

ETM's SOB Club System for Bridge Bidding

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Release 1.1

ETM SOB Club Introduction and Notes

Introduction

Everything That Matters SOB “Spades Or Big” Club is a bridge bidding system designed to incorporate some modern bridge bidding theories into an easy to learn and easy to play system – a system with high usability. The SOB system is composed of a smorgasbord of ideas, the key one being that the one club opening is either Spades or Big (SOB), a modified form of the Swedish Carrot Club set of systems. The ETM SOB 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 SOB 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 SOB is an innovative and invigorating system with nifty bidding sequences that will result in many partnership SOB stories.

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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 SOB Club Opening Bids and Responses

ETM SOB Club Opening Bid Overview

Opening	Style	Description
1♣	Spades or Big	a) 10-13 with exactly 4♠s, not balanced if 12-13, fewer than 5♥s; OR b) 17+ unbalanced; OR c) 17/18+ balanced except not 20/21-22 balanced
1♦	Intermediate	14-17, either: a) 14-16 unbalanced without a five card major, OR b) 14/15-17 balanced
1♥, 1♠	Natural	Five card or longer major, 10-17 (17 only if balanced), can have a longer minor
1NT	Weak	11/12-14 balanced, includes 5-4-2-2s with a five card minor. No five card major.
2♣	Natural	5+♣s, 10-13, not five or longer ♥s, not 4 or longer ♠s. If just 5♣s must be a 5-4-3-1 shape with a 4 card red suit.
2♦	Natural	5+♦s, 10-13, not five or longer ♥s, not 4 or longer ♠s. If just 5♦s must be a 5-4-3-1 shape or 5-5 in minors
2♥, 2♠	Natural	5 or longer major, 6/7-10, not 4+ in other major, 6 or longer major if less than 8.
2NT	20/21-22	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 SOB Club Balanced Ladder without a five card major

Range	Opening	Notes
0-9	Pass	
10-11	Pass, 1♣	Open 1♣ with 4♠s, pass otherwise
11/12-14	1NT	
14/15-17	1♦	
17/18-20	1♣ then 1NT	
20/21-22	2NT	
22/23-24	1♣ then 2NT	
24/25+	1♣ then 2♥	

ETM SOB Club Balanced Ladder with a five card major

Range	Opening	Notes
0-9	Pass	
10-17	1♥/1♠	
17/18+	1♣, 2NT	As without a five card major

ETM SOB Club One Club Opening - Spades Or Big (SOB) Club

[1♣ Opening Style]

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

- a) 10-13 with exactly 4♠s, not balanced if 12-13, fewer than 5♥s; OR
- b) 17+ unbalanced; OR
- c) 17/18+ balanced except not 20/21-22 balanced

[Responding to the 1♣ Opening]

Response	Style	Description/Follow-ups
1♦	Negative or Big Balanced	0 to 7 HCP any, OR 13/14+ balanced without 4♠s or 5♥s (the minimum is a hand that wants to be in game opposite a flat 11, but not in game if flat 10)
1♥	Natural, Positive	4 or longer in the suit bid, 7/8+ points, forcing. Not balanced if 14+ and just 4♥s.
1♠	Natural, Positive	4 or longer in the suit bid, 8+ points, and shows 5+♠s or extra HCP/playing value so has game interest opposite 12-13 & 4♠s.
1NT	Balanced	7/8-13 balanced, no four card major, not forcing.
2♣, 2♦	Natural Positive	7/8-13 with 5 or longer in bid minor. Must have 6 or longer in minor & 11-13 if not 3 in other minor (see 3♣/♦ response). Not forcing. With 5-5 minors can bid either minor, but usually 2♦.
2♥	Game Force a minor or both minors	Artificial, game force, no four card major, a minor or both minors, 12/13/14+, either a six card or longer minor or at least 5-4/4-5 in the minors with a singleton or void.
2♠	Natural, Positive	7-10 with 4 or longer ♠s, but no game interest opposite 10-13. Over 2♠, all bids show 17+ with natural bidding.
2NT	Game Force Spades	Game force (12/13/14+) with 4 or longer ♠s, not much slam interest opposite a 10-13. The 10-13 opener now usually bids 4♣ but can splinter with 4♣/♦/♥ showing a singleton/void if maximum and shapely. Over 2NT, all 3X are natural with 17+ and then the 3♠ rebid by responder shows 5+♠s.
3♣/3♦	Natural	7-10, 6 or longer minor, fewer than 3 in the other minor, no four card major. 10-13 now passes (or bids game), and 17+ bids naturally, except bid in other minor asks how strong: then cheapest bid shows minimum, rest shows maximum.
3♥	Majors	7-10 with 5♠s & 4♥s. 3♠ and games to play. 4♣ asks if maximum, 4♥=no.
3♠	Natural	7-10, 5♠s, no singleton/void, 2-3♥s. Pass & game bids to play, 4♦ looks for good ♦ fit, 4♣ asks: 4♦=min & not 4♠s, 4♥=max & not 4♠s, 4♠=min & 4♠s, 5♠+=max & 4♠s & Blackwood replies with ♠s as trumps.

For 1♦ to 2♥ response structures, see tables below.

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

Note the style of many of the bids – the hand to bid after responder has to be concerned the hand could be passed out, or the bidding soon stopped, but does not yet know if opener is 17+ or just a mere 10-13.

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

Rebid	Meaning	Description/Follow-ups
1♥	Natural 17-22 OR 10-13 & 4-4 majors	Either: a) 17-22, less than a GF, 4+♥s, unbalanced, can have longer ♦s b) 10-13 and 4-4 in the majors, balanced only if 10-11 After this: Pass: 0-2 1♠: 3-7, 3-4♠s. 1NT: 3-7, can have 3♥s. 2♣/♦: 3-7, 6 or longer suit, can have 3♥s. 2♥: 3-7, 4♥s. 2NT: 13-14 balanced, opener to bid game if 11+. Other: Game forcing balanced. Over 1♠ to 2♥, opener passes or bids 2 of a minor if 10-13, while if 17+ opener can signoff, or bid 1NT, or bid 2♥ or above. Over 2NT, if 17+ opener bids 3♥(5+♥s), 3♠, 4♣ or 4♦. Over other, cheapest ♥ bid shows 17+, rest show 10-13.
1♠	Natural 17-21 OR 10-13 4♠s & not 4♥s	Either: a) 17-21, less than a GF, 4+♠s, unbalanced, can have longer ♦s b) 10-13 with 4♠s, fewer than 4♥s, balanced only if 10-11 After this: Pass: 0-3 1NT: 4-7, can have 3♠s. 2♣/♦/♥: 4-7, 6 or longer suit, can have 3♠s. 2♠: 3-7, 4♠s. 2NT: 13-14 balanced, opener to bid game if 11+. Other: Game forcing balanced. Bidding as over 1♣-1♦—1♥-Any, except ♠s is the major.
1NT	17/18-20	17/18-20 balanced. 1NT System on.
2♣	Natural, 17-22	5+♣s, less than a GF, can have a four card major. Responder should show a five card major if one held, or if holding a four card major then bid 2♦, waiting (does not promise ♦s). 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 3X 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	22/23-24	22/23-24 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.

[Structure after 1♣-1♥(7/8+ points, 4+♥s)]

Rebid	Meaning	Description/Follow-ups
1♠	Natural	Forcing, either: a) 4♠s, 10-13, 4♠s, fewer than 4♥s b) 5♠s, 17+. Responder assumes 10-13 and bids correspondingly. 1NT shows a hand that wants opener to pass if 10-11 balanced. Jump bids by responder (including 2NT) are game forcing. If opener rebids in ♠s, if shows 5+♠s & 17+, establishing a game force.
1NT	Balanced	17/18-20 or 24/25+ balanced. Responder assumes 17/18-20 and then opener, if 24/25+, continues to slam even if responder signoffs.
2NT	Balanced	22/23-24 balanced. Bidding now natural.
2♣/♦	Natural	Natural, 17+, usually 5 or longer, game forcing.
2♥	♥ Raise	10-13, 4-4 in the majors.
Rest	♥ Raise	17+, 4+♥s, game force, descriptive/value showing bid, or if above 3♥ showing shortness and at least 5♥s.

[Structure after 1♣-1♠ (8+ points, 4+♠s)]

Rebid	Meaning	Description/Follow-ups
1NT	Balanced	17/18-20 or 24/25+ balanced. Responder assumes 17/18-20 and then opener, if 24/25+, continues to slam even if responder signoffs.
2♣/♦	Natural	Natural, 17+, usually 5 or longer, game forcing.
2♥	Natural, asks	5+♥s, asks, see below.
2NT	Balanced	22/23-24 balanced. Bidding now natural.
2♠	♠ Raise	10-11 with 4♠s.
3♠	♠ Raise	12-13 with 4♠s, but not extra playing value.
3NT	♠ Raise	12-13 with 4♠s, extra playing value.
Rest	♠ Raise	17+, 4+♠s, game force, descriptive/value showing bid, or if above 3NT showing shortness and at least 5♠s.

[Structure after 1♣-1NT(7/8-13 points, balanced, no four card major)]

Rebid	Meaning	Description/Follow-ups
Pass	To play	10-11 balanced or semi-balanced.
2♣/♦	Natural	10-13 with 4♠s and 5 or longer in bid minor (or a 4 card minor with a 4-4-4-1 & 12-13 & singleton in other minor).
2♥	Asks	17+ hand with no good rebid, wanting to find out more information. See below.
2♠/2NT	Major Ask	Asks in major, 2NT asking in ♥s. See below.
3♣	Minors	10-13 with 4-4/5-4/4-5 in the minors, singleton/void in ♥s.
3♦	Clubs	17+, good six card or longer ♣ suit – if long ♦s, bid 2♥ then ♦s.
3♥,3♠	Natural	17+, good six card or longer suit.
Games	To play	Games are to play except responder if 12-13 should take one more bid.

[Structure after 1♣-2♣/♦(7/8-13 points, 5 or longer minor, no four card major)]

Rebid	Meaning	Description/Follow-ups
Pass	To play	10-11 with 4♠s and at least 2 in responder's minor.
Other minor	Natural, 10-13	10-13 with 5 or longer in other minor (or 4 if a 4-4-4-1 shape). Now if responder rebids own minor, it shows 11-13 with 6 or longer in responder's minor.
3 of minor	Natural, 11/12-13	11/12-13 with 3 card or better fit for responder's minor.
2♥	Asks	17+ hand with no good rebid, wanting to find out more information. See below.
2♠/2NT	Major Ask	Asks in major, 2NT asking in ♥s. See below.
3♥/♠	Natural	17+, good six card or longer suit.
Games	To play	Games are to play except responder if 12-13 should bid again.

[Structure after 1♣-2♥(Game Force, no four card major, a minor or both minors)]

Rebid	Meaning	Description/Follow-ups
2♠	10-13, 4♠s	10-13, 4♠s, only balanced if 10-11. Now: 2NT: Both minors, ♥s stopped. 3♣/♦: Six or longer minor. 3♥: Both minors, 2-3♥s length but not full stopper. 3♠: Both minors, singleton/void in ♥s. Bidding continues naturally.
2NT	17+, asks	3♣/♦: Six or longer minor. 3♥: Both minors, singleton/void in ♥s. 3♠ asks if 3♠s, 3NT=no. 3♠: Both minors, singleton/void in ♠s, 3♥s. 3NT: 5-5 in the minors, singleton/void in ♠s. Bidding continues naturally. 3NT by either player shows a minimum (17-18 by opener, 13-14 by responder).
3X	Natural, 17+	Natural. Bidding continues naturally. 3NT shows a minimum.

[Structure after 1♣-1NT—2♥(17+, asks)]

Rebid	Meaning	Description/Follow-ups
2♠	Minors	4-4/5-4/4-5 in the minors. 2NT re-asks: 3♣: 5♣s. 3♠ asks for strength, 3♥=min, 3♠=middle, 3NT+=max. 3♦: 5♦s. 3♥ asks for strength, 3♠=min, 3NT=middle, 4♣+=max 3♥: 4-4 & ♥ doubleton - 3♠ asks if minimum, 3NT=yes. 3♠: 4-4 & ♠ doubleton, minimum. 3NT: 4-4 & ♠ doubleton, not minimum.
2NT	Clubs	5♣s, not 4♦s. 3♣ asks doubleton: 3♦: ♦ doubleton. 3♥ asks strength, 3♠=minimum. 3♥: ♥ doubleton. 3♠ asks strength, 3NT=minimum. 3♠: ♠ doubleton, minimum. 3NT: ♠ doubleton, not minimum.
3♣	Diamonds	5♦s, not 4♣s, not doubleton ♣. 3♦ asks doubleton major: 3♥: ♥ doubleton. 3♠ asks strength, 3NT=minimum. 3♠: ♠ doubleton, minimum. 3NT: ♠ doubleton, not minimum.
3♦	3=3=3=4	4-3-3-3 with 4♣s. 3♥ asks strength, 3♠=minimum.
3♥	Diamonds	5♦s, doubleton ♣. 3♠ asks strength, 3NT=minimum.
3♠	3=3=4=3	4-3-3-3 with 4♦s, minimum.
3NT	3=3=4=3	4-3-3-3 with 4♦s, not minimum.

[Structure after 1♣-2♣/♦—2♥(17+, asks)]

Rebid	Meaning	Description/Follow-ups
2♠	Minors, with 4 in other minor	2♠ shows 4+ in other minor. Now 2NT re-asks: 3♣: 5-4. Now 3♦ re-asks: 3♥: Singleton in ♥s. 3♠ asks strength, 3NT=minimum. 3♣: Singleton in ♣s, minimum. 3NT: Singleton in ♠s, not minimum. 3♦: 7-4, 8-4. 3♥ asks strength, 3♠=minimum. 3♥: 6-4, singleton/void in ♥s. 3♠ asks strength, 3NT=minimum. 3♣: 6-4, singleton/void in ♣s, minimum. 3NT: 6-4, singleton/void in ♠s, not minimum.
2NT	Long minor, no shortness,	6 or longer minor, no singleton/void. Now 3♣ re-asks. 3♦: 3 in om . Now 3♥ asks strength, 3♠=minimum. 3♥: 3♥s, so maximum (otherwise 3♣/♦ response to 1♣). 3♣: 3♠s, so maximum (otherwise 3♣/♦ response to 1♣). 3NT: 7-2-2-2, so maximum (otherwise 3♣/♦ response to 1♣).
3♣	5-5+ in minors	5-5 or better in the minors. Now 3♦ asks shortness: 3♥: Singleton/void in ♥s. 3♠ asks strength, 3NT=minimum. 3♣: Singleton/void in ♣s, minimum. 3NT: Singleton/void in ♠s, not minimum. 4♣: 6-5+, not minimum.
3♦	Long minor, Short ♥	6 or longer minor, singleton/void in ♥s. 3♥ asks strength, 3♠=minimum.
3♥	Long minor Short ♠	6 or longer minor, singleton/void in ♠s. 3♠ asks strength, 3NT=minimum.
3♠	Long minor Short om	6 or longer minor, singleton/void in the other minor, must be 10/11+ or would have responded 3♣/♦ directly to 1♣.

After the 2♥ ask and responder's reply, if opener makes a suit bid below game that is not the cheapest bid, it is natural, with a hand that now wants to continue with natural bidding. If the bid is in a suit that responder has not shown 4 or longer in, then opener shows five or longer by bidding it.

[Structure after Major Ask]

Spade Asks: 1♣-1NT—2♠, 1♣-2♣/♦—2♠

Heart Asks: 1♣-1♠—2♥, 1♣-1NT—2NT, 1♣-2♣/♦—2NT

Rebids are in steps, using the bids available from the asking bid. Fit is Qxx or xxxx or better in the major.

Steps	Meaning	Description
1 st step	No fit, Bad	No fit, minimum hand (7/8-10).
2 nd step	No fit, Good	No fit, but extras (10/11+)
3 rd step	Fit, Bad	Fit but minimum hand (7/8-10).
4 th step	Fit, Good	Fit and some extras (10/11-12)
Beyond	Fit, cuebid	Fit, good extras (12/13+), cuebidding value location.

After the step reply, bidding is natural if no fit found, and otherwise is cuebid/value showing if a fit is found.

[After Interference Over 1♣]

Generally the philosophy is that the 10-13 opener keeps quiet if possible, while 17+ opener bids. For the 1♦ responder (showing negative or big balanced), the big balanced is shown on the next round by double, redouble, or a jump bid.

If the opponents bid a suit at the one level directly over 1♣, or double 1♣, we play system on (bids mean what they would have without interference), except that double shows a good hand with the bid taken away (or if 1♣ doubled, redouble shows 13/14+ balanced), and 2 of a major is special over a 1♣ overcall: when the opponents overcall 1♠, 2♥ is 8+ but non-forcing, with 5+♥s, and 2♠ shows a game forcing hand that does not want to double (in case it is passed). Over 1♣=1♠=2♠=Pass, opener can bid 3X if 17+, or can bid 2NT if either 10-13 or a 17+ that will take control; over opener's 2NT rebid, responder describes hand, using 3♠ to show both minors.

Over any interference at any level, double by responder is used to show a hand with values, enough for a game force if opener has 17+, and asks opener to describe hand. When responder doubles, and next hand after that passes, then all suit bids by opener that are on the same level show 10-13. E.g. 1♣=2♣(overcall)=Double=Pass=?, now 2♦, 2♥ or 2♠ all show 10-13.

Opener is to pass the double if holding four cards or longer in the suit doubled, even if just 10-13. Thus the double is not made if short. If a spade overcall is doubled by responder, opener will always pass if 10-13, so all bids now by opener show 17+ and fewer than 4♠s.

If the opponents interfere just before opener's rebid, opener is to pass with 10-13. Any action, including double or redouble, shows 17+. Note that if the opponents have shown a suit by making a bid at the one level, a cuebid in opponents suit is natural – assume they do not have what they say they have.

[If the opponents overcall 1♣ directly at 1NT or higher]

Suit bids by responder are natural, and are to be passed if opener has the 10-13 hand type, so if opener bids again it shows 17+, and requires responder to make at least one more bid if the bidding is below game at that point. These suit bids by responder either have 7/8+ points, so enough for a game force opposite 17+, or they are distributional so will have a rebid if opener shows 17+. After opener bids to show 17+, responder, to establish a game force, can cuebid, or make a bid over the cheapest bid in responder's first bid suit, or just bid a game.

If the opponents make a suit bid over 1♣, a cuebid in the opponent's bid suit show shortness and values – this is a hand that does not want to double in case opener passes with four or longer in the suit doubled. It shows a game force opposite 17+. If the cuebid suit is not ♠s, all suit bids up to the cheapest ♠ bid show 10-13, and all bids above that show 17+. If the cuebid suit is ♠s, the cheapest notrump shows 10-13, and all bids above that show 17+.

If the opponents bid directly over 1♣, and responder passes, opener will not bid again if 10-13, while if 17+ will strive to make a bid if the bidding level permits it. A double by opener of a suit bid is 17+ and takeout. A double of a notrump bid is 17+ 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 7/8-11 points and an awkward hand, knowing opener will strive to get into the auction if 17+.

- If the opponents overcall in notrump, double asks opener to pass regardless of points, except if 10-11 and very shapely hand (then show long minor).
- When unspecified, jump bids by either player below game are forcing.
- Game bids by responder are to play opposite 10-13, but want opener to bid again if 17+.

ETM SOB Club One Diamond Opening – Intermediate without a Five Card Major

[ETM SOB Club 1♦ Opening Style]

14-17, either:

- a) 14-16 unbalanced without a five card major, OR
- b) 14/15-17 balanced

[Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 4 with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit. Can be very weak (even zero points) but unlimited, so forcing. All rebids show 14-17 and are natural except 2OM shows both minors with 6-4/4-6 (2NT asks for long minor). Over 1NT or 1♠ rebid play two-way new minor forcing (2♣ is ♦ signoff or any invite, 2♦ is any GF, signoffs are 2♥, 2♠ and 3♣) – not on by passed hand. Opener's 2♣/♦ shows suit. New suits are now forcing. 3♣ shows 5-5+ in the minors. 3♦ shows good 6+♦s and 3 in M. 2M raise can be 3 trumps, 2NT asks, 3X (but not 3M)=just 3 2NT shows 4 trumps with extras and some minor shortness - 3♣ asks which minor is short (3♥=♣s). 3M shows 4 trumps, extras, and shortness in OM.
1NT	Natural	No four card major, to play opposite 14/15-17 balanced. Minor bids now show minor but not the other minor. 2♥/♠ shows both minors and values in major bid. 2NT is both minors weak in both majors. 3♣/♦ is long suit, good playing value.
2♣, 2♦	Natural	3+ in minor, forcing, and if 6+ in minor does not need to be a good hand – without 6+ in minor must have at least a game invite. Can only have a four card major if game force. 2NT shows hand that would accept game invite. 2M shows stopper or suit, can be minimum. 3 of minor is minimum, fit. Other minor is forcing, natural. 3M shows shortness, fit for minor. If responder rebids 3 of minor, it is to play.
2♥	Majors	5+♠s, 4+♥s, less than game invite values opposite 14/15-17. 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 15-17 and close to balanced and bids correspondingly. Non-jump suit and notrump bids by responder are natural and non-forcing. If responder has only passed, any bid by opener shows a shapely hand. Doubles by opener or responder show values and no other good bid, asking partner to describe hand. To force to game responder, at some point, must bid game or cuebid one of the opponents suits. If responder bids a major at the one level, and the opponents double or make a non-jump bid, then a double or redouble by opener is a support double/redouble, showing three card support.

ETM SOB Club One of a Major Opening

[ETM SOB Club 1♥/♠ Opening Style]

Five card or longer major, 10-17 (17 only if balanced), can have a longer minor.

[Responding to 1♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-5 with no good bid.
1♠	Natural	4+♠s, 5+ HCP, forcing. 1NT shows 10-13 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	Semi-Forcing Notrump	1NT is 6 to 13, semi-forcing. Opener always passes with 10-11 balanced or semi-balanced and just 5 in M , and bids otherwise, bidding a three card minor if necessary (or 2♣ if 4=5=2=2). After opener's rebid, responder's jump new suit rebids are forcing, and promise a fit for opener's second suit if at the four level. 1♥-1NT—2♣/♦/♥-2♠ is artificial, forcing with good hand (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 extras. 3♣ asks for suit, 3♠ showing ♣s.
2♣, 2♦, 2♥/1♠	Semi-Natural Game Force	3+ in suit except 2♥ promises 5+♥s. 2NT rebid shows 6+ in M , no 2 nd suit. 2 M 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.
2 M	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+. 3 M shows awful hand. 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, 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.
3 M	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♥.
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 SOB Club One Notrump

[1NT Opening Description]

1NT shows 11/12-14 balanced with no five card major (though you can change the five card major style based on partnership preference). Includes 5-4-2-2s with a five card minor. Opening is optional, in that one can decide to pass instead or upgrade a 14 count to a 1♦ opening.

[1NT Structure]

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

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

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

2♥: Minimum without 4♥s.

2♠: 4♥s, may have 4♠s.

2NT: Maximum without a four card major.

3♣: Maximum with 4♠s, not 4♥s.

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

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

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

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

2♥/♠: To play.

2NT: Natural GI, no four card major.

3♣/♦: To play.

3♥: Natural, GF with 5+♥s.

3♠: To play.

3NT: To play.

4♣: Transfer to ♥s.

4♦: Transfer to ♠s.

4♥: Gerber, ace asking.

4♠: To play.

[1NT In Competition]

Use standard methods or see separate ETM documents.

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

ETM SOB Club Two Club Opening

[ETM SOB Club 2♣ Opening Style]

5+♣s, 10-13, no five card major, not 4♣s. If just 5♣s must be a 5-4-3-1 shape with a 4 card red suit.

[Responding to 2♣ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2♦	Ask	Opener replies: 2♥: 3 or 4♥s. If 3♥s must be 1-3-4-5 exactly. 2NT re-ask: 3♣: 6+♣s & 3♥s. 3♦: 1-3-4-5. 3♥: 6+♣s & 4♥s. 3♠: 3-4-1-5. 3NT: 1-4-3-5. 2♠: 3♠s. If 5♠s must be 3-1-4-5 exactly. 2NT re-ask: 3♣: 6+♣s & 3♠s. 3♦: 3-1-4-5. 3♠: 6+♠s & 4♠s. 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, singleton/void in bid major. 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 SOB Club Two Diamond Opening

[ETM SOB Club 2♦ Opening Style]

5+♦s, 10-13, no five card major, not 4♠s. If just 5♦s must be a 5-4-3-1 shape or 5-5 in minors.

[Responding to 2♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-12 with no good bid.
2♥	Ask	Opener replies: 2♠: 3♠s. 2NT re-asks: 3♣: 3-1-5-4. 3♦: 6+♦s & 3♠s. 2NT: 4♥s. 3♣ re-asks: 3♦: 6+♦s & 4♥s. 3♥: 1-4-5-3. 3♠: 3-4-5-1. 3♣: 5♦s, 4/5♣s, not 3♠s, not max if 5-5+ minors. 3♥ re-asks: 3♠: 5-5 in minors, minimum 3NT: 1-3-5-4. 3♦: 6+♦s, not 3♠s or 4♥s. 3♥/♠: 5-5+ in minors, singleton/void in bid 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 SOB Club Two of a Major Opening

[ETM SOB Club 2♥/♠ Opening Style]

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

[Responding to 2♥/♠ Opening]

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

[In Competition]

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

ETM SOB Club 2NT Opening

[ETM SOB Club 2NT Opening Style]

20/21-22 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 SOB 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.

ETM SOB Club 1=4=4=4 Opening Note

Note with 1=4=4=4 exactly (singleton ♠) and less than 14, pass. If partner cannot open either we don't have enough points to compete and/or the opponents have a 9 card or better ♠ fit.

ETM SOB Club Upgrading to 10 Note

ACBL regulations require 10 or more High-Card-Points for the conventional 1♣ opening – do not upgrade 8 or 9 point hands to a 1♣ opening.