

# ETM Focal

## Everything That Matters (ETM) Big Club Focal

### A High Definition/High Frequency Bridge Bidding System

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Release 1.2

## ETM Big Club Focal Introduction and Notes

### Introduction

Everything That Matters Big Club Focal is a bridge bidding system designed for high definition/high frequency (HD/HF) actions. The ETM Focal system is composed of unique ideas, especially the use of the 1♦ opening to handle intermediate hands that are balanced or semi-balanced without a major suit singleton/void. The ETM Focal 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), but it will seem strange to tournament directors and opponents.

ETM Focal 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 weighs down a partnership during tournament battles. Having a HD/HF style, ETM Focal is a highly effective system that permits brief sequences to the right spot.

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## Release Notes

### Release 1.2 Notes

- First Major Release/First Internet release.

### Release 1.1 Notes

- As a first 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
NV	Not vulnerable (V is vulnerable)
OM and om	OM is Other Major, om is other minor
1-2NV	In first or second seat NV (3-4 is in third or fourth seat)
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 Focal Opening Bids and Responses**

### **ETM Focal Opening Bid Overview**

<b>Opening</b>	<b>Style</b>	<b>Description</b>
1♣	Big	16+ any hand except not 16 bal in 1-2 V, and not 16-17 bal in 3-4. Not bal 19-20 1-2, and not bal 20-21 3-4. Can be 15 if any 6+ suit, or any 5-5, and/or a hand with a major suit singleton/void.
1♦	Intermediate, Semi-bal	10/11-15 semi-balanced and if balanced outside of 1NT opening range, no major singleton or void, can be any 5-4 with a singleton/void minor but 5-4 with 5 card major always 13-15 and never in 4 <sup>th</sup> seat. Can have 6 card minor, singleton in other minor possible. 10 only if a minor suit singleton/void. If bal 13-15 1-2 NV, 11-13 1-2 V, 11-14 3-4.
1♥, 1♠	Natural, featherweight	8-14 (in 4 <sup>th</sup> seat 11-15), five card or longer major. If 13-14 (not 4 <sup>th</sup> seat) must be any 5-5+, or 6-4 in the majors. or 5-4-3-1/5-4-4-0 with singleton/void in other major. If 5-3-3-2 8-9 in 1-2 NV, 9-10 in 1-2 V, in 3 8-12, in 4 11-14.
1NT	Strong or mini	10-12 balanced 1-2 NV 14-16 balanced 1-2 V 15-17 balanced 3-4
2♣	Natural, Constructive	4+♣s, 10-14, no five card major, can be 5-4 or 4-5 in minors. If fewer than 6♣s must be either 5-4-3-1, 4-4-4-1 or 5-4-4-0 shape with a major suit singleton or void and 3 or 4 cards in the other major. If exactly 6♣s has any 6-4 and/or major suit singleton/void.
2♦	Natural, Constructive	5+♦s, 10-14, no five card major. If just 5♦s must be 5-5 in the minors or a 5-4-3-1 with exactly 3♣s. If exactly 6♦s has any 6-4 and/or major suit singleton/void.
2♥, 2♠	Natural, Intermediate	6 or longer major, 11-14, not 4+ in other major. 10/11-13 in 4 <sup>th</sup> seat.
2NT	Balanced	19-20 in 1-2, 20-21 in 3-4.
3♣, 3♦	Preemptive	4-9, decent 6 or longer suit.
3♥, 3♠	Preemptive	0-7, anything goes but never more than 7 HCP. In 3 0-12, in 4 13-14.
3NT	To play undoubled	Any sort of hand that wants to take a try at 3NT undoubled – might have a long suit with stoppers, or a few stoppers, or no stoppers, or two suits that might be a source of tricks, or just a bunch of points. Partner is not to pull 3NT if it is not doubled, unless has own long suit in a very distributional hand.
4♣, 4♦	Preemptive	Long broken suit, not much outside.
4♥, 4♠	Preemptive	Preemptive, wide ranging.
4NT	Asking	Specific ace asking, bid 5♣ with no ace, otherwise bid suit with ace, 5NT shows two or more aces held.
5♣, 5♦	Preemptive	Very long minor suit, no outside ace or king.

**ETM Focal Balanced Ladder - All**

Range	Opening	Notes
0-9	Pass	
10	Pass, 1NT	Pass except in 1-2 NV then 1NT
11-12	1♦, 1NT	Open 1♦ except in 1-2 NV then 1NT
13	1♦	
14	1♦, 1NT	Open 1♦ except in 1-2 NV then 1NT
15	1NT, 1♦	Open 1NT except in 1-2 NV then 1♦
16	1NT, 1♣	Open 1NT except in 1-2 NV then 1♣
17	1♣, 1NT	Open 1♣ except in 3-4 then 1NT
18	1♣	
19	2NT, 1♣	Open 2NT except in 3-4 then 1♣
20	2NT	
21	1♣, 2NT	Open 1♣ except in 3-4 then 2NT
22	1♣ then 2NT	
23+	1♣ then 2♥	

**ETM Focal Balanced Ladder – NV 1-2**

Range	Opening	Notes
0-9	Pass	
10-12	1NT	
13-15	1♦	
16-18	1♣ then 1NT	
19-20	2NT	
21-22	1♣ then 2NT	
23+	1♣ then 2♥	

**ETM Focal Balanced Ladder – V 1-2**

Range	Opening	Notes
0-10	Pass	
11-13	1♦	
14-16	1NT	
17-18	1♣ then 1NT	
19-20	2NT	
21-22	1♣ then 2NT	
23+	1♣ then 2♥	

**ETM Focal Balanced Ladder – 3-4**

Range	Opening	Notes
0-10	Pass	
11-14	1♦	
15-17	1NT	
18-19	1♣ then 1NT	
20-21	2NT	
22	1♣ then 2NT	
23+	1♣ then 2♥	

## ETM Focal Opening Style

### [Introduction]

The approach ETM Focal takes with semi-balanced hands in the 10-15 window is not like standard. Instead the 1♦ opening covers much of the work if there is no major suit singleton/void. This section provides some examples using 5-4-3-1 hand types.

### [5-4-3-1 Opening Examples]

♠ AQT43  
♥ KQT2  
♦ J87  
♣ 2

This is a 1♠ opening and would still be even if the ♠ A was the ♠ 2. However make the ♣ 2 the ♣ Q and it's a 1♦ opening (13-15 if a five card major and a minor suit singleton/void but not in 4<sup>th</sup> seat). The reason for opening 1♦ is that the sequence 1♠-1NT;-2♥ would be too wide ranging if it increased from 8-12 to 8-15. For this example make the ♣ 2 the ♣ A and it's a 1♣ opening (16+).

♠ 2  
♥ KQT2  
♦ 874  
♣ AQT43

This is a 2♣ opening. However make the ♣ 2 the ♣ A and it's a 1♣ opening (15+ if major suit singleton/void).

♠ 874  
♥ KQT2  
♦ 2  
♣ AQT43

This is a 1♦ opening. If the ♦ 2 was the ♦ A it would still be a 1♦ opening (up to 15).

♠ J87  
♥ AQT43  
♦ 2  
♣ KQT2

This is a 1♥ opening. However make the ♦ 2 the ♦ Q and it's a 1♦ opening (13-15 if a five card major and a minor suit singleton/void but not in 4<sup>th</sup> seat). For this example make the ♦ 2 the ♦ A and it's a 1♣ opening (16+).

♠ 2  
♥ AQT43  
♦ T87  
♣ KQT2

This is a 1♥ opening and would still be even if the ♥ A was the ♥ J. If the ♠ 2 was ♠ Q the hand would still be opened 1♥, and over 1NT or 1♠ the hand rebids 2♣ - which is two-way: either 8-12 with ♥s and ♣s or 13-14 with either 1-5-3-4, 1-5-4-3 or 0-5-4-4, and now 2♦ asks – a Gazzilli type treatment. If the ♠ 2 was the ace it would be a 1♣ opening.

## ETM Focal One Club Opening- Big Club

### [1♣ Opening Style]

1♣ is an artificial, strong, forcing opening. 16+ any hand except not 16 bal in 1-2 V, and not 16-17 bal in 3-4., not bal 19-20 1-2, and not bal 20-21 3-4. Can be 15 if any 6+ suit, or any 5-5, and/or a hand with a major suit singleton/void.

### [Responding to the 1♣ Opening]

Resp.	Style	Description/Follow-ups
1♦	Not Positive	3/4 to 9 HCP. If 3 has a king. See section just below
1♥	Artificial Positive	9/10+, 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 3 points (with no king), 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	13+ balanced, GF. 2♣ is Stayman, 2♦ to 2♠ natural, 2NT shows ♣s.
2♣	Positive balanced	9/10-12 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 & ♦s. Natural bidding now, with 2NT showing no good fit.
2NT	Majors	Shows a GF two suiter (5-5+) with ♥s & ♠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 & ♥s, 3♦=♠s & ♣s, 3♥=♠s & ♦s, and 3♠=♥s & ♣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	Min bal	16-18 1-2 NV, 17-18 1-2 V, 18-19 3-4. 1NT (14-16) 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♥	Natural or 24+ Bal, GF	GF, 5+♥s or 24+ balanced. Responder bids 2♠, then 2NT is 24+ balanced, rest is natural with ♥s.
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	21-23 GF	2NT system on (2NT is GF since responder has at least 3 points)
3♥, 3♠	Natural, GF longer ♦s.	Natural bidding.

**[Passed Hand Responses]**

Responses as before, except:

1♣-1♥ is super negative (0-3) with long minor. Opener's 1NT now asks for minor, 2♠ and higher are natural GF.

1♣-1NT is super negative with 5-5+ in the majors. 2NT and higher are natural GF.

1♣-2♠ and higher are not used.

**[After Interference Over 1♣]**

Responder tries to bid with 5 or more points if bid at 1♥ or lower, 8+ points if bid is at 2♥ or lower, and 9+ 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 Focal One Diamond Opening – Intermediate Semi-Balanced

### [ETM Focal 1♦ Opening Style]

10/11-15 semi-balanced and if balanced outside of 1NT opening range, no major singleton or void, can be any 5-4 with a singleton/void minor but 5-4 with 5 card major always 13-15 and never in 4<sup>th</sup> seat. Can have 6 card minor, singleton in other minor possible. 10 only if a minor suit singleton/void. If balanced 13-15 1-2 NV, 11-13 1-2 V, 11-14 3-4.

### [Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 4 and no 4 card or longer major, and with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit, less than a GF, non-forcing but can be good invite values (up to 13). 1NT rebid is balanced range for opening. 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 5 or 6 card suit, fewer than 4 in M and fewer than 4♠s over 1♥. 1♦-1♠;-2♥ is 13-15, 5♥s, fewer than 4♠s. 3♣ and 3♦ shows 6 card minor, 3 in M, 13-15. 2M raise can be 3 trumps, 2NT asks, 3X (but not 3M)=just 3 2NT shows 4/5 trumps with extras and ♦ singleton/void. 3M shows 4/5 trumps, extras, and ♣ singleton/void. Jump in OM is 4/5 trumps, 4/5 in OM, extras, no ♣/♦ shortness.
1NT	Natural	No four card major, to play if opener balanced.
2♣	Artificial GF	2♣ is Artificial GF that wants to learn more. Opener bids one under a 4/5 card major they have, or bids 2♠ with no 4 card major, or bids 2NT (♦ shortness) or 3♣ (♣ shortness) with singleton/void in a minor & 4-4+ in majors. After any response the cheapest bid asks opener to bid naturally. All other bidding is natural.
2♦	Majors	5+♠s, 4+♥s, up to game invite values opposite balanced hand. If opener bids 2♥ or 2♠, responder bids again if invite. 2NT over 2♦ asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♠s, 3NT=max.
2♥, 2♠	To play	5 or longer, to play if opener is balanced and/or minimum. If opener is 13-15 and shapely, opener with 3+ fit bids 2NT with ♦ singleton, 3M with ♣ singleton, OM with a 5-4-2-2 and 4/5 in M, and 3m with 6+ length in m and/or void in om.
2NT	Invite	GI with no four card major, might have long minor. 3X by opener is GF, 3m showing 6 card suit, 3M showing exactly 5.
3X	To play	Sets contract, but opener can raise with good fit if not bal
3NT	To play	Doesn't want to know opener's hand type.
4X, 5X	To play	To play.
4NT	Invite	Asks partner to accept invite if 13-15.

### [In Competition]

Responder assumes opener is 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 Focal One of a Major Opening - Featherweight

### [ETM Focal 1♥/♠ Opening Style]

8-14 (in 4<sup>th</sup> seat 11-15), five card or longer major. If 13-14 (not 4<sup>th</sup> seat) must be any 5-5+, or 6-4 in the majors, or 5-4-3-1/5-4-4-0 with singleton/void in other major. If 5-3-3-2 8-9 in 1-2 NV, 9-10 in 1-2 V, in 3 8-12, in 4 11-14.

### [Responding to 1♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-6 with no good bid.
1♠	Natural	4+♠s, 5+ HCP, non-forcing. 1NT is 5-3-3-2 and over it play two way new minor forcing, 2♣ with ♦ signoff or any invite, 2♦ with any GF. 2♣ rebid by opener is 8-12 4+♠s or 13-14 5-4-3-1 with 3-4♠s, and 2♦ asks like 1M-1NT;-2♣.
1NT	Semi-forcing NT	1NT is 7-15 (7-10 by ph), usually fewer than 3 in M. Over 1NT: Pass: 8-9 flat in 1-2 NV, 9-10 flat in 1-2 V, 11-14 flat in 3-4 2♣: 8-12 4+♠s (usually) or 13-14 5-4-3-1 with 3-4♠s and short in OM, and now 2♦ asks which, 2M showing 8-12, 2OM 13-14 with 3♠s, 2NT 13-14 with 4♠s, 3♣ 13-14 with 4-4 minors. In 4 <sup>th</sup> seat, over 1NT 2♣ is natural 11-15. 2♦: 4+ (usually). 2M: 8-11, 6 or longer suit (13/14-15 in 4 <sup>th</sup> seat). 2♣: 1♥-1NT;-2♣ shows 6-5+ in majors, 8-14, forcing to 3♥. 2NT: 6-4 in majors, 13-14 (13/14-15 in 4 <sup>th</sup> seat). 3X: 5-5+, 13-14 (13/14-15 in 4 <sup>th</sup> seat) If 4-5 in majors, 1♥-1NT;-?, opener passes 8-10, bids 2m if 11-12.
2♣	Artificial GF	2♣ is Artificial GF that wants to learn more. Opener rebids: 2♦: balanced or a minor suit and no other good bid. After 2♦, 2♥ asks with opener rebidding one under: 2♠=bal, 2NT= 8-12 ♠s, 3♠= 8-12 ♦s, 3♦=13-14 4-3 exactly in minors, 3♥=13-14 3-4 in minors, 3♠=13-14 4-4 minors. 2OM: natural, 8-12 Rest: as over 1M-1NT;-? By passed hand 2♣ is maximum passed hand with 3+ trumps.
2♦, 2OM, 3♣	Natural, non-forcing	6 or longer suit, non-forcing, less than invite values.
2M	To play	To play opposite 8-12, opener to describe if 13+.
2NT	Invite Raise	Game invite based on shapely hand. 3♣ asks shortness, 3M showing ♣ shortness.
3♦	Invite Raise	Artificial, game invite opposite 8-12 based on points.
3OM	Short	Singleton/void in OM, less than 16 but some slam interest.
3M	Bad Raise	4+ trumps, no game interest opposite 8-12.
3NT	To play	To play, but opener to bid 4♣ if 6-4 in majors, 4♦ if 5-5+ in majors, and 4M is 6 in major & fewer than 4 in other major.
4m	Short	Singleton/void in minor, less than 16 but some slam interest.
4M	Raise	4+ trumps, to play.
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 Focal One Notrump

### [1NT Opening Description]

1NT 1-2 NV shows 10-12, 1NT 1-2 V shows 14-16, 1NT 3-4 shows 15-17. Can have a five card major or six card minor.

### [1NT Structure]

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

Pass: Up to a bad invite, no five card major.

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: Both minors, to play, or will bid major shortness next. If game invite with a four card major, pass 1NT or jump to 3NT.

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 BridgeMatters 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 Focal Two Club Opening

### [ETM Focal 2♣ Opening Style]

4+♣s, 10-14, no five card major, can be 5-4 or 4-5 in minors. If fewer than 6♣s must be either 5-4-3-1, 4-4-4-1 or 5-4-4-0 shape with a major suit singleton or void and 3 or 4 cards in the other major. If exactly 6♣s has any 6-4 and/or major suit singleton/void. The 2♣ opening is a hybrid of a three suiter with ♣s and natural long ♣s limited opening.

### [Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-11 with no good bid – prefer 2♦ ask if short ♣s.
2♦	Ask	Opener replies: 2♥: 3 or 4♥s, often singleton/void ♠. 2♠ re-ask: 2NT: 1-3-4-5 or 1-3-5-4. 3♣: 6+♣s & 3♥s. 3♦: 1-4-4-4 or 1-4-3-5. 3♥: 6+♣s & 4♥s. 3♠: 0-4-4-5 or 0-4-5-4. 2♠: 3 or 4♠s, often singleton/void ♥. 2NT re-ask: 3♣: 6+♣s & 3♠s. 3♦: 3-1-4-5 or 3-1-5-4. 3♥: 4-1-3-5 or 4-1-4-4. 3♠: 6+♣s & 4♠s. 3NT: 4-0-4-5 or 4-0-5-4. 2NT: 6+♣s, 4+♦s, no 3 card major. 3♣: 7+♣s, minimum. 3♦: 7+♣s, maximum. 3♥: 6+♣s, 4♥s, 2♠s, maximum. 3♠: 6+♣s, 4♠s, 2♥s, maximum. 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 13-14.

### [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 Focal Two Diamond Opening

### [ETM Focal 2♦ Opening Style]

5+♦s, 10-14, no five card major. If just 5♦s must be 5-5 in the minors or a 5-4-3-1 with exactly 3♣s. If exactly 6♦s has any 6-4 and/or major suit singleton/void.

### [Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-11 with no good bid.
2♥	Ask	Opener replies: 2♠: 3 or 4♠s, often singleton/void ♥. 2NT re-asks: 3♣: 4-1-5-3. 3♦: 6+♦s & 3♠s. 3♥: 3-0-5-5. 3♠: 6+♦s & 4♠s. 2NT: 3 or 4♥s, often singleton/void ♠. 3♣ re-asks: 3♦: 6+♦s & 3♥s. 3♥: 6+♦s & 4♥s. 3♠: 0-3-5-5. 3NT: 1-4-5-3. 3♣: 5-5 or 6-4 minors, no three card major. 3♦: 7+♦s, minimum. 3♥: 6+♦s, 4♥s, 2♠s, maximum. 3♠: 6+♦s, 4♠s, 2♥s, maximum. 3NT: 7+♦s, maximum. 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 13-14.

### [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 Focal Two of a Major Opening

### [ETM Focal 2♥/♠ Opening Style]

6 or longer major, 11-14, not 4+ in other major. 10/11-13 in 4<sup>th</sup> seat.

### [Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-10 with no good bid.
2NT	Ask	Opener replies: 3♣: One of three hand types, revealed by 3♦ re-ask: .. 3♥: 4+♣s .. 3♠: Solid six card major suit. .. 3NT: ♣ feature (but fewer than 4♣s) and not a bare minimum. 3♦: One of two hand types, revealed by 3♥ re-ask: .. 3♠: 4+♦s .. 3NT: ♦ feature (but fewer than four ♦s) and not a bare minimum 3M: minimum, and denies four or longer in a second suit unless the hand is a bare minimum. 3OM: feature in OM, not a bare minimum. 3NT: maximum and no particular feature wanting to show. 4X: Decent seven card or longer major, no second suit, singleton/void in X. 4M: Decent seven card or longer major, no second suit, no singleton/void possible except ♠ singleton/void.
2♠/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 13-14.

### [In Competition]

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

## ETM Focal 2NT Opening

### [ETM Focal 2NT Opening Style]

19-20 in 1-2, 20-21 in 3-4, 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 Focal Three Level and Higher Opening Bids

- 3X: Preemptive. 3♣, 3♦: 4-9, decent 6 or longer suit. 3♥, 3♠: 0-7 in 1-2, anything goes but never more than 7 HCP, in 3 0-12, in 4 13-14.
- 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.

## ETM Focal Unrestricted

In events with unrestricted systems, Focal can be modified:

- 1♥: 8-12, 5 or longer in a major, 3 or fewer in the other major. Major bids are pass/correct, 1NT asks min/max and suit.
- 1♠: 4+♠s, 8-14, either both majors 5-4+/4-5+ 8-12, or both majors 5-5+/6-4+/4-6+ 13-14, or 4♠s & singleton/void ♥ 10-14.
- 2♥: 11-14, 5+♥s, if exactly 5♥s must have 5+ card minor and/or singleton/void ♠.