	♠ QT65	1NT-3♦—
♥ AT9	♥ KJ54	3NT-4♠
♦ 82	♦ K3	
♣ AT72	♣ K63	

1NT is 3D Stayman, 3NT shows 4♠s.

ETM NT 06 Structure

- 2♣: Inverted Stayman. Can be:
- Any invite hand except 5-5+ in the minors;
 - Constructive with 5+♥s (game possible opposite some maximums);
 - Constructive with 5+♠s and either 4+♥s or shapely hand (5-5+, 6+♠s);
 - Game going with 4♥s, no singleton/void, 3♠s and want to find 4-4/5-3 fits;
 - Game going with 5+♥s and 5+♦s;
 - Slam try with 2-5-4-2 exactly;
 - Slam try with 5-5+ in the majors.

Note that types e and f are here to avoid having to bid 2♦ with them (so opener can play ♦s), and for 1NT-2♦ to have more bids available for both majors and game going.

After 2♣:

- 2♦: Any maximum, or a minimum without a four or five card major
- 2♥: 5♥s, constructive or invitational.
Pass: To play.
- 2♠: 4/5♠s, maximum.
2NT: Would accept an invite, not 4/5♠s.
3♥: Game invite with maximum.
3♠: 4/5♠s, wants to play 3NT or 4♥ or 4♠ opposite constructive.
Games: Wants to play there even if constructive values.
- 2♠: 5♠s, constructive or invitational, constructive possible if 4♥s.
Pass: To play.
2NT: Would accept an invite, not 4/5♥s.
3♣: 4♥s, maximum, but would pass 3♣ if 5-5 ♠s & ♣ invite.
3♦: 4♥s, maximum, but would pass 3♣ if 5-5 ♠s & ♣ invite.
3♥: 4♥s, maximum with values for both minors.
3♠: Game invite with maximum.
Games: Wants to play there even if constructive values.
- 2NT: Invite without five card major or long minor.
- 3♣: Asks for hand type:
3♦: Not 4♠s, 4♥s or weak ♥s.
3♥ asks which, 3♠ showing 4♥s, 3NT weak ♥s.
3♥: Not 4♥s, 4♠s or no major.
3♠ asks which, 3NT showing no major, 4♣=4♠.
3♠: No four card major, weak ♠s.
3NT: 4-4 in majors. 4♣=you play ♥s, 4♦=you play ♠s.
Note: 4♥/♠ always to play. After responder shows one major, 4♦ is transfer to that major.

... 1NT-2♣—2♦-2NT continued

3♦: Asks about 4♥s, though might not have them.

3♥: Not 4♥s.

3♠: Asks about 4♠s, 3NT=no, 4♣=yes.

3NT: To play.

3♠: 4♥s, not 4♠s.

3NT: 4-4 in majors. Now 4♥/♠ to play, 4♣=you play 4♥, 4♦=you play 4♠. Responder can refuse with cheapest bid.

3♥: Asks about ♠s, and has at least 4♠.

3♠: No interest.

3NT: Interest in 5♠s. Now 4♦ asks responder to bid 4♠.
4♣. 4♠s.

3♠: 5♥s, forcing. 4♥ to play, 4♦ asks opener to play 4♥.

3NT: To play.

Note: 4♥/♠ always to play. After responder shows one major, 4♦ is transfer to that major.

3♣/♦: Invite with long minor. Opener must now show a four card major if one held.

3♥: Invite with 5-5+ majors.

3♠: Game going or better with 5+♥s and 5+♦s or slam try with 2-5-4-2. Opener assumes 5-5 game going and bids 3NT or 4♦ if appropriate, but if ♥ fit opener bids 4♥ if minimum and 4♣ if extras.

3NT: Game going with 4♥s and 3♠s and no singleton/void, looking for 4-4 ♥ fit or 5-3 ♠ fit.

4♣/♦: Slam try with 5-5+ majors, showing singleton/void.

2♥/♠: 4/5 in OM, minimum. Responder places contract or bids 4♣/♦ shortness slam try, or bids:

3NT over 2♥: Game going with 4♥s and 3♠s and no singleton/void, looking for 4-4 ♥ fit or 5-3 ♠ fit.

3♥ over 2♥: Game going or better with 5+♥s and 5+♦s or slam try with 2-5-4-2. 3♠ asks hand type and 3NT shows 5-5 game going.

3♠ over 2♥: Game invite.

3♠ over 2♠: Slam try with ♥s and ♦s.

2NT: Both majors, minimum.

3♣: Maximum, both majors, does not like ♠s.

3♦: Maximum, both majors, does not like ♥s.

3NT: Maximum, both majors, likes all suits.

After 2NT, 3♣, 3♦, or 3NT, responder can bid 4♣ to transfer to ♥s, or 4♦ to transfer to ♠s. Opener, with a hand that does not want to play the contract, can refuse transfer by making cheapest suit bid. If responder transfers with 4 of a minor, and then makes a bid above the designated major, it shows a good slam try with shortness in the minor bid at the four level, usually a singleton but could be a doubleton if a ♥ and ♦ slam try.

- 2♦: Transfer to ♥s, with either:
- a) 5+♥s signoff and less than constructive;
 - b) 4♥s and 6+♦s constructive but less than an invite;
 - c) 5+♥s, game going, can have 4 or 5♠s;
 - d) 4♥s, game going, and a singleton/void, can have 4 or 5♠s;
 - e) Balanced hand slam try without 5 card major or six card minor;
 - f) 6/7+♣s, singleton/void in ♦s, 3-3 in majors, game going or better.

After 2♦:

2♥: Nothing special.

Pass: To play.

2♠: Asks if 4+♥s or 5♠s.

2NT: Not 4+♥s or 5♠s.

3♦+: See below.

3♣: Balanced slam try.

3♦: ♦s.

3♥: Asks second suit, 3NT and 4♦ both show no second suit, 4♦ with 5♦s and extras.

3♠: Asks for 4♠s, 3NT and 4♣=no.

3NT: Not interest in ♦s, but bid again if extras.

3♥: ♣s and no second suit. 3♠ asks if 5♣s & extras, 3NT=no.

3♠: 4♠s & 4+♣s.

3NT: 4=3=3=3 exactly.

4♣: 4=3=3=3 and maximum.

3♣: 5♠s.

3♦: Balanced slam try, asks for doubleton with cheapest bid showing ♣s, next bid showing ♦s.

Rest: See below.

3♦: 4♥s.

3♥: Balanced slam try, asking for suits, 3NT=3-4-3-3.

Rest: See below

3♥: 5♥s. 3♠ asks doubleton, 3NT=♠ doubleton.

... 1NT-2♦—2♥ continued

- 2NT: Both majors 4-4/5-4/4-5, game going, with a singleton/void.
- 3♣: Tell me shortness/hand type?
- 3♦: Singleton/void in ♣s, 4♥s, 4-5♠s.
3♥ asks if 5♠s, 3♠=no.
- 3♥: Singleton/void in ♦s, 4♥s, 4-5♠s.
3♠ asks if 5♠s, 3NT=no.
- 3♠: 4-5 in majors, singleton/void in ♣s.
3NT+: 4-5 in majors, singleton/void in ♦s.
- 3♦: Tell me if you have five card major, that's all
3M: 5 in OM.
3NT: 4-4 in majors.
- 3M: Sets trumps, asks responder to show shortness, using, 3NT for short ♦s, and when available, 3♠ for short ♣s (or bid 4♣).
- 3NT: To play. Over this:
Pass: Usual
- 4♣: Slam try with short ♣s and five card major, if 5♠s must be strong slam try. 4♦ asks major, 4♣ showing 5♠s and forcing, 4♥ and 4NT+ replies showing 5♥s.
- 4♦: Slam try with short ♦s and 5♠s.
- 4♥: Non-forcing slam try with 5♥s and short ♦s.
- 4♠: Non-forcing slam try with 5♠s and short ♣s.
- 4NT+: Forcing slam try with 5♥s and short ♦s.
- 4M: To play.
- 3♦: Both majors, either 5-5 game going, or 5-4/4-5 with 2-2 minors or does not want to show shortness via 2NT.
- 3♥: Asks five card major, 3♠ showing ♥s not a slam try, 3NT showing ♠s, 4♥ both. Over 3♥, and also over opener's 3♠ or 3NT, 4♣ is a slam try with 5♥s, 4♦ a slam try with 5♠s.
- 3♠: Asks responder to bid 3NT if not 5-5, 4♥ if 5-5.
- 3NT: To play, even opposite 5-5 majors.
- 4♣: Transfer me to your better major.
- 4♦: Bid your better major.
- 4M: To play.
- Over 4X, responder will not just bid 4M with slam try values.
- Rest: See just below but note that 5-4 in the majors bids 2NT.
- 2♠: 4♥s. 3♦ retransfer. 2NT asks for second suit.
- 2NT: 5♥s. 3♣ asks doubleton. 3♦ retransfer
- 3♣/♦: 4♥s, 5 in the minor. Cheapest ♦ bid is retransfer.

1NT-2♦—2♥-2♠ and 1NT-2♥-2♠—2NT structure:

Note: sequences involving 1NT-2♦—2♥-2♠ and balanced slam try hands are described above.

After 2♠/2NT Asks if 4 in **M** or 5 in **OM**.

2NT/3♣: Not 4 in **M** or 5 in **OM**.

3♦: 5 in **M**, singleton/void in a minor, usually 4 in the other minor.

3♥ asks hand type:

3♣: 4/5♣s, 5 in **M**.

3NT: 4/5♦s, 5 in **M**, not a slam try.

4♣: 4/5♦s, 5 in **M**, slam try.

3NT: To play, but responder bids natural 4♣/♦ if a slam try:

3♥: Fewer than 5 in **M**, short ♦s, long ♣s.

3♠: Fewer than 5 in **M**, short ♣s, long ♦s.

3NT: Choice of game with 5 in **M**, not weak in **OM**.

4♣: Artificial, slam try with 5 in **M**, no second suit.

4♦: 4♦s, 6+ in **M**, ♣ singleton/void, a slam try since with less just bid 4**M** over 2**M**

4♥: 4♣s, 6+ in **M**, ♦ singleton/void, a slam try, but non-forcing if ♥s=**M**.

4♠: 4♣s, 6+ in **M**, ♦ singleton/void, a slam try, but non-forcing if ♠s=**M**.

3♣/3♦: 5 in **OM**.

3♥: Short ♣s.

3♠: Short ♦s.

3NT: Choice of game with 5 in **M**.

4♣: Artificial, slam try with 5 in **M**, no second suit.

One under **OM**: Transfer to **OM**.

4**OM**: To play.

3♦/3♥: 4 in **M**.

3♠: 3-3 in majors, 6 card minor, ♣s if 2♦, ♦s if 2♥

3NT: Slam try with no shortness.

4♣: Short ♣s, 4 in **M**.

4♦: Short ♦s, 4 in **M**.

3♥/3♠: 5 in **M**.

Cheapest bid: Asks doubleton.

4♣/♦: Short in minor suit.

1NT-2♦—2♥-3X and 1NT-2♥-2♠—3X structure:

- 3♣: Transfer to ♦s with signoff or game going or better with singleton/void **OM**.
- 3♦: Not 4 in **M**.
 - Pass: ♦ signoff.
 - 3♥: 4/5 in **M**, fewer than 6 in either minor. 3♠ asks for four card minor if 5 in **M**. Replies are:
 - 3NT: Not 5 in **M**, not a slam try. Now 4♣ or 4♦ asks responder to make cheapest bid if just 3 in minor, and otherwise cuebid or ask for keycards with 4NT.
 - 4♣: Not 5 in **M**, slam try values. 4♦ asks responder to bid 4♥ if just 3♦s, and otherwise cuebid or ask for keycards with 4NT. 4♥ asks responder to bid 4♠ if just 3♣s, and otherwise ask for aces with 4NT or if relatively poor hand bid 5♣.
 - 4♦: 4♦s, 5 in **M**.
 - 4♥: 4♣s, 5 in **M**, a slam try if ♠s=**M**.
 - 4♠: 4♣s, 5 in **M**, a slam try if ♥s=**M**.
 - 3♠: 4 in **M**, 6+♣s.
 - 3NT: 4 in **M**, 6+♦s.
 - 4♣: 4 in **M**, 6+♦s, slam try.
 - 4♦: 4♦s, 6+ in **M**, a slam try since with less just bid 4**M** over 2**M**
 - 4♥: 4♣s, 6+ in **M**, a slam try, but non-forcing if ♥s=**M**.
 - 4♠: 4♣s, 6+ in **M**, a slam try, but non-forcing if ♠s=**M**.
- 3**M**: 4 in **M**, no extras.
- Other: 4 in **M**, extras, descriptive.
- 3♦: If ♠s=**M**, 5+ in **M**, 4+♣s, either 5-2-2-4 slam try or 5-5+. 3♥ asks for hand type, 3NT=5-5 game going only.
If ♥s=**M**, described in a section above.
- 3♥: 5+ in **M**, 4+♦s if ♠s=**M** or 4+♣s if ♥s=**M**, either 5-2-4-2/2-5-2-4 slam try or two suiter 5-5+. 3♠ asks hand type, 3NT=5-5 game going only.
- 3♠: 6+ in **M**, game force, choice of game, or slam try, or if ♥s=**M** a singleton/void in ♠s. 3NT now suggests playing there. 4♣ asks hand type, with 4**M** showing choice of game, 4♦ if ♥s=**M** singleton/void in ♠s, and all other bids showing slam try.
- 3NT: 5 in **M**, choice of games, weak in **OM**.
- 4♣/♦: Singleton/void in minor, 6+ in **M**, slam try.
- 4**M**: To play.

- 2♥: Transfer to ♠s, with either:
- a) 5+♠s signoff, can have 4♥s but not with constructive values;
 - b) 4♠s and 6+♦s constructive but less than an invite;
 - c) 5+♠s, game going, fewer than 4♥s;
 - d) 4♠s, game going, fewer than 4♥s, and a singleton/void;
 - e) 6/7♦s, singleton/void in ♦s, 3-3 in majors, game going or better.

After 2♥:

2♠: Nothing special.

Pass: To play.

2NT: Asks for 4♠s or 5♥s. Can have singleton/void in minor.

Rest: See just above.

2NT: 4♠s. 3♥ retransfer. 3♣ asks for second suit.

3♣: 5♠s. 3♦ asks doubleton. 3♥ is retransfer.

3♦: 5♦s & 4♠s. 3♥ is retransfer.

3♥: 5♣s & 4♠s. 4♥ is retransfer.

- 2♠: Various hands usually with either both minors or ♣s:
- a) Both minors constructive or invite (usually 5-5+);
 - b) 5-5+ in minors, singleton/void ♥, game going;
 - c) Game going hand with no four card major, weak ♠s (usually weak doubleton);
 - d) 6+♣s game invite without 4 card major (2♣ is other option, especially if weak invite);
 - e) 6+♣s and singleton/void ♥, game going;
 - f) 7+♣s game going or better;
 - g) 6+♣s slam try.

The key to the structure is that opener bids 3♣ if would not accept GI in ♣s and likes ♦s as least as much as ♣s. If does not like ♦s, must show would accept GI in ♣s.

After 2♠:

2NT: Would accept GI in ♣s.

3♣: Both minors, constructive or invite. Now opener with a hand that would accept an invite but pass a constructive bid, should bid 3♦ if 3+♦s, even if longer ♣s.

3♦: Asks if 5♥s or weak in a major.

3♥: 5♥s or weak in ♠s. 3♣ asks if 5♥s, 3NT=no.

3♠: Weak in ♥s.

3NT: No major weakness.

3♥: 6+♣s and singleton/void ♥. 3♣ asks if 4♦s, 3NT and 4♣=no.

3♠: 5-5+ in minors, singleton/void ♥, game going.

3NT: To play.

4♣: Slam try in ♣s (bidding over 3NT since opener's 2NT rebid).

3♣: Would not accept GI in ♣s.

Pass: Signoff

3♦: Both minors, constructive or invite.

3♥: 5+♣s and singleton/void ♥. 3♣ asks if 4+♦s, 3NT and 4♣=no. (Here 3♥ does double duty, handling types b and e)

3♠: Asks if 5♥s, 3NT=no.

3NT: To play, might have been a slam try in ♣s.

4♣: Slam try in ♣s even though opener would not accept game invite.

3♦: Values/length in both minors, not great majors.

3♥: Weak ♥s, 3♣ asks if singleton, 3NT=no.

3♠: Weak ♠s.

Games: To play.

4♣: To play

4♦: Game invite.

4♥: Slam try with singleton/void ♥.

3M: 5 in M, 3 cards in each minor.

3NT: Great hand for all hand types. Wants responder to bid on if slam try or close to it, and otherwise pass.

2NT: Transfer to ♣s, but may have Weak Stayman and not ♣s if game going.

Either:

- a) 6+♣s signoff;
- b) 4♥ or 4♠, and weakness in the other major (usually weak doubleton), game going;
- c) 5-5+ in minors and singleton/void in ♠s, game going or better;
- d) 5-4-3-1 with 5-4 either way in minors, singleton ♠, game going or better;
- e) 5-5-3-0 with 5-5 minors and 3♥s, game going or better.

After 3♣, responder bids:

Pass: Signoff.

3♦: Weak Stayman. Now opener bids a four card or longer major, or bids a three card major if weak in the other major.

3♥: 6+♣s and singleton/void ♠. 3♠ asks for 4♦s, 3NT and 4♣=no.

3♠: 5-5+ in minors and singleton/void in ♠s.

3NT: 5-4-3-1 with 5-4 either way in minors, singleton ♠, or 5-5-3-0 with void in ♠s.

4♣/♦: 5-4-3-1 with 5-4 in minors, 5 in minor not bid, singleton ♠, slam try.

4♣/♦: 5-4-3-1 with 5-4 in minors, 5 in minor not bid, singleton ♠, slam try.

4♥: 5-5-3-0 with 5-5 minors and 3♥s, non-forcing slam try.

4♠: 5-5-3-0 with 5-5 minors and 3♥s, forcing slam try.

3♣: Transfer to ♦s, with either:

- a) 6+♦s signoff;
- b) 6+♦s and singleton/void ♥, game going;
- c) 5-4-3-1 with 5-4 either way in minors, singleton ♥, game going or better;
- d) 5-5-3-0 with 5-5 minors and 3♠s, game going or better;
- e) 7+♦s game going or better;
- f) 6+♦s slam try.

After 3♣, responder bids:

Pass: Signoff.

3♥: 6+♦s and singleton/void ♥. 3♠ asks for 4♣s, 3NT and 4♣=no.

3♠: 7+♦s game going or 6+♦s slam try.

3NT: 5-4-3-1 with 5-4 either way in minors, singleton ♥, or 5-5-3-0 with void in ♥s.

4♣/♦: 5-4-3-1 with 5-4 in minors, 5 in minor not bid, singleton ♥, slam try.

4♣/♦: 5-4-3-1 with 5-4 in minors, 5 in minor not bid, singleton ♥, slam try.

4♥: 5-5-3-0 with 5-5 minors and 3♠s, forcing slam try.

4♠: 5-5-3-0 with 5-5 minors and 3♠s, non-forcing slam try.

- 3♦: 3D-Stayman, with these game going hands:
- a) 4♠s and game going hand, not 5♥s (but can have 4♥s), usually no singleton/void;
 - b) Game going hands with 3♣s (and perhaps 3♥s) looking for 5-3 major fit;
 - c) 6-4/4-6+ major hands (but not 5-5+), game going or stronger.
- After opener's rebid, 3NT is to play, 4 of a major is to play (except for 4♥ after opener's 4♣ rebid), 4♦ is a transfer to the major opener has shown, or over 3♥ it shows 6♠s and 4♥s, and the cheapest suit bid not including 4♦ is a slam try with a 6-4/4-6.

After 3♦:

3♥: Denies 5♥s or 4+♠s. Now:

3♠: Asks for 4♥s, 3NT=no, 4♥=yes.

4♣: Slam try with 6♥s and 4♠s.

4♦: 6♠s and 4♥s, choice of game.

3♣: 5♥s.

3NT: 4♠s. 4♥ now would give choice of game with 6♥s and 4♠s.

4♣: 5♠s (now 4♥ is slam try in ♠s, 4♦ is transfer to 4♣).

3♥: 6+♦s and singleton/void ♠. 3♠ asks if 4♣s, 3NT and 4♣=no.

3♠: 4♥s, not 4♠s, game going hand, usually no singleton/void, not weak ♠s. 4♣ now by opener shows 4+♥s, allows responder to decide who should play it, with 4♦=transfer to ♥s.

3NT: To play. Usually no four card or longer major unless 4-3-3-3/3-4-3-3.

4♣/♦: Transfer to Major, 4♣=♥s, 4♦=♠s. 4♣ may also be a prelude to straight ask Blackwood with or without ♥s.

Opener bids 4M or unless holding three aces and either a king with an ace, or the king or queen of the trumps, or all four aces. If holding those type hands opener bids the cheapest suit, after which 4M is a signoff by responder. After opener's rebid, 4NT is RKCB for the M, and 5X is ace asking not including the bid suit.

1NT-4♣—4♦/♥-4♠ is Straight Blackwood (with no trump suit set) – opener replies up the line with the count of aces, with 4NT showing 0. After opener's reply to 4♣, 5♠ by responder is a re-ask for the number of kings.

Suit games: To play.

4NT: Natural slam invite. Opener accepts by showing number of aces. After opener's ace count reply, an immediate 5NT is signoff and the cheapest suit bid asks opener to bid four card suits up-the-line looking for a 4-4 fit.

ETM NT 06 Competitive Notes

If the response to 1NT is doubled, pass by opener asks responder to:

- Make cheapest bid if signoff. After 2♠ is doubled and opener passes, 2NT by responder is both minors, 3♣ is a game invite in ♣s.
- Redouble if not a singleton/void in suit doubled. After this opener can pass the redouble or bids as if no double.
- Make another bid if singleton/void in suit doubled and not a signoff.

If the opponents bid over the response to 1NT, opener can double for penalties, pass to await developments, or bid if good fit for responder's likely weakest hand type. Double by responder shows a good going hand, or close to it, with no other descriptive bid. Bids are assumed to be natural/value showing on these auctions.

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