

ETM Polar Club

Everything That Matters (ETM) Polar Club

A Top Level Bridge Bidding System

© 2011 Glen Ashton

Release 1.2

ETM Polar Club Introduction and Notes

Introduction

Everything That Matters Polar Club is a bridge bidding system designed for expert partnerships. The ETM Polar Club system is a blend of a modified Polish Club system with the ideas of the ETM Focal system, especially the use of the 2♣ opening to handle intermediate hands that are either shapely with long clubs or three suited without a five card major or four diamonds. The ETM Polar Club 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 some tournament directors and opponents.

ETM Polar Club 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. Designed for top level competition, ETM Polar Club is a highly effective system to find the best games and slams even when the opponents attempt to interfere in the bidding.

Table of Contents

ETM POLAR CLUB INTRODUCTION AND NOTES	1
INTRODUCTION.....	1
RELEASE NOTES.....	2
CONTACT INFORMATION	2
DEFINITIONS & POINTS FORMAT.....	2
ABBREVIATIONS.....	3
FORMAT OF BIDDING SEQUENCES	3
HAND SHAPE DESCRIPTIONS	3
GENERAL RULES	3
ETM POLAR CLUB OPENING BIDS AND RESPONSES	4
ETM POLAR OPENING BID OVERVIEW	4
ETM POLAR BALANCED LADDER – CAN HAVE FIVE CARD MAJOR.....	4
ETM POLAR ONE CLUB OPENING- FIVE WAY CLUB	5
ETM POLAR ONE DIAMOND OPENING –NATURAL UNBALANCED.....	8
ETM POLAR ONE OF A MAJOR OPENING - NATURAL.....	9
ETM POLAR ONE NOTRUMP	10
ETM POLAR TWO CLUB OPENING	11
ETM POLAR TWO DIAMOND OPENING – STRONG BALANCED.....	12
ETM POLAR CLUB TWO OF A MAJOR OPENING.....	13
ETM POLAR 2NT OPENING	14
ETM POLAR CLUB THREE LEVEL AND HIGHER OPENING BIDS	14

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!

Contact Information

For further information on these notes please contact:

Glen Ashton
128 Summerwalk Place
Ottawa, Ontario, Canada
K2G 5Y5
bridgequestion .at. gmail .com

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

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 Polar Club Opening Bids and Responses

ETM Polar Opening Bid Overview

Opening	Style	Description
1♣	Five way, modified Polish club style	Five way opening, most often weak balanced, either: 1) 11/12-14 balanced, can have a five card major or six card minor. 2-2-3-6 exactly opens 1♣ and 10-14 5-4-2-2s with 5♣s open 1♣, both hand types treated as balanced. 10-14 3-2-2-6 and 2-3-2-6 can be opened 1♣ or 2♣. 2) 4-4-1-4 exactly, 11-14. 3) 15-17 4+♣s unbalanced, fewer than 4♦s. 4) 17/18+ any unbalanced. 5) 22+ balanced.
1♦	Natural, unbalanced	10-17, 4+♦s, unbalanced, can have longer ♣s (6-4+ possible).
1♥, 1♠	Natural	10-17, 5 or longer, can have longer ♣s, only 5-3-3-2 if 10-11.
1NT	Strong	14/15-17 balanced.
2♣	Natural, Constructive	5+♣s, 10-14, unbalanced, no five card major, fewer than 4♦s. If exactly 5♣s must be either a 5-4-3-1 or 5-4-4-0 shape. If exactly 6♣s has a 3 or 4 card major.
2♦	Strong, balanced	18-19 balanced or close to it.
2♥, 2♠	Natural	6 or longer major, 6/7-11, not 4+ in other major.
2NT	Balanced	20-21 balanced.
3X	Preemptive	Random, but a decent suit promised if vulnerable.
3NT	Majors	6-5/5-6+ in majors, 8-11.
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 Polar Balanced Ladder – can have five card major.

Range	Opening	Notes
0-11	Pass	11s with a five card minor upgrade to a 1♣ opening.
11/12-14	1♣	Can have a five card major but not if 11.
14/15-17	1NT	14s with a five card suit upgrade to a 1NT opening.
18-19	2♦	17s rarely upgrade to a 2♦ opening.
20-21	2NT	
22+	1♣	

ETM Polar One Club Opening- Five Way Club

[ETM Polar 1♣ Opening Style]

1♣ is an artificial, forcing opening, but not strong as it is most often a 11/12-14 balanced hand. Five possible hand types:

- 1) 11/12-14 balanced, can have a five card major or six card minor. 2-2-3-6 exactly opens 1♣ and 10-14 5-4-2-2s with 5♣s open 1♣, both hand types treated as balanced. 10-14 3-2-2-6 and 2-3-2-6 can be opened 1♣ or 2♣.
- 2) 4-4-1-4 exactly, 11-14.
- 3) 15-17 4+♣s unbalanced, fewer than 4♦s.
- 4) 17/18+ any unbalanced.
- 5) 22+ balanced.

[Responding to the 1♣ Opening]

Response	Style	Description/Follow-ups
1♦	Negative or ♦s	0 to 6 HCP any, OR 6/7 to 11 with no four card major and no bid available. See follow-up structure next page.
1♥	Natural	4 or longer ♥s, 6/7+ points, forcing.
1♠	Natural	4 or longer ♠s, 6/7+ points, forcing, not hand for 2♥/♠ bid.
1NT	Balanced Not Forcing	6/7-10 balanced, no four card major, not forcing. Opener passes if 11/12-14, and bids natural if 15+.
2♣	GF ♣s or balanced	Opener bids 2♦ if less than 15, waiting, and then 2NT asks opener to bid 3♣ with no major (3♦ now asks to bid major suit doubleton), 3♦ with both majors, 3♥ with 4♠s, 3♠ with 4♥s, and 3NT with 2-2 majors. With 15+ over 2♣, opener bids cheapest four card suit (not including 2♦), using 2NT to show ♦s.
2♦	GF, Natural	GF with 5+ suit. 2♥ artificially shows less than 15, rest show 15+ with 2NT showing ♥s.
2♥	Majors	6/7-9, 5+♠s & 4+♥s, less than an invite opposite 11/12-14. 2NT asks for responder to bid one-under extra major length, 3♣ if none, 3♦ 5+♥s, 3♥ 6+♠. 3♣/♦ natural and establish game force.
2♥	Majors	9/10-11, 5+♠s & 4+♥s, an invite opposite 11/12-14. Bidding as over 2♥.
2NT	Balanced Game Invite	11 balanced, no four card major but good major suit stoppers (prefer 1♦ if one or both majors weak). 3X is now natural game force.
3♣, 3♦	Natural, Not Forcing	9/10-11, 6 or longer minor, no major, game invite. Opener places contract or bids below game to describe and establish game force.
3♠, 3♡	Natural Not Forcing	Seven card or longer major, good suit, 4-6 points. Opener places contract, or can bid 4♣ as RKCB for the major.

Note for 1♣ opening sequences, 6/7+ opposite 18+ establishes a game force. 12+ by responder is enough for a game force, as 12-12 and 12-11 usually produce decent game chances.

[Structure after 1♣-1♦ (Negative or Minors)]

Rebid	Meaning	Description/Follow-ups
1♥, 1♠	Natural 4 or longer & 15-20 OR 11/12-14 natural or if 1♥ no major	Either: a) 17/18-20, 4 or longer in the major, unbalanced, can have longer minor (bid 1♥ if exactly 4-4-4-1 or 4-4-5-0). b) 15-17 with 4+ in major, 4+♣s, unbalanced. c) 11/12-14 and 4 in major, balanced or if 1♥ can be 4-4-1-4 exactly. d) if 1♥, 11/12-14 balanced and no major. After this: Pass: 0-3 1♠/1♥: artificial, may have 4♥s, asks hand type: 1NT: 11/12-14 balanced no major, 2♣ 11/12-14 balanced 4♥s but fewer than 4♠s, 2♦ 11-15 4-4 majors, 2♥ 4♥s & 5+♣s unbalanced 15-17, 2♠ 4-4 majors 16-20, 2NT+ with 17/18-20, 2NT with exactly 4♥s and a longer minor, 3♣+ 5+♥s descriptive. 1NT: 4-6, no six card or longer minor, no five card major unless 3 in M. 2♣/♦: 3/4-11, 5 or longer suit, can have 3 in M. 2OM, 2♥/1♥: 3/4-6, 5 or longer in major, fewer than 3 in M. 2♠/1♠: 3-6, 4♠s. 2NT: 11 balanced/semi-balanced. 3♣/♦: 6 or longer minor, 7/8-9
1NT	21-24 less than GF, no five+ major	22-24 balanced or 21-23 unbalanced with no five card major. 2♦/♥ transfer to major for signoff, 2NT both minors signoff, 3♣/♦ natural signoff, 2♣ asks hand type: 2♦ showing 22-23 balanced (now 2♦ opening structure on), 2NT 24 balanced (2NT structure on), rest of bids show 20-22 unbalanced with 2♥/♠ often having longer minor, and 3♣/♦ denying a four card major.
2♣	Natural, 15-20, no four card major	5+♣s, less than a GF, no four card major, and if 15-16 6+♣s. Responder should show a five card major if one held, or can bid 2♦, waiting (does not promise ♦s). 3♦, 3♥ and 3♠ all show 9-11 with both minors, major bids showing shortness.
2♦	Natural, 17/18-20, 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. 3♣ is natural and forcing. 3♥ and 3♠ show 9-11 with both minors, short in bid major.
2♥/2♠	Natural 21+	5+ major, 21+, forcing but does not promise rebid. 3♣ by responder is now negative, 0-2, without 3 in M. 3M is 0-2 with fit. 2NT promises 3 or more points, establishes game force.
2NT	25+ bal	25+ balanced. 2NT system on.
3♣	Natural, GF	5+♣s, 23/24+, can have a four card major. 3♦ asks for a major, other bidding natural.
3♦	Natural, GF	5+♦s, 23/24+, denies a four card major (bid 3♥ or 3♠ if one). Now natural bidding.
3♥, 3♠	Natural, GF longer ♦s.	4 in the major, 5 or longer ♦s, 23/24+. Natural bidding now.

[Structure after 1♣-1♥/1♠ (6/7+ points, 4 or longer in major)]

Rebid	Meaning	Description/Follow-ups
1NT	Balanced	11/12-14. 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.
2NT	Balanced	22+ balanced. Natural bidding.
2♣ and 1♠/1♥	Natural, 15+	Cheapest bid is now artificial game force, 9/10+, rest of bids are descriptive with 6/7-9, and now opener can make cheapest call that is not responder's major to artificially show 17/18+ and establish game force.
New suit above 2♣	Natural	Non-jump suit bid above 2♣ is natural, 17/18+, usually 5 or longer, game forcing.
2M Raise	11/12-14 Raise	11/12-14, 4 in the major.
3M Raise	14/15-16	4 or longer in major, 14/15-16, 4+♣s, unbalanced.
3X, 4X, 2♠/1♥	17+ Raise	16/17+, 4 or longer in the major, game force, value showing bid, or if above 3M shows shortness with 5 or longer in the major.

[After Interference Over 1♣]

Generally the philosophy is that the 11/12-14 opener keeps quiet if possible, while 15+ hand types describe. System is not on when the opponents interfere.

Over any interference at any level, double or redouble by responder is used to show a hand with values, enough for a game force if opener has 17/18+, and asks opener to describe hand. The cheapest notrump bid and major bids below that show 11/12-15.

Suit bids by responder are natural, and are to be passed if opener has the 11/12-14 hand type, except if responder bids a major below game, then opener is to raise the major one level to show 11/12-14 and 4 card support. The cheapest notrump bid shows 15-17 unbalanced with ♣s and no fit, and is not forcing. All suit bids show 17/18+ and establish a game force.

If the opponents interfere just before opener's rebid, opener is to pass with 11/12-14, even if responder had doubled – responder can always double again to bring opener back into the auction. The cheapest notrump bid shows 15-17 with ♣s unbalanced. Any other action, including double or redouble, shows 17/18+. Note that if the opponents have shown a suit by making a bid at the one level, a cuebid by opener in the opponents suit is natural – assume they do not have what they say they have. If the opponents interfere after the 1♦ response, responder shows 7-11 the next round by double, redouble, or a jump bid in a minor.

If the opponents bid directly over 1♣, and responder passes, opener will not bid again if 11/12-14, while if 17+ will strive to make a bid if the bidding level permits it. A double by opener of a suit bid is 15+ and takeout. A double of a notrump bid by opener is 17/18+ and enough values to hurt the notrump contract. Since responder knows opener will try to bid with 17+, if the opponents interfere on the two or three level directly over 1♣, responder can pass with 6/7-10 points and an awkward hand, knowing opener will strive to get into the auction if 15+.

- If the opponents overcall in notrump, double asks opener to pass regardless of points.
- Jump bids by either player below game are natural and forcing.
- Double and then bidding a new suit (not shown by opener) is forcing if below game.
- Game bids by responder are to play opposite 11/12-16, but want opener to bid again if 17+.

ETM Polar One Diamond Opening –Natural unbalanced

[ETM Polar 1♦ Opening Style]

4+♦s, 10-17, unbalanced, can have longer ♣s (6-4+ possible).

[Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 5 with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit, 5 or more points. 1NT, 2♣, 2♦ rebids are transfers, showing the suit above. Responder bids as if natural bid had been made, completing the transfer if would pass had opener had made natural bid, except over 1NT if equal length in minor's responder bids 2♣ with signoff values opposite 10-14 (knowing opener bids again with 15-17). 2♦/1♥ and 2♥/1♠ are transfers to M , showing exactly 3 in M and 10-13 (with 14-17 3 in M transfer to ♣s or ♦s, then bid M). 2 M shows 4 in M 10-14. 2♠/1♥ shows 4 trumps, short ♠s, extras. 2NT shows 4 trumps with extras and a singleton/void (not ♠ shortness if ♥ fit), 3♣ asks shortness, 3 M showing short ♣s. 3 M shows 4 trumps, extras, but no singleton/void. 3♣ rebid is 5-5 minors. 3♦ rebid is 6+♦s, good suit, 15-17.
1NT	Natural	No four card suit other than ♣s, less than a game force.
2♣	Artificial	Artificial game force, asks. After 2♣: 2♦: 4♥s. 2♥: 4♠s, fewer than 4♥s. 2♠: 6+♦s, no second suit. 2NT: 4♦s, 5+♣s. 3♣: 5♦s, 4♠s. 3♦: 6+♦s, 4+♠s. 3♥/♠: 5-5+ in minors, singleton/void in bid major. After opener's rebid (except 3♠), cheapest bid asks for further description. All other bids natural.
2♦	Natural	5-10, 4♦s, no four card major.
2♥	Majors	5+♠s, 4+♥s, less than game invite values opposite 10-13. 2NT asks shape or if maximum, 3♠=no, 3♦=5♥s, 3♥=6♠s, 3NT=max.
2♠	♦ Raise	Game invite or better raise in ♦s, 3/4+♦s, no four card major.
2NT	Game Invite	Invite with 4+♠s, usually balanced. 3♣/♦ now signoffs.
3♣	Natural	6 or longer ♣s, signoff.
3♦	♦ Raise	4 or longer ♦s, to play.
3♥, 3♠	Natural	Natural, 6 or longer suit, game force.
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]

Bidding as in standard, with new suits forcing, negative doubles, and cuebids to show good ♦ raises. 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. 1NT or 2NT non-jump bids by opener shows minors, ♣s longer than ♦s.

ETM Polar One of a Major Opening - Natural

[ETM Polar 1♥/♠ Opening Style]

10-17, 5 or longer, can have longer ♣s, only 5-3-3-2 if 10-11.

[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 balanced or singleton ♠ 10-12, rest natural/semi-natural. Over 1NT, play two way new minor forcing, 2♣ with ♦ signoff or any invite, 2♦ with any GF.
1NT	Semi-Forcing Notrump	1NT is 6 to 12, semi-forcing. Opener always passes with 10-11 balanced or semi-balanced and just 5 in M , and bids otherwise. 1 M -1NT—2♣ is artificial, natural or any 15-17 with exactly 5 in M and exactly 4 in another suit. Over the 2♣ rebid, 2♦ is artificial 9/10-12, asking opener to rebid 2 M and/or 2♥ if 10-14 with ♣s, 3♣ with 10-14 6+♣s, and above 2 M with a 15-17 5-4, 2NT showing 5-4 with ♣s. If less than 10 over 2♣, responder places contract, often bidding 2 M with a doubleton, and can bid 2NT with both minors or 1♥-1NT—2♣-2♠ with 6+♦s & 3+♣s. 1♥-1NT—2♦/♥-2♠ is artificial, forcing with good hand (available since responder would not bid 1NT over 1♥ if 4+♠s). 1 M -1NT—2NT shows 6 in M , another 4 card suit and 14/15-17. 3♣ asks for suit, 3♠ showing ♣s. 1 M -1NT—3 m shows 14/15-17 5-5+, 3♣ can have longer ♣s. After opener's 2♦+ rebid, responder's jump new suit is forcing, and promise a fit for opener's second suit if at the four level.
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. 2 M rebid shows no other good bid available. By passed hand, 2♣=3 in M good raise, 2♦=4 in M , good raise.
2 M	Raise	3 or more trumps, about 6 to 9 (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+. 3 M shows awful hand (flat 10-11). 3♣ = no accept GI (now 3 M to play and 3♦ asks short, 3 M =no, 3NT=♣, 4♣=♦). 3 OM is natural, forcing (just to 3♠ if 3♥ rebid). 3♦ is waiting, enough for game, and now 3♥ asks for one-under shortness (3♣=no, 3NT=♣, 4♣=♦, 4♦=OM, 4♥=OM & extras).
3♣, 3♦, 3♥/1♠	Invitational	Long suit, game invite. By passed hand, long suit, very weak hand.
3 M	Raise	4+ trumps, just under game invite values (a "mixed raise").
3♠/1♥ 3NT/1♠	Raise	Unknown singleton, about 11/12-15, 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♥.
4 M	Raise	3+ trumps, to play, not short ♠s if 4♥ bid.
4 OM	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 Polar One Notrump

[1NT Opening Description]

14/15-17 balanced. 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 Polar Two Club Opening

[ETM Polar 2♣ Opening Style]

5+♣s, 10-14, unbalanced, no five card major, fewer than 4♦s. If exactly 5♣s must be either a 5-4-3-1 or 5-4-4-0 shape. If exactly 6♣s has a 3 or 4 card major.

[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, not 4-4 majors. 2♠ re-ask: 2NT: 3-3-1-6. 3♣: 6+♣s & 3♥s. 3♦: 1-4-3-5. 3♥: 6+♣s & 4♥s. 3♠: 3-4-1-5. 3NT: 3-4-0-6. 2♠: 3 or 4♠s, not 4-4 or 3-3 majors. 2NT re-ask: 3♣: 6+♣s & 3♠s. 3♦: 4-1-3-5. 3♥: 4-3-1-5. 3♠: 6+♣s & 4♠s. 3NT: 4-3-0-6. 2NT: 4-4-0-5 minimum. 3♦ only force, asks for best major. 3♣: 7+♣s, minimum. 3♦: Artificial, 7+♣s, maximum. 3♥: 4-4-0-5 maximum. 4♦ only force, asks for best major. New suits (not shown by opener) by responder are forcing.
2♥/♠	Natural	Six or longer major, to play opposite shortness and shape, but is to be raised with a 3 or 4 card fit.
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 Polar Two Diamond Opening – Strong balanced

[ETM Polar 2♦ Opening Style]

18-19 balanced, can have a five card major or six card minor.

[Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	To play with 5+♦s.
2♥	Spades	Transfer to 2♠, fewer than 4♥s, either with 4+♠s or slam try long minor. Opener without 4♠s bids 2♠, then: Pass, 2NT, 4♠: to play. 3♣: Stayman asking for 5♥s (3♦=no, 3♥=yes), or long ♦s slam interest (will make cheapest rebid next). 3♠ over 3♦ asks opener to bid 3NT. 3♦: Long ♣s, slam interest, may or may not have 4♠s. 3♥: Transfer with 5+♠s, opener bids 3NT+ if 3♠s. 3♠: Asks opener to bid 3NT. With 4/5♠s, opener bids 2NT. Then 3♣/♦ are slam tries in other minor with long minor, 3♥ retransfers to ♠s.
2♠	Transfer to 2NT	Transfer to 2NT, fewer than 4♠s. After opener's 2NT rebid: Pass: To play. 3♣: Stayman. Replies: 3♥: 4♥s, 3♠: 5♠s, 3NT: 5♥s. 3♦: Transfer with 5+♥s, opener bids 3♠ if 4+♥s, 3NT+ if 3♥s (over 3♠+, responder's 4♦ is retransfer). 3♥: Slam try, long ♣s, 4♥s. 3♠: Slam try, long ♦s, 4♥s. 3NT: To play.
2NT	Signoff in ♣s or ♥s or 4-6/6-4 majors or slam try+ long major or balanced no major.	Opener bids 3♣, then: Pass: to play 3♦: Transfer to play in ♥s or will bid 3♠ next with long ♥s slam interest, or 3NT+ with 6+♥s & 4♠s, 4♣/♦ showing shortness & slam interest. 3♥: Shows long ♣s, slam interest+. 3♠: Slam try balanced, no four card or longer major. 3NT+: 6+♠s & 4♥s, 4♣/♦ showing shortness & slam interest.
3♣	Majors	5+♥s & 4+♠s, either game force or 5-5+ majors game invitational or slam try. 3♠ is fit and game force. 3♥ is to play opposite 5-5 game invite. 3♦ asks hand type: 3♥ 5-5 invite (3♠ now to play), 3♠ 4-5, 3NT 5-6 majors, 4♣/4♦ 5-5+ slam try, 4♥ 6-5 majors.
3♦	Majors	4♥s and 4/5♠s, game force. 3♥ asks ♠ length, 3♠=4, 3NT+=5.
3♥/♠	Minors	5-5+ in minors, short in major bid.
3NT	Majors	5-5 majors, game going, no slam interest, not forcing.
Above 3NT	As 2NT opening	Bids of 4♣ and higher show same hand types as over 2NT opening

[In Competition]

If 2♦ is doubled, redouble is game force. If 2♦ is overcalled, bids of 4♣ & higher still on if jumps. New suits by responder natural and non-forcing except a bid of 3 of a major over three of a minor shows five of the other major. Pass denies game forcing values. Double at 3NT or higher is penalty, double of lower bids is game forcing takeout, passable if opener has length in suit.

ETM POLAR Club Two of a Major Opening

[ETM POLAR Club 2♥/♠ Opening Style]

6 or longer major, 6/7-11, not 4+ in other major.

[Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-13 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 9+.

[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 Polar 2NT Opening

[ETM Polar 2NT Opening Style]

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 POLAR 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: 6-5/6-5+ in the majors, 8-11. Game bids to play. 4♣ asks opener to bid one-under longest major (or best major if 6-6). 4♦ is RKCB with ♠s trump, 4NT is RKCB with ♥s trump.
- 4X: Preemptive, if minor opening usually broken suit with little outside values. 4NT is RKCB for opener's suit.

(c) 2011 Glen Ashton