

ETM's MOB Club System for Bridge Bidding

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Release 1.1

ETM MOB Club Introduction and Notes

Introduction

Everything That Matters MOB “Major Or Big” Club is a bridge bidding system designed to incorporate some of the latest bridge bidding theories into an easy to learn and easy to play system – a system with high usability. The MOB system is composed of a smorgasbord of ideas, the key one being that the one club opening is either a 4 card major or Big (MOB), which allows all other system openings to be highly defined in terms of points and hand types. The ETM MOB system can be played in almost all events of the ACBL (American Contract Bridge League), as it meets the constraints of their General Convention Chart (GCC), although it will seem very unusual to Tournament Directors.

ETM MOB 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 MOB is a high definition system designed to have straight forward bidding to the best spot, with focus on the majors and balanced hand types, the key success factors in winning events.

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Release Notes

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 release!

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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 MOB Club Opening Bids and Responses

ETM MOB Club Opening Bid Overview

Opening	Style	Description
1♣	Major or Big	a) 10-16 with a 4 card major, not balanced, no 5 card or longer major; OR b) 17-19 or 21/22+ balanced (can have a five card major); OR c) 17+ unbalanced, when vulnerable no five card or longer major unless near GF+.
1♦	Two way	2+♦s, either: a) 14-16 unbalanced with 4+♦s, can have longer ♣s, OR b) Balanced less than 17 not in 1NT opening range – vulnerable or in 4 th seat 10/11-13, not vulnerable not 4 th seat 13/14-16 – same hand types as 1NT opening.
1♥, 1♠	Natural	Five card or longer major, unbalanced (not a 5-3-3-2), 10-16 not vulnerable, 10 to just below a near GF vulnerable.
1NT	Balanced	13/14-16 balanced vulnerable or 4 th seat, 10-13 (not good 13s) not vulnerable not 4 th seat. Can have a 5-3-3-2 five card major, and includes 5-4-2-2s with a five card minor: 5-4-2-2s with both minors are always treated as balanced, 5-4-2-2s with a four card major are optional.
2♣	Natural	5+♣s, 9/10-16, no four card or longer major. If just 5♣s must be 3-1-4-5/1-3-4-5 exactly with 11-13.
2♦	Natural	5+♦s, 9/10-13, no four card or longer major. If just 5♦s must be 3-1-5-4/1-3-4-5 exactly 11-13 or 5-5 in minors.
2♥, 2♠	Natural	5 or longer major, 5/6-9, not 4+ in other major, 6 or longer major if less than 7.
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

ETM MOB Club Balanced Ladder

Range	Opening	Notes
0-9	Pass	
10	Pass, 1♦, 1NT	Vulnerable pass 10s unless a five card suit and then upgrade into 1♦ opening. Not vulnerable not 4 th seat open decent 10s 1NT.
11-13	1♦, 1NT	Vulnerable or in 4 th seat 1♦, otherwise 1NT unless good 13.
13/14-16	1♦, 1NT	Vulnerable or in 4 th seat 1NT, otherwise 1♦
17-19	1♣ then 1NT	
19/20-21	2NT	
21/22-24	1♣ then 2NT	
24/25+	1♣ then 2♥	

(see additional Balanced Ladder in 1NT section)

ETM MOB Club One Club Opening - Major Or Big (MOB) Club

[1♣ Opening Style]

1♣ is an artificial, forcing opening, with either:

- a) 10-16 with a 4 card major, not balanced, no 5 card or longer major; OR
- b) 17-19 or 21/22+ balanced (can have a five card major); OR
- c) 17+ unbalanced, when vulnerable no five card or longer major unless near GF+.

[Responding to the 1♣ Opening]

Response	Style	Description/Follow-ups
1♦	Negative or 4cM	0 to 7 HCP any, OR 8-13 with no five card major and not both minors – unlike a big club system responder needs to give opener room to show unbalanced 10-16 hand types
1♥, 1♠	Natural	5+ in M , 7/8+-12, fewer than 4 in OM , not forcing. GF bids are any jump below game (including 2NT), and a bid in OM . Opener with 10-16 can bid 1NT (singleton or doubleton in M), 2♣, 2♦, 2M, or if minimum and at least a doubleton in M , pass.
1NT	GF	Any GF except 5-5+ any two suits.
2♣	Minors	4+♣s, 4+♦s, 7/8-12, no four card major, non-forcing. Major bids and 2NT establish GF.
2♦	Majors	4+♠s and 5+♥s, 7/8+. If GF values, 5-5+ majors. 2NT and minor bids establish GF, 2NT asking for further description.
2♥	Majors	Exactly 4♥s and 5+♠s, 7/8-12, non-forcing. 2NT and minor bids establish GF, 2NT asking for further description.
2♠	GF, 5-5+	GF, 5-5+ without ♠s. 2NT asks, 3♣/♦ showing other minor + ♥s, 3♥/♠ showing shortness and both minors. Besides ask, other bidding natural.
2NT	GF, 5-5+ ♠s and minor	GF, 5-5+ with ♠s and a minor. 3♣ asks, 3♦ showing ♣s+♠s, 3♥ showing ♦s+♠s. Besides ask, other bidding natural.
3♣, 3♦	Long suit	9/10-12 with a good 6+ minor, no other four card suit, not forcing.

Note that 7/8+ opposite 17+ establishes a game force.

[Structure after 1♣-1NT(Any GF except 5-5+ any two suits)]

Rebid	Meaning	Description/Follow-ups
2♣	Two under	10+, 4+♥s, unbalanced
2♦	Two under	10+, 4+♠s, unbalanced, fewer than 4♥s unless 5-4+ in the majors
2♥	Two under	17+ balanced
2♠	Two under	17+ ♣s, no four card major, unbalanced
2NT	Two under	17+ ♦s, not 5+♠s, unbalanced
3♣	Minors	5+♦s, 5+♠s, 17+
3♦	Majors	5+♠s, 5+♥s, 17+

After opener's Two-Under reply, responder can ask for further description by making either the cheapest bid, which denies a fit, or the next cheapest bid, which shows a fit (1♣-1NT-2♥-2NT asks opener to bid 3NT if 17-18, and show hand type if stronger). All other bidding is natural and game forcing.

[Structure after 1♣-1♦(Negative or 8-13 with no 5 card major and not both minors)]

Rebid	Meaning	Description/Follow-ups
1♥, 1♠	Natural 10-22 unbalanced	<p>Either:</p> <p>a) 10-22, less than a GF, 4 in M, unbalanced, can have longer minor, if 1♥ can have 4♠s but 1♠ cannot be 4-4 majors</p> <p>b) 5+ in M, not vulnerable 17-22, vulnerable a near GF.</p> <p>After this:</p> <p>Pass: 0-3</p> <p>1♣: 3/4-13, 4+♠s.</p> <p>1NT: 4-13, can have up to 3 in M, denies 4+♠s.</p> <p>2♣/♦: 3/4-9, decent 6 or longer suit, can have up to 3 in M</p> <p>2♥: over 1♠, shows 3-7, 6+♥s.</p> <p>2M: 3/4-8, 4 in M.</p> <p>2NT: 8/9-13, 4 in M.</p> <p>3♣/♦: 9/10-12 with 6+ minor and 4 in OM.</p> <p>3M: 5+ in M, less than 6 points.</p> <p>Jump in OM: artificial, 4+ in M, 6-9 points, good playing value.</p> <p>Over responder's non-jump rebid, opener's bid of 2M or higher is 17+, with 2M showing 5+ in M (and thus promises a near GF if vulnerable), all higher bids showing exactly 4 in M, and 2NT showing 4-4/5-4/4-5 in the minors. 1♣-1♦-1♠-1NT-2♥ shows 5+♠s, 4+♥s, 17+ not vulnerable, near GF+ vulnerable.</p> <p>1♣-1♦-1M-1NT-?, 2m by opener is 10-16, exactly 4 in M, either 5 or longer in minor or 4 in minor, 13-16 and a 4-4-4-1 shape. 4-4-4-1s 10-12 pass 1NT.</p>
1NT	17-19	17-19 balanced. 1NT System on.
2♣	Natural, 17-22	5+♣s, less than a GF, no four card or longer major. Responder should show a five card major if one held. Bids above 3♣ are natural/semi-natural with 13/14+ balanced.
2♦	Natural, 17-22, no four card major	5+♦s, less than a GF, no four card or longer major. Responder should show a five card major if one held unless if 0-2. Bids above 3♦ are natural/semi-natural with 13/14+ balanced.
2♥	Natural GF or 24/25+ balanced	2♥ shows 5+♥s, 22/23+ or balanced 24/25+. Responder now bids 2♣ if 0-7, and then 2NT is 24/25+ balanced GF (2NT system on) and 3 X are all natural GF with 5+♥s (3♥ shows 6+♥s). 2NT over 2♥ shows 13/14+ balanced, slam forcing.
2♠	Natural 21/22+.	5+♠s, 21/22+, forcing but does not promise rebid. 3♣ by responder is now negative, 0-2, without 3♠s. 2NT promises 3-7. 3NT shows 13/14+ balanced, slam forcing.
2NT	21/22-24	21/22-24 balanced. 2NT system on.
3♣	Natural, GF	5+♣s, 22/23+, can have a four card major. 3♦ asks for a major, other bidding natural but 4♦ shows 13/14+ balanced, slam forcing.
3♦	Natural, GF	5+♦s, 22/23+, denies a four card major (bid 3♥ or 3♠ if one). Now natural bidding but 4♣ shows 13/14+ balanced, slam forcing.
3♥, 3♠	Natural, GF longer ♦s.	4 in the major, 5 or longer ♦s, 22/23+. Natural bidding now but 4♣ shows 13/14+ balanced, slam forcing.

[After Interference Over 1♣]

Competition is a two edged sword – the opponents can jam the auction, but since opener can be a shapely 10 count the opponents can find they missed their own game or even slam. Finding a suit fit can allow the opponents to compete at higher levels, but it allows either or both opener and responder to show shortness, and find on our fit.

The MOB rule is that a 10-14 opener not short in the opponents suit keeps quiet if possible, while 17+ opener or one that is short in the opponents suit bids, and a 15-16 opener decides if bidding is appropriate.

[Responder's Scheme]

- Responder strives to bid with 7/8+, knowing opener has either 17+ or a shapely hand where a fit is likely.
- Major suit bids at the one level are natural, show 4 or longer in the suit, and 4/5+ points, forcing. A negative double at the one level denies a major that would be bid at the one level (1♣-1♥-Double denies 4♠s, just has values, bid 1♠ with 4+♠s).
- All other suit bids by responder are five or longer, and are forcing if below game. However at responder's next turn to bid, if opener has not shown extra strength, responder must cuebid or jump the bidding below game to make a forcing bid.
- Responder's double is negative, inviting opener to show hand type.
- Cuebid by responder is like a negative double, but very short in the opponents suit, but does not promise a rebid.
- Notrump bids are natural, 1NT 7/8-11, 2NT 11-13, 3NT game values.

[Opener's Scheme]

- Opener's double is always for takeout, and opener strives to make a takeout double if short in the opponent's bid suit. The takeout double can be made with a 17+ hand with no good bid available.
- Opener can pass responder's negative double at the two level with five or longer in the suit doubled, and at the three level with four or longer in the suit doubled.
- If responder has bid (not passed), opener's non-jump bids, aside from a cuebid but including notrump, show 10-16 and are natural. However if the bidding is at or near game, 17-20 hands will need to stay low, and be treated as 10-16s, and thus will be unable to show to extent of their values.
- If responder has bid (not passed), opener's jump bids or cuebid establish a game force, and show 17+ or corresponding playing value (can be less high card points that upgrade into a game force).
- If responder has not bid, opener's suit bids show 17+, or a hand that upgrades to that playing value. Major suit bids by opener only promise 4 if when bid the first time.
- If responder has not bid, and opener has length in the suit the opponents last bid, opener will strive to pass with 10-16, as the auction can be a non-fit/no-values trap.

ETM MOB Club One Diamond Opening – Two Way Balanced or ♦s & Extras

[ETM MOB Club 1♦ Opening Style]

Two way. 2+♦s, either:

- 14-16 unbalanced with 4+♦s, can have longer ♣s, OR
- balanced less than 17 not in 1NT opening range – vulnerable or in 4th seat 10/11-13, not vulnerable not 4th seat 13/14-16 – same hand types as 1NT opening.

[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. 1♠ and 1NT rebids show balanced hand type. All other rebids show 14-16 and are natural except 2OM shows 3 in M and 6+♦s and 2NT shows 4♦ & 6+♣s. 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. 2M raise can be 3 trumps if unbalanced 14-16 with 4-5♦s, 2NT asks, 3X (but not 3M)=just 3
1NT	Natural	No four card major, to play opposite 1♦ balanced range. Opener passes with balanced hand type, or shows unbalanced hand type, using 2♥/♠ to show both minors and values in major bid, 2NT with both minors weak in both majors and 3♣/♦ 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 14-16. 2NT asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♣s, 3NT=max.
2♠ to 3♠	Two Suiters Game Force	Game forcing 5-5+ two suiters. 2NT=majors, 2♠=minors. 3♣=♦s and ♥s, 3♦=♠s and ♣s, 3♥=♠s and ♦s, and 3♠=♥s and ♣s.
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 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 the unbalanced hand type. 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 MOB Club One of a Major Opening

[ETM MOB Club 1♥/♠ Opening Style]

Five card or longer major, unbalanced (not a 5-3-3-2), 10-16 not vulnerable, 10 to just below a near GF vulnerable.

[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 10-13 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	1NT is 6 to 13, forcing, but opener can pass 1♥-1NT if 4-5 in the majors and minimum. 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. a) 1M-1NT—2♣ is Sazzilli (Simplified Gazzilli), natural with ♣s or any 16+ (just 16 if not vulnerable). Over 2♣, 2♦ is 8/9+ and establishes GF opposite 16+, and all other bids but 2♦ are 8 or less, 2M showing doubleton or better fit. After 1M-1NT—2♣-2♦, 2M is 10-15 with ♣s, 2NT is GF with exactly 6 in M and no second suit, and rest are natural GFs. b) 1♥-1NT—2♣/♦/♥-2♠ is artificial, forcing with good hand c) 1M-1NT—2NT shows 6 in M, another 4 card suit and extras. 3♣ asks for suit, 3♠ showing ♣s. d) 1M-1NT—suit above 2M is shapely 14-16, non-forcing.
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	3+ trumps, GI+. 3M shows awful hand. 3♣ = no accept GI (now 3M to play and 3♦ asks short, 3M=no, 3NT=♣, 4♣=♦). 3OM is natural, forcing (just to 3♠ if 3♥ rebid). 3♦ is waiting, with enough for game, and now 3♥ asks for one-under shortness bids (3♠=no, 3NT=♣, 4♣=♦, 4♦=short OM, 4♥=short OM & extras).
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 MOB Club One Notrump

[1NT Opening Description]

13/14-16 balanced vulnerable or 4th seat, 10-13 (not good 13s) not vulnerable not 4th seat. Can have a 5-3-3-2 five card major, and includes 5-4-2-2s with a five card minor.

[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 MOB Club Balanced Ladder Option for Vul vs Not, and 4th seat

Range	Opening	Notes
0-10	Pass	
11	Pass, 1♦	Pass 11s unless a five card suit and then upgrade into 1♦ opening.
12-14	1♦	
14/15-17	1NT	
18-20	1♣ then 1NT	
20/21-22	2NT	
22/23-24	1♣ then 2NT	
24/25+	1♣ then 2♥	

Against strong competition, and where permitted by the conditions of contest, consider the above "one point more" balanced ladder for Vulnerable against Not Vulnerable, and in 4th seat.

ETM MOB Club Two Club Opening

[ETM MOB Club 2♣ Opening Style]

5+♠s, 9/10-16, no four card or longer major. If just 5♣s must be 3-1-4-5/1-3-4-5 exactly with 11-13.

[Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2♦	Ask	Opener replies: 2♥: 3♥s. 2NT re-ask: 3♣: 6+♠s & 3♥s, up to 13. 3♦ re-ask, replies as below. 3♦: 1-3-4-5, 11-13. 3♥: 6+♠s & singleton/void ♦s (may have 3♠s), 14-16. 3♠: 6+♠s & 3♥s, short ♠s, 14-16. 3NT: 6+♠s & 3♥s, no singleton/void, 14-16. 2♠: 3♠s. 2NT re-ask: 3♣: 6+♠s & 3♠s, up to 13, 3♦ re-ask replies as below. 3♦: 3-1-4-5, 11-13. 3♥: 6+♠s & 3♠s, singleton/void ♥s, 14-16. 3♠: 6+♠s & 3♠s, singleton/void ♦s, 14-16. 3♣: 6+♠s & 3♠s, no singleton/void, 14-16. 2NT: 6+♠s, no 3 card major, not 4♦s, maximum. 3♣: 6+♠s, minimum, no 3 card major, may have ♦ second suit. 3♦: 6+♠s, 4♦s, not poor minimum, up to 13. 3♥/♠: 6+♠s, 5+♦s, singleton/void in bid major, up to 13. 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 MOB Club Two Diamond Opening

[ETM MOB Club 2♦ Opening Style]

5+♦s, 9/10-13, no four card or longer major. If just 5♦s must be 3-1-5-4/1-3-4-5 exactly 11-13 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♠s. 2NT re-asks: 3♣: 3-1-5-4. 3♦: 6+♦s & 3♠s. 2NT: 3♥s. 3♣ re-asks: 3♦: 6+♦s & 3♥s. 3♥: 1-3-5-4. 3♠: 0-3-5-5 not maximum. 3♣: 5-5+ minors, not maximum, no 3 card major. 3♦: 6+♦s, no 3 card major, not maximum. 3♥/♠: 5-5+ in minors, singleton/void in bid major, maximum. 3NT: 6+♦s, no 3 card major, 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 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 MOB Club Two of a Major Opening

[ETM MOB Club 2♥/♠ Opening Style]

5 or longer major, 5/6-9, 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 MOB Club 2NT Opening

[ETM MOB Club 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 MOB Club 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.