

ETM Express
Everything That Matters (ETM) Big Club Express
A High Usability Bridge Bidding System

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Release 1.2

ETM Big Club Express Introduction and Notes

Introduction

Everything That Matters Big Club Express is a bridge bidding system designed to incorporate some modern bridge bidding theories into an easy to learn and easy to play system – a system with high usability. The Express system is composed of a smorgasbord of ideas, the two most common being the big club opening and a weak notrump. The ETM Express 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).

ETM Express is a plug-and-play system and follows the chief objective of the “Everything That Matters” approach to bridge bidding – carefully finding and keeping what works, and eliminating the baggage that weights down a partnership during tournament battles. ETM Express is a highly effective system that permits straight forward sequences to the right spot.

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Release Notes

Release 1.2 Notes

- Typo corrections.

Release 1.1 Notes

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

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Definitions & Points Format

High card points are given in ranges, such as 10-12. The ranges are not absolutes that must be followed - the bidder is expected to make any adjustments due to hand characteristics.

Some ranges are given in the format nn/yy-zz or nn/xx/yy-zz. In this case it means that yy-zz is the normal range, but some hands of nn or xx points are included as well. For example 8/9/10-13 means the normal range is 10-13, but some 8 or 9 point hands are included depending on playing value or hand type.

Length in a suit is often given in the formats nn followed by suit symbol, or nn in suit, or nn+ in the suit, where nn is the length. For examples: 3+♥s, 4 in **M**, 5+ in the minor, 3♠s. Note that “4 in **M**” means 4 cards in the major suit bid, and does not mean 4 points in the major.

Abbreviations

Code	Meaning
C	Constructive
F	Forcing
4cM	Four card Major
GF	Game Forcing – GF+ is game forcing or stronger
GI	Game Invitational – GI+ is game invitational or stronger
HCP	High Card Points
L	Limit (L+ = limit or better), the same as GI
M	Major
m	Minor
NF	Not forcing
NT	Notrump
OM and om	OM is Other Major, om is other minor
Ph	Passed Hand
R	Reverse
Uph	Unpassed Hand
W	Weak
X, Y, Z	Any Strain, such as 4X is any bid at the four level
[text]	Name of Conventional Call, Treatment, or Sub-Section Title

Format of Bidding Sequences

When bidding sequences are given, the end of a round of bidding is shown by a long dash, not the usual hyphen. For example if two people were bidding (the opponents passing), it looks like this:
bid-bid—bid-bid—bid-bid.

If the calls of all four people were shown, it looks like this:

call-call-call-call—call-call-call-call—call-call-call-call

Competitive sequences often use an equal sign instead of dash between calls, to highlight that the auction involves all four players. Thus in this case the sequences look like this:

Call=call=call=call—call=call=call=call—call=call=call=call

Hand Shape Descriptions

For hand shapes, normally the format is N-N-N-N, where N is the length of each suit. If the lengths are not in descending order, that it is an exact shape. For example 3-4-3-3 is an exactly hand shape, since the lengths are not in descending order. When the lengths are in descending order, the word ‘exactly’ will be included when the shape is exact (so 4-3-3-3 means any suit could be the four card suit, while ‘4-3-3-3 exactly’ means four spades), or the equal sign will be used instead of the hyphen to indicate an exact shape (so 4=3=3=3 is an exact shape).

General Rules

- Pass is always the weakest bid the partnership can make.
- Undefined doubles are takeout, but passable with good defensive values to contract doubled.
- After suit opening and 2NT GI bid by responder at some point, return to opener’s last bid suit is NF, all other bids are forcing.

ETM Big Club Express Opening Bids and Responses

ETM Express Opening Bid Overview

Opening	Style	Description
1♣	Big	16/17+ any hand except 19/20-21 balanced
1♦	Intermediate	13/14-16 without a five card major
1♥, 1♠	Natural	Five card or longer major, 10/11-16, can have a longer minor
1NT	Weak	10/11-13 balanced, includes 5-4-2-2s with a five card minor. No five card major.
2♣	Natural	5+♣s, 10/11-13, no five card major. If just 5♣s must be a 5-4-3-1 shape.
2♦	Natural	5+♦s, 10/11-13, no five card major. If just 5♦s must be a 5-4-3-1 shape or 5-5 in minors
2♥, 2♠	Natural	5 or longer major, 6/7-10, not 4+ in other major, 6 or longer major if less than 8.
2NT	19/20-21	Balanced
3X	Preemptive	Random, but a decent suit promised if vulnerable
3NT	To play undoubled	Any sort of hand that wants to take a try at 3NT undoubled – might have a long suit with stoppers, or a few stoppers, or no stoppers, or two suits that might be a source of tricks, or just a bunch of points. Partner is not to pull 3NT if it is not doubled, unless has own long suit in a very distributional hand.
4♣, 4♦	Preemptive	Long broken suit, not much outside
4♥, 4♠	Preemptive	Preemptive, wide ranging
4NT	Asking	Specific ace asking, bid 5♣ with no ace, otherwise bid suit with ace, 5NT shows two or more aces held
5♣, 5♦	Preemptive	Very long minor suit, no outside ace or king

Note that 4-4-4-1s and 5-4-4-0s with a five card minor, when less than 13, pass then bid next time. With 13 points upgrade these to a 1♦ opening.

ETM Express Balanced Ladder without a five card major

Range	Opening	Notes
0-10	Pass	
10/11-13	1NT, Pass	10/11-12 can decide to pass instead, 13 can be upgraded to 1♦
13/14-16	1♦	
16/17-19	1♣ then 1NT	
19/20-21	2NT	
21/22+	1♣ then 2NT	

ETM Express Balanced Ladder with a five card major

Range	Opening	Notes
0-10	Pass	
10/11-16	1♥/1♠	
Rest	1♣	As without a five card major

ETM Express One Club Opening- Big Club

[1♣ Opening Style]

1♣ is an artificial, strong, forcing opening, with 16/17+, but not 19/20-21 balanced.

[Responding to the 1♣ Opening]

Resp.	Style	Description/Follow-ups
1♦	Not Positive	3 to 7 HCP. See section just below
1♥	Artificial Positive	7/8+, any non-balanced hand GF, not 5-5+ two suiter. Bidding continues naturally, with cheapest notrump bid by responder showing no fit (so far) and not much extras.
1♠	Super Negative	0 to 2 points (or three jacks), no six card major. After this, bids below 2♣ to play, 3X natural and GF, 2♣ both majors 5-5+ (can have longer ♥s), NF. 2NT is 23-24 or so, responder to signoff without a queen.
1NT	Big balanced	11+ balanced, GF. 2♣ is Stayman, 2♦ to 2♠ natural, 2NT shows ♣s.
2♣	Positive balanced	7/8-10 balanced, GF. Suits are natural. 2NT asks responder to bid 3♣ if 4♥s (can have 4♠s - 3♦ asks if 4♠s, 3♥=yes), 3♦ if 4♠s, 3♥ if 5♠s, 3♠ if 5♥s, and 3NT without a major.
2♦, 2♥	Transfer	Transfer to next major, 6 or longer suit, 0-4, no ace or king. New suits are natural and forcing. 2NT asks if extras, rebid of transfer bid (not major suit) says no.
2♠	Minors	Shows a game forcing two suiter (5-5+) with ♣s and ♦s. Natural bidding now, with 2NT showing no good fit.
2NT	Majors	Shows a game forcing two suiter (5-5+) with ♥s and ♠s. Natural bidding now.
3♣, 3♦, 3♥, 3♠	Two Suiters	Shows a game forcing major/minor two suiter (5-5+) without the suit bid: 3♣=♦s and ♥s, 3♦=♠s and ♣s, 3♥=♠s and ♦s, and 3♠=♥s and ♣s. Natural bidding now, with 3NT showing no good fit.

[Structure after 1♣-1♦]

Rebid	Meaning	Description/Follow-ups
1♥, 1♠	Natural	Less than a GF, five or longer major, or four in major with longer ♦s, or a 4-4-4-1 (bid 1♥ if 4-4 majors). Responder's 2♣ bid now shows 3-7 points and 3 in M, and then opener's 2♦ rebid shows just 4 in M and 4/5+♦s, and if 1♥ rebid, then opener's 2♠ shows a 4-4-1-4. 1NT, 2♦ and OM bids by responder all deny 3+ in M.
1NT	16/17-19	1NT System on
2♣	Natural	5+♣s, can have a four card major, less than a GF. Responder must show a five card major if one held, or if holding a four card major then bid 2♦, waiting (does not promise ♦s).
2♦	Natural	5+♦s, no four card or longer major, less than a GF. Responder must show a five card major if one held.
2♥, 2♠, 3♣, 3♦	Natural, GF	Natural, but 3M over 3♦ shows a five card major, and 3♦ can be bid over 3♣ as a semi-natural waiting bid.
2NT	21/22+, GF	2NT system on (2NT is GF since responder has at least 3 points)
3♥, 3♠	Natural, GF longer ♦s.	Natural bidding.

[After Interference Over 1♣]

Responder tries to bid with 3 or more points if bid at 1♥ or lower, 5+ points if bid is at 2♥ or lower, and 6+ points at any level.

Game bids are to play, though partner can bid again with considerable extra values.

Double by either responder or opener shows values and no clear bid. Partner is invited to pass the double if the hand is quite defensive in nature.

Cuebids in opponents suit are natural – assume they do not have what they say they have.

New suits (i.e. suits not already bid the partnership, suits bid only by the opponents still count as new suits) below game are forcing by responder – responder can continue to bid new suits below game to force the bidding.

If responder has bid (something other than pass) a new suit by opener is forcing if it is below game and it is the first call the opener has made after opening 1♣.

Jump bids by either player below game are forcing, and by responder show a quality suit.

If the opponents interfere just before opener's rebid, opener tries to pass with minimum hands that are not too shapely.

See ETM Storm Appendix A for a detailed comprehensive method for handling interference.

ETM Express One Diamond Opening – Intermediate without a Five Card Major

[ETM Express 1♦ Opening Style]

13/14-16 without a five card major.

[Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 4 with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit. Can be very weak (even zero points) but unlimited, so forcing. All rebids show 13/14-16 and are natural except 2OM shows both minors with 6-4/4-6 (2NT asks for long minor). Over 1NT or 1♠ rebid play two-way new minor forcing (2♣ is ♦ signoff or any invite, 2♦ is any GF, signoffs are 2♥, 2♠ and 3♣) – not on by passed hand. Opener's 2♣/♦ shows suit. New suits are now forcing. 3♣ shows 5-5+ in the minors. 3♦ shows good 6+♦s and 3 in M. 2M raise can be 3 trumps, 2NT asks, 3X (but not 3M)=just 3 2NT shows 4 trumps with extras and some minor shortness - 3♣ asks which minor is short (3♥=♣s). 3M shows 4 trumps, extras, and shortness in OM.
1NT	Natural	No four card major, to play opposite 14-16 balanced. Minor bids now show minor but not the other minor. 2♥/♠ shows both minors and values in major bid. 2NT is both minors weak in both majors. 3♣/♦ is long suit, good playing value.
2♣, 2♦	Natural	3+ in minor, forcing, and if 6+ in minor does not need to be a good hand – without 6+ in minor must have at least a game invite. Can only have a four card major if game force. 2NT shows hand that would accept game invite. 2M shows stopper or suit, can be minimum. 3 of minor is minimum, fit. Other minor is forcing, natural. 3M shows shortness, fit for minor. If responder rebids 3 of minor, it is to play.
2♥	Majors	5+♠s, 4+♥s, less than game invite values opposite 13/14-16. 2NT asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♠s, 3NT=max.
2♠ to 3♠	Two Suiters	Game forcing 5-5+ two suiters as over 1♣ opening
3NT	To play	Doesn't want to know opener's hand type.
4X, 5X	To play	To play.
4NT	Minors	To play in opener's best minor.

[In Competition]

Responder assumes opener is 14-16 and close to balanced and bids correspondingly. Non-jump suit and notrump bids by responder are natural and non-forcing. If responder has only passed, any bid by opener shows a shapely hand. Doubles by opener or responder show values and no other good bid, asking partner to describe hand. To force to game responder, at some point, must bid game or cuebid one of the opponents suits. If responder bids a major at the one level, and the opponents double or make a non-jump bid, then a double or redouble by opener is a support double/redouble, showing three card support.

ETM Express One of a Major Opening

[ETM Express 1♥/♠ Opening Style]

Five card major, 10/11-16, can have a longer minor.

[Responding to 1♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-5 with no good bid.
1♠	Natural	4+♠s, 5+ HCP, forcing. 1NT shows 10/11-13 balanced or singleton ♠, rest natural/semi-natural. Over 1NT, play two way new minor forcing, 2♣ with ♦ signoff or any invite, 2♦ with any GF.
1NT	Forcing Notrump	After opener's rebid, responder's jump new suit rebids are forcing, and promise a fit for opener's second suit if at the four level. 1♥-1NT—2♣/♦/♥-2♣ is artificial, forcing with good hand. 1M-1NT—2NT shows 6 in M, another 4 card suit and extras. 3♣ asks for suit, 3♠ showing ♣s.
2♣, 2♦, 2♥/1♠	Semi-Natural Game Force	3+ in suit except 2♥ promises 5+♥s. 2NT rebid shows 6+ in M, no 2 nd suit. 2M rebid shows no other good bid available, often flat or does not want to bid on the three level. By passed hand, 2♣=3 in M good raise, 2♦=4 in M, good raise.
2M	Raise	3 or more trumps, about 6 to 10 (only 3 trumps if maximum).
2♠/1♥	Strong	5+♠s, game force, and either 5-5, 3♥s, or 6+ quality ♠s. 2NT asks.
2NT	Raise	4+ trumps, GI+. 3M shows awful hand. 3♣ = no accept GI (now 3M to play and 3♦ asks short, 3NT=no, 3M=♦). 3NT=no short, 3OM short OM, 3♦=short ♣ or ♦ (3♥ asks, 3♠=♣).
3♣, 3♦, 3♥/1♠	Invitational	Long suit, game invite. By passed hand, long suit, very weak hand.
3M	Raise	4+ trumps, just under game invite values (a "mixed raise").
3♠/1♥ 3NT/1♠	Raise	Unknown singleton, about 12/13-16, with more bid 2NT. Cheapest bid asks shortness.
3NT/1♥, 4♣, 4♦/1♠	Raise	3NT over 1♥ or 4♣ over 1♠ shows void in a minor – cheapest bid asks void. 4♣ over 1♥ and 4♦ over 1♠ shows void in OM.
4♦/1♥	Raise	3+♥s, singleton/void in ♠s, less values than 3♠ over 1♥.
4M	Raise	3+ trumps, to play, not short ♠s if 4♥ bid.
4OM	To play	To play with long OM.
4NT	Asking	Keycard ask in major.
5♣, 5♦	Preemptive	Very long suit, to play.

[In Competition]

Competitive bidding as in standard with new suits by responder forcing if below game.

ETM Express One Notrump

[1NT Opening Description]

1NT shows 10/11-13 balanced with no five card major (though you can change the five card major style based on partnership preference). Includes 5-4-2-2s with a five card minor. Opening is optional, in that one can decide to pass instead or upgrade a 13 count to a 1♦ opening.

[1NT Structure]

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

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

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

2♥: Minimum without 4♥s.

2♠: 4♥s, may have 4♠s.

2NT: Maximum without a four card major.

3♣: Maximum with 4♠s, not 4♥s.

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

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

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

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

2♥/♠: To play.

2NT: Natural GI, no four card major.

3♣/♦: To play.

3♥: Natural, GF with 5+♥s.

3♠: To play.

3NT: To play.

4♣: Transfer to ♥s.

4♦: Transfer to ♠s.

4♥: Gerber, ace asking.

4♠: To play.

[1NT In Competition]

Use standard methods or see separate ETM documents.

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

ETM Express Two Club Opening

[ETM Express 2♣ Opening Style]

5+♣s, 10/11-13, no five card major. If just 5♣s must be a 5-4-3-1 shape.

[Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2♦	Ask	Opener replies: 2♥: 3 or 4♥s. If 3♥s must be 1-3-4-5 exactly. 2NT re-ask: 3♣: 6+♣s & 4♥s. 3♦: 1-3-4-5. 3♥: 1-4-3-5. 3♠: 3-4-1-5. 2♠: 3 or 4♠s. If 3♠s must be 3-1-4-5 exactly. 2NT re-ask: 3♣: 6+♣s & 4♠s. 3♦: 3-1-4-5. 3♥: 4-3-1-5. 3♠: 4-1-3-5. 2NT: 6+♣s, no second suit, maximum. 3♣: 6+♣s, minimum, may have ♦ second suit. 3♦: 6+♣s, 4♦s, maximum. 3♥: 6+♣s, 5♦s, maximum. 3♠: 6+♣s, great suit. New suits (not shown by opener) by responder are forcing.
2♥/♠	Natural	Five or longer major, to play except opposite shortness and shape.
2NT	Puppet, to play 3 of minor or show GF two suiter without ♣s	Asks opener to bid 3♣, then Pass: to play 3♦: to play 3♥: ♠s & ♦s, 5-5+ two suiter, GF 3♠: ♥s & ♦s, 5-5+ two suiter, GF 3NT or 4♦: both majors, 5-5+ two suiter, GF 4♣: Natural invite
3♣	Raise	Decent raise to 3♣, opener can bid again if maximum & shapely
3♦, 3♥	Transfer	Shows 6+ in next suit, at least GI values. Opener declines GI by bidding 3M.
3♠	GF ♦s	Shows GF with long ♦s
Games	To play	
4♣	Preemptive Raise	To play here or 5♣
4♦	RKCB	RKCB for ♣s
4NT	Invite	Natural Invite, opener accepting if 12-13

[In Competition]

New suits non-forcing at two level, forcing at three level (still natural if a jump). Cheapest ♣ bid to play. Games to play. 2NT invites. Double by responder is penalty at four level or higher, at 2 or 3 level asks partner to describe hand, especially showing a second suit, if one held.

ETM Express Two Diamond Opening

[ETM Express 2♦ Opening Style]

5+♦s, 10/11-13, no five card major. If just 5♦s must be a 5-4-3-1 shape or 5-5 in minors.

[Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2♥	Ask	Opener replies: 2♠: 3 or 4♠s. If 3♠s must be 3-1-5-4. 2NT re-asks: 3♣: 3-1-5-4. 3♦: 6+♦s & 4♠s. 3♥: 4-3-5-1. 3♠: 4-1-5-3. 2NT: 3 or 4♥s. If 3♥s must be 1-3-5-4. 3♣ re-asks: 3♦: 6+♦s & 4♥s. 3♥: 1-4-5-3. 3♠: 3-4-5-1. 3NT: 1-3-5-4. 3♣: 5-5 or 6-4 minors. 3♦: 6+♦s, no second suit, minimum. 3♥: 6+♦s, no second suit, maximum. 3♠: 6+♦s, great suit. New suits (not shown by opener) by responder are forcing.
2♠	Natural	Five or longer ♠s, to play except opposite shortness and shape.
2NT	Puppet, minor signoff or GF two suiter without ♦s	Opener bids 3♣, then: Pass: to play 3♦: to play 3♥: ♠s & ♣s, 5-5+ two suiter, GF 3♠: ♥s & ♣s, 5-5+ two suiter, GF 3NT or 4♣: both majors, 5-5+ two suiter, GF 4♦: Natural invite
3♦	Raise	Good raise to 3♦, opener can bid again if maximum
3♣	Transfer	Transfer to ♥s with any strength. Opener bids 3♦ if would accept GI, 3♥ if not. Now 3♥ is to play, rest is GF.
3♥	Transfer	Shows ♠s with at least GI values. Opener declines GI with 3♠ bid.
3♠	GF ♣s	Shows GF with long ♣s
Games	To play	If opponents bid, opener must either pass or double, which says interested in bidding more since shapely hand.
4♣	RKCB	RKCB for ♦s
4♦	Preemptive Raise	To play here or 5♦
4NT	Invite	Natural Invite, opener accepting if 12-13

[In Competition]

New suits non-forcing at two level, forcing at three level (still natural if a jump). Cheapest ♦ bid to play. Games to play. 2NT invites. Double is penalty at four level or higher, at 2 or 3 level asks partner to describe hand, especially showing a second suit, if one held.

ETM Express Two of a Major Opening

[ETM Express 2♥/♠ Opening Style]

5 or longer major, 6/7-10, not 4+ in other major, 6 or longer major if less than 8.

[Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-15 with no good bid.
Cheapest bid	Ask	Opener replies: 3♣/♦: Natural, second suit. 3OM now asks if 3 in OM (3NT=no). 3M: 6+ in M, no second suit, not 3 in OM, minimum. 2♥-2♠—2NT: 6+♥s, 3♠s. 3♦ now asks if max. 3♣ both minors. 2♠-2NT—3♥: 6+♠s, 3♥s. 2♥-2♠—3♠: 6+♥s, not 3♠s, maximum. 2♠-2NT—3NT: 6+♠s, not 3♥s, maximum 4♣/♦: 6-5+. 4M: 7 in M with a singleton/void but no second suit.
2NT/2♥ 3♣, 3♦, 3♥/2♠	Transfers	Transfers to cheapest unbid suit. If transfer suit is below 3M, opener bids transfer suit if no fit, and all other bids promise a fit. If transfer suit is above 3M, opener bids 3M with no fit minimum, 3NT if no fit maximum, bids transfer suit if fit & minimum, and cuebids if fit and maximum.
3M	Raise	Opener can bid again if shapely maximum
3♠/2♥	Natural	Natural, 6+♠s, GF
4♣	RKCB	Asks keycards in M
4♦	Transfer	Raise to 4M inviting partner to double for penalty any bid.
Games	To play	If opponents bid, opener must either pass or double, which says interested in bidding more since shapely hand.
4NT	Invite	Natural Invite, opener accepting if 8+

[In Competition]

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

ETM Express 2NT Opening

[ETM Express 2NT Opening Style]

19/20-21 balanced, can have a five card major.

[2NT Structure]

Use any 2NT structure or this one:

- 3♣: Modified Stayman, 3♦ shows no major or 5♠s, 3M=4, 3NT=5♥s. Over 3♦:
- 3♥: To play in 3NT and/or to ask if 5♠s. 3♠=5, 3NT=no.
 - 3♠: 4♠s & 5♥s, GF.
 - 3NT: 5♠s & 4♥s, GF, not slam try (bid 3♥ transfer first if slam try).
- 3♦,3♥: Transfers. After 3♦ transfer, 4♣ shows both majors, and 3♠ shows ♥s and ♠s.
- 3♠: Transfer to 3NT, game force. After 3NT, pass to play, or bid 4♣/♦ with other minor, or 4M with both minors and M shortness.
- 3NT: To play.
- 4♣: Transfer to ♥s.
- 4♦: Transfer to ♠s.
- 4♥: Gerber, ace asking.
- 4♠: Slam invite with 4-4 minors.
- 4NT: Natural slam invite.

ETM Express Three Level and Higher Opening Bids

- 3X: Usually quality six card suit or decent seven or longer suit. Over this:
- 3♦ over 3♣ by uph asks for a three card major, opener bidding 3NT with none.
 - New suits below game forcing by uph, non-forcing by ph.
 - Game bids to play.
 - By uph, cheapest unbid minor is RKCB for opener's suit.
- 3NT: Any sort of hand that wants to take a try at 3NT undoubled – might have a long suit with stoppers, or a few stoppers, or no stoppers, or two suits than might be a source of tricks, or just a bunch of points. Partner is not to pull 3NT if it is not doubled, unless has own long suit in a very distributional hand. Responder only bids if very distributional hand (needs more than just an average six card major suit) or wants to invite slam. 4♣ is artificial slam invite and 4X (or pass) says no to invite, 5X shows number of aces. 4NT is an ace ask – opener cannot pass this. If opponents double, redouble by responder says has some good values.
- 4X: Preemptive, if minor opening usually broken suit with little outside values. 4NT is RKCB for opener's suit.