

ETM Savage

Everything That Matters (ETM) Savage

A Bidding System for Bridge Barbarians

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Release 1.4

ETM Savage Introduction and Notes

Introduction

Everything That Matters Savage is a bridge bidding system designed to bring modern attack methods to the civilized staid bridge world. It is a system that will see the partnership frequently opening with 8 or more points, forcing the opponents out of their routine and into new situations where they will have to apply judgment and guesswork.

The System is composed of a smorgasbord of ideas, with influences including the methods of Fantoni/Nunes, Landen/Rajadhyaksha, and Flodqvist/Morath (Carrot Club). Of course the system is such a mixture that some ideas will not be readily recognizable.

The ETM Savage 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). Of course at some later time one can expect attempts to ban these methods, to keep the barbarians at the gates.

ETM Savage is a plug-and-play system – it avoids highly sophisticated schemes to instead allow for quick adopting by a partnership. As such it 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. The key factor is in the frequency of methods, for if a method has a low frequency of occurring, there is little reward for playing it, and lack of use will make memorization and understanding of the method burdensome.

ETM Savage was not developed to be an optimal bridge system to always obtain the maximum result possible. Instead it is system to have maximum fun with, while shaking up the bridge bidding retirement community. However in the process of shaking things up, and having fun, a partnership will also find the system very effective in producing wins.

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Release Notes

Release 1.4 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).

ETM Savage Quasi -Balanced

To assist in describing the system, we define the following term and short form:

Quasi-balanced “QBal” shape with no six card major or seven card minor, no void, not 5-4+ in the majors, and if the hand has a singleton it must be any 4-4-4-1 or any 5-4-3-1 shape without a five card major. Holding a six card minor without a singleton, treating the hand as QBal is optional – you can treat it as a long minor instead.

So, for example ♠ 32 ♥ AKT73 ♦ 32 ♣ AQJ2 is quasi-balanced.

For opening bids, we open almost all 8+ HCP hands that are not QBal. The three exceptions are when having 5-4 or better in majors and 8-9, or if a 5-4-4-0 with a five card minor and 12 or less, or if vulnerable or in 4th seat, when opening minimum hands is optional.

For QBal hands with a four or five card major, we open all 8+ hands not vulnerable and 10+ vulnerable. Without a major, QBal hands require 11+ to open, 12 if not both minors or a six card minor, and 13 if 3-3-3-4/3-3-4-3 exactly.

The 1♣ opening handles QBals that are 10-12 with a four or five card major, and all 18+ QBals (and also any game force). 1♦ handles 12/13-14 QBals and 15-17 QBals with a singleton, and 1♦ can also have a non-QBal 13/14+ to a near GF with a minor. 2♣ handles QBals with 11-12, both minors, and no four card major, to shut out one level major overcalls by the opponents.

The 1♦, 1♥ and 1♠ openings have hand types in the 17/18 to near GF range that are not QBal – these shapely hands are shown by jump rebids.

ETM Savage Upgrades

For QBal hands, we do not upgrade 8-9 QBal to 10, since 1♣ requires 10 High Card Points by ACBL rules. We do not upgrade 10-12 QBal with a four or five card major to 13, since the 10-12 range is distinctive enough to handle follow-ups. We do upgrade higher QBal hands if they have good playing value.

For non-QBal hands, we frequently upgrade hands based on good playing value. The bottom of the range is listed as nn/yy, where yy is the usual bottom range, and nn is a possible upgrade. For example 7/8-12 means the opening range is 8-12, with upgrades from 7.

ETM Savage Vulnerable/4th Seat

When vulnerable or in 4th seat, all hands with 12 or less HCP become optional for opening. One can decide to pass instead of opening based on whatever criterion seems relevant, including suit quality, playing value, and possibility of severe penalty.

General Rules

- Pass is always the weakest bid the partnership can make.
- Undefined doubles are takeout, but passable with great 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.
- Reopening jump overcall is intermediate, too strong for reopening suit bid but not wanting to double first.

ETM Savage Opening Bids and Responses

ETM Savage Opening Bid Overview

Opening	Style	Description
1♣	Mini or Big	1) Mini-QBal with a four or five card major and 10-12 2) Both majors 4-4+ with 10-12 3) 18+ Big-QBal 4) Any GF (but use 2NT if distributional one suiter)
1♦	Catch-all	1) Weak-QBal with 13-14 and no five card major 2) Weak-QBal 12 with a 5 or 6 card minor and no four card major (can also open 2♣ if 4-4/5-4/4-5 in minors) 3) 15-17 QBal without a five card major, not a 1NT opening 4) 13/14+ to near GF with a minor, not QBal
1♥, 1♠	Natural	1) 12/13+ to near GF with 5 or longer in the major, can be QBal if 5 in major and 13-17 2) Not vulnerable only, Poor-QBal with a four or five card major and 8-9
1NT	Strong	15-17 QBal with no five card major and no singleton
2♣	Natural	1) 6+♣s, 7/8-13. Prefer 3♣ if hand is minimum and just about ♣s 2) 4-5♣s & 4-5♦s, no four card major, 11-12 QBal
2♦	Natural	5+♦s, 7/8-13, not QBal and if just 5♦s then 5-5 in minors
2♥, 2♠	Natural	5 or longer major, 7/8-12, not QBal, not 4+ in other major
2NT	Big	Ace asking, game force, often a very distributional hand with a one suiter
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

8-12 Hand Types That Do Not Open

- 10 or less QBal without a four card major.
- 12 or less with 3-3-3-4 or 3-3-4-3 exactly.
- 12 or less with 5-4-4-0 with a five card minor – pass first, then bid with these pure three suiters.
- 9 or less with both majors (but 4-4 QBal can open not vulnerable)
- When vulnerable, 8-9 QBal with a four/five card major.

ETM Savage QBal Ladder with a four/five card major

Range	Opening	Notes
0-7	Pass	Have to pass sometimes
8-9	1♥, 1♠, Pass	Pass if vulnerable, open major if not vulnerable
10-12	1♣	The mini-QBal part of the 1♣ opening
13-14	1♦, 1♥, 1♠	Open 1♦ if a four card major, 1♥/♠ if five
15-17	1NT, 1♦, 1♥, 1♠	Open 1♥/♠ if a five card major, 1NT if no singleton and not a five card major, and 1♦ if a four card major and a singleton
18-19	1♣ then 1NT	
20-21	1♣ then 2♣	
22-23	1♣ then 2♦	
24-25	1♣ then 2NT	
25/26+	1♣ then 2♥	

ETM Savage QBal Ladder without a four/five card major

Range	Opening	Notes
0-10	Pass	
11-12	2♣, 1♦	Pass if 3-3-3-4 or 3-4-3-3 exactly, or balanced 5-3-3-2 with a five card minor and just 11. Open 2♣ if 4-4/5-4/4-5 in minors to block one level major overcalls. Open 2m if 6 card minor and just 11.
13-14	1♦	QBal with 12 and a 5 or 6 card minor can upgrade to 1♦
15-17	1NT, 1♦	Open 1NT if no singleton and 1♦ if a singleton
18-19	1♣ then 1NT	
20-21	1♣ then 2♣	
22-23	1♣ then 2♦	
24-25	1♣ then 2NT	
25/26+	1♣ then 2♥	

ETM Savage One Club Opening- Mini or Big Club

[1♣ Opening Style]

1♣ is Mini or Big, either:

- 1) Mini-QBal with a four or five card major and 10-12;
- 2) Both majors 4-4+ with 10-12;
- 3) 18+ Big-QBal;
- 4) Any GF (but use 2NT if distributional one suiter).

[Responding to the 1♣ Opening]

Resp.	Style	Description/Follow-ups
1♦	Waiting	The usual response.
1♥	Natural, Weak	Shows 4+♥s and a weak hand that has no good bid over 1♣-1♦—1♠. Bidding is as over 1♦, except 2♥ shows a good 10-12 with a ♥ fit, 3♥ is GI with 18+, and above 3♥ is GF with ♥s, showing hand type. With a GF without a ♥ fit, bid natural 2♠, 3♠ or 3♦.
1♠, 1NT, 2♣, 2♦, 2♥	Natural, Game Force	Bidding is natural, with opener's rebid of 2NT or higher showing 18+ (slam force) and bids under 2NT showing 10-12. An exception is 1♣-2♥—3♥ which is 10-12 with 4 or 5 ♥s.
2♠	Minors	Shows a game forcing two suiter (5-5+) with ♣s and ♦s. Natural bidding now, with 2NT showing 10-12 and 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 fit and 10-12
3NT	To play	To play opposite 10-12, slam force with minor interest opposite 18+.

[In Competition]

Responder assumes opener is 10-12 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 except for 1♥ or 1♠ shows 18+. Doubles by opener or responder show values and no other good bid, asking partner to describe hand. In reply to responder's double, the cheapest bid in an unbid major shows 10-12 and that major. If the opponents have bid a major, and responder doubled, opener can pass the double with that major, or make the cheapest notrump call, which shows 10-12 as well in this circumstance. To force to game responder, at some point, must bid game or cuebid one of the opponents suits.

[Structure after 1♣-1♦]

Rebid	Meaning	Description/Follow-ups
1♥, 1♠	10-12, Natural, QBal or both majors	2♣ asks hand type, opener bidding 2♦ with just 4 in M , 2 M with 4 in OM (and thus 5+ in M), 2 OM with 5 in M without 4 in OM , 2NT with 5-5+ in majors minimum, 3 X descriptive with 5-5+ in majors maximum – after these rebids 2 M or 2 OM is to play, rest show invite hands. Other non-jumps new suits, or a 3♣ bid, or 1NT are all natural, less than invite values. 2 M is to play unless opener has a good maximum with 5 in M , in which case then opener should show nature of hand to explore for possible game. Jumps bids, not including 3♣, are natural invites.
1NT	18-19, QBal	1NT system on, but with this key change: on any sequence where 2NT by responder was invitational, it is now forcing and asks for opener to further describe hand, often trying to determine if opener has a five card major or shapely hand.
2♣	20-21, QBal	2♦ is a ♥ transfer, and then 2♠ transfers to 2NT, while 3♣ shows 5+♥s and 4+♠s. 2♥ is a transfer but not with ♥s, so 3♥ next is choice of game with 5♠s (so opener plays 3NT). 2♠ asks opener to bid 2NT, then 3♣ is Stayman (as in 2NT system) and 3♦ shows ♣s, 3♥ shows ♦s, 3♠ both minors, not slam try. 2NT is weak with both minors. 3♣ is a transfer to ♦ with a ♦ signoff or both minors slam try. 3♦ shows a GF with 5+♠s and 4+♥s (3♥ asks if 5♥s, 3NT=no). 3♥/♠ shows both minors, short in bid major, GF.
2♦	22-23, QBal	2♠ asks opener to bid 2NT, then 2NT system on, except 3♥ transfer now shows ♦s GF, and 3♠ shows ♣s GF. 3♣ is a ♣ signoff. 2♥, 2NT, 3♦, 3♥/♠ as over 2♣ bid.
2NT	24-25, QBal	2NT system on.
2♥	GF QBal or QF ♥s	Responder is to bid 2♠, then 3 X shows GF and ♥s, and 2NT rebid is GF QBal (2NT system on).
2♠, 3♣, 3♦	Natural, GF	Natural, but 3 M over 3♦ shows a five card major, and 3♦ can be bid over 3♣ as a semi-natural waiting bid.
3♥, 3♠	Shows bid major, longer ♦s, GF	Natural.

After a QBal showing rebid, if responder transfers to a major, and opener has a singleton there, opener is to make another non-jump bid instead of accepting the transfer. To “super accept” a transfer (to show a good hand for the major), opener must jump the bid, usually jumping one level in the major, though can also jump in a new suit to show a singleton there and fit for the major.

ETM Savage One Diamond Opening

[ETM Savage 1♦ Opening Style]

- 1) Weak-QBal with 13-14 and no five card major;
- 2) Weak-QBal 12 with a 5 or 6 card minor and no four card major (can also open 2♣ if 4-4/5-4/4-5 in minors) – this is a hand that evaluates to a 12/13 due to five card suit;
- 3) 15-17 QBal without a five card major but not a 1NT opening;
- 4) 13/14+ to near GF with a minor, not QBal.

[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 but forcing. Opener's 1NT rebid shows 12/13-14 QBal Over 1NT and 1♠ rebids, for 1 st and 2 nd seat openings, play two-way new minor forcing (2♣ is ♦ signoff or any invite, 2♦ is any GF, signoffs 2♥, 2♠, 3♠) – not on by passed hand. Opener's 2♣/♦ shows minor suit and 14-17. New suits are forcing. Opener's 2OM is artificial, shows ♣s and 17/18+, but not 3M type hand - 3♣ now shows bad hand, and 2NT waits for description. Opener's 3X (not 3M) shows ♦s and 17/18+. 2M raise can be 3 trumps, 2NT asks, 3X (but not 3M)=just 3 3M raise is 3 trumps, 6+♣s, short in OM, 17/18+. 2NT is 4 trumps raise, better than 2M, or 3 trumps & 6+♦s 17/18+ 3♣ asks hand type, 3M or 4X showing 4 trumps.
1NT	Natural	No four card major, to play opposite 12/13-14 QBal. Minor bids now show 14-17. 2♥ shows ♣s, 17/18+, 2♠ both minors, about 15-17, 2NT both minors weak or strong, 3X all with ♦s, 17/18+.
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. 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 unless opener is 17/18+.
4X, 5X	To play	To play. Slam only possible opposite big hand with a fit.
4NT	Minors	To play in opener's best minor.

[In Competition]

Responder assumes opener is 12/13-14 QBal 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 13/14+ with shape. 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 Savage One of a Major Opening

[ETM Savage 1♥/♠ Opening Style]

- 1) 12/13+ to near GF with 5 or longer in the major, can be QBal if 5 in major and 13-17;
- 2) Not vulnerable only (not 4th seat), Poor-QBal with a four or five card major and 8-9.

[Responding to 1♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-5 with no good bid
1♠	Natural	4+♠s, 5+ HCP, forcing if vulnerable but not forcing opposite 8-9 QBal. When non vulnerable pass and 1NT by opener show 8-9 QBal, rest natural 12/13+. When vulnerable, 1NT shows 13-14 QBal, rest natural. Over 1NT, play two way new minor forcing, 2♣ with ♦ signoff or any invite, 2♦ with any GF.
1NT	Forcing Notrump Wide Range Not-Vul	All Poor-QBal hands (all 8-9) must pass this, so upper limit is a hand willing to be passed. 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 to 3♠ are all 17/18+ transfers: responder usually completes transfer and opener shows shape (1♠-1NT—3NT is 5-5+ majors, 1♥-1NT—3♠ is 5-5+ in ♦s and ♥s).
2♣, 2♦, 2♥/1♠	Semi- Natural Game Force unless opener 8-9	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 vulnerable, 8-9 QBal non-vulnerable, except after 1♠-2♣, 2♦ is QBal 8-9 and 2♣ shows 12/13+ with ♠s & ♦s. After 8-9 QBal rebid, cheapest new suit bid is artificial GF asking for description, rest of bids not forcing. 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. 2NT now shows weakest hand possible.
2NT	Raise	4+ trumps, GI+. 3M shows 8-9 or if vul awful hand. 3♣ = 13+ 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 opposite 12/13+ hand types. 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 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	4+♥s, singleton/void in ♠s, less values than 3♠ over 1♥.
4M	Raise	4+ trumps, to play, not short ♠s if 4♥ bid.
4OM	To play	To play with long OM, even if opener has some extras.
4NT	Asking	Keycard ask in major.
5♣, 5♦	Preemptive	Very long suit, to play.

[In Competition]

When vulnerable competitive bidding as in standard. When not vulnerable, like standard except suit bids are to be passed by 8-9 QBal, and cheapest bid in reply to double show 8-9 QBal. With strong hand and not vulnerable, responder should cuebid at some point to force to game.

ETM Savage One Notrump and Notrump Structures

[1NT Opening Description]

1NT shows 15-17 QBal with no five card major and no singleton (though you can change the five card major style based on partnership preference).

[1NT Structure]

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

- 2♣: Stayman. 2♥ rebid by responder is signoff with both majors, 2♠ is game invite with 5♠s.
- 2♦, 2♥: Transfers. 2NT rebid by responder is GF asking for further description. 2♠ rebid by 2♦ transfer shows any GI with 5+♥s. 3X by responder shows a shapely GF hand. 3M by responder is forcing, with 6 in M, choice of game.
- 2♠: Transfer to ♣s or GI with long ♦s. Opener bids 2NT if likes ♣s, 3♣ if not. Now 3♣ is to play, 3♦ GI in ♦s, rest GF with ♣s, including major bids showing shortness.
- 2NT: Natural GI, no four card major.
- 3♣: Transfer to ♦s with signoff or game force. Major bids by responder show shortness.
- 3♦: Game force with both minors, 5-5+.
- 3♥/♠: Singleton/void in M, 5-4 either way in minors, game force.
- 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.

[2NT Structure]

For 2NT system on (after 1♣ opening) 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♥ 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 Savage Two Club Opening

[ETM Savage 2♣ Opening Style]

- 1) 6+♣s, 7/8-13. Prefer 3♣ if hand is minimum and just about ♣s;
- 2) 4-5♣s & 4-5♦s, no four card major, 11-12 QBal.

[Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2♦	Ask	Opener replies: 2♥: 4+ in a major, 6+♣s. 2♠ re-asks: 2NT: 4+♥s, minimum. 3♣: 4+♣s, minimum. 3♦: 4+♥s, maximum. 3♥: 4+♣s, maximum. 2♠: 4-5♣s & 4-5♦s, no four card major, 11-12 QBal. 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♥, 2♠	Natural	Five or longer major, to play except opposite shortness and shape
2NT	Asks, minor signoff or GF two suiter without ♣s	Asks opener to bid 3♣ if 6+♣s, or 3♦ if 4-5♦s, 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 10+

[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 Savage Two Diamond Opening

[ETM Savage 2♦ Opening Style]

5+♦s, 7/8-13, not QBal and if just 5♦s then 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♠: 4+ in a major, 6+♦s. 2NT re-asks: 3♣: 4+♥s, minimum. 3♦: 4+♠s, minimum. 3♥: 4+♥s, maximum. 3♠: 4+♠s, maximum. 2NT: 6+♦s, no second suit, maximum. 3♣: 5-5+ or 6-4+ minors, minimum. 3♦: 6+♦s, no second suit, minimum. 3♥: 5-5+ or 6-4+ minors, maximum. 3♠: 6+♦s, great suit. New suits (not shown by opener) by responder are forcing.
2♠	Natural	To play
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 10+

[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 Savage Two of a Major Opening

[ETM Savage 2♥/♠ Opening Style]

5 or longer major, 7/8-12, not QBal, not 4+ in other major.

[Responding to 2♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
Cheapest bid	Ask	Opener replies: 3♣: Natural, second suit. 3♦ now asks if 6 in M (bid 3 M), or 3 in OM (bid OM) or not (bid 3NT). 3♦: Natural, second suit. 3 OM now asks if 3 in OM (bid on four level), or if 6♠s (bid 3♠), or not (bid 3NT). 3 OM : 6+ in M , 3 in OM . If 3♥ bid, exactly 6♠s. If 3♠ promises maximum. 2♥-2♠—2NT: 6/7♥s, no second suit, not 3♠s. 3♣ now both minors signoff, 3♦ asks if max, 3♥=no. 2♥-2♠—3♥: 6+♥s, 3♠s, minimum. 2♥-2♠—3NT: 6+♥s, 4♦s. 2♠-2NT—3♠: 6+♠s, no second suit, not 3♥s, minimum. 2♠-2NT—3NT: 6+♠s, no second suit, not 3♥s, maximum 4♣/♦: 6-5+. 4♥ if OM : 7♠s & 3♥s. 4 M : 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 3 M , opener bids transfer suit if no fit, and all other bids promise a fit. If transfer suit is above 3 M , opener bids 3 M with no fit minimum, 3NT if no fit maximum, bids transfer suit if fit & minimum, and cuebids if fit and maximum.
3 M	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 4 M 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 10+

[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 Savage 2NT Opening

[ETM Savage 2NT Opening Style]

2NT asks for aces, is game forcing, and shows a hand that will signoff in a game contract without the right amount of aces, or will show a distributional one suiter.

[After the 2NT Opening]

Ace replies:

3♣: 0 aces
 3♦: 1 aces
 3♥: 2 aces
 3♠: 3 aces
 3NT: 4 aces

Games bids by opener to play unless responder has 3 or 4 aces.

Cheapest bid after ace reply asks responder to cuebid cheapest king – then cheapest bid continues to ask for cheapest king. Without a king responder bids cheapest notrump.

Other than cheapest bid, bids below game (and game bids if 3 or 4 aces) are natural, setting trump, and asking responder to cuebid cheapest king not in trump suit, or to bid cheapest notrump if holding some values or bid the trump suit if a complete bust.

[In Competition]

If the opponents double, pass shows 0 or 4 aces, redouble 1, 3♣ 2, 3♦ 3. If the opponents bid a suit below 4♥, double is an even number of aces, pass is an odd number. If the opponents bid 4♥ or higher, double is penalty, pass is waiting.

ETM Savage 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.

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Dedicated in memory of my father.