

ETM Storm

Everything That Matters (ETM) Storm

Big Club Mini Spade Bridge Bidding System

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Release 1.1

ETM Storm Introduction and Notes

Introduction

Everything That Matters Storm is a bridge bidding system that uses a big one club opening together with a one diamond opening to show minimum opening hands with four or more spades. The limited major suit openings are designed to get the partnership to the right spot quickly, while the big club allows exploration on strong hands.

The ETM Storm 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). However since it is an unusual system, one can expect some club directors to be unfamiliar with it and how to apply the GCC to this new system.

ETM Storm 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 Storm has a few complexities to handle sequences where opener can have multiple hand types, but for the vast majority of hands there are straight-forward sequences to the best contract. The complex sequences are mostly with the one heart opening, where it can be just four hearts with four or longer diamonds, or five or longer hearts with values/shape or flat. Once a partnership can handle the few twists in the one heart opening and responses, they are ready to Storm the bridge world to success!

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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!

Contact Information

For further information on these notes please contact:

Glen Ashton
BridgeMatters
128 Summerwalk Place
Ottawa, Ontario, Canada
K2G 5Y5
etm@BridgeMatters.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 ETM.

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 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 Storm Opening Bids and Responses

ETM Storm Opening Bid Overview

| Opening | Style | Description |
|---------|-------------------|---|
| 1♣ | Big | 15+ without a five card or longer major, or 17/18+ any. With 5♣s and 4♥s exactly & 17 open 1♣. Not a 2NT opening type. |
| 1♦ | Mini Spades | 1) 4♣s & 10-14, can have longer second suit (if 5+♥s maximum of 13), not balanced if 13-14 2) 5♣s & 10-13, too balanced for 2♣ opening 3) 5♣s & 4♥ exactly, 10-11 |
| 1♥ | Natural | 1) 5+♥s, 11-17, if shape for a 2♥ opening then more than a 2♥ opening (13/14-17). With exactly 4♣s & 5/6♥s, open 1♦ if 10-13 (13 only if just 5♥s). 2) 4♥s and 11-14 with 4+♦s but without 4♣s. If balanced can decide to open 1NT instead |
| 1♠ | Natural | 5+♠s, 12-17 or 10-11 with 5-5+/6-4+ in majors. If shape for a 2♠ opening then more than a 2♣ opening (13/14-17). |
| 1NT | Weak | 11/12-14 balanced, can be a 5-4-2-2 with a five card minor |
| 2♣ | Natural | 5+♣s, 10/11-14, not 4+♣s, not 5+♥s, if just 5♣s a 5-4-3-1 shape |
| 2♦ | Natural | 5+♦s, 10/11-14, no four card or longer major, if just 5♦s either 3-1-5-4/1-3-5-4 or 5-5 in minors |
| 2♥, 2♠ | Natural | 5 or longer in M , 9/10-13, not 4+ in OM , if just 5 in M then 5-5+ or a 5-4-3-1/5-4-4-0 shape with shortness in OM . |
| 2NT | 19/20-21 | Balanced |
| 3X | Preemptive | Random, but a decent suit promised if vulnerable |
| 3NT | To play undoubled | Any sort of hand that wants to take a try at 3NT undoubled – might have a long suit with or without 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 long suit, 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 Storm Balanced Ladder

| Range | Opening | Notes |
|----------|-----------------------|--|
| 0-9 | Pass | |
| 10 | Pass, 1♦ | Open 1♦ if 4/5♠s |
| 11-12 | Pass, 1♦, 1♥, 1NT | 11s can upgrade to 1NT. 4/5♠s open 1♦ (including 4-4 in majors). 5♥s or 4♥s with 4+♦s can open 1♥. |
| 13-14 | 1NT, 1♥, 1♠ | 1NT on most hands. 5♥s or 4♥s with 4+♦s can open 1♥, or 5♠s can open 1♠. Note that 1♦ is not opened if 13-14 balanced. |
| 15-17 | 1♣ then 1NT 1♥, 1♠ | 1♣ on most hands but five card major balanced opens 1♥/1♠. |
| 18-19 | 1♣ then 1♥ | |
| 19/20-21 | 2NT | |
| 21/22+ | 1♣ then 2NT | |

ETM Storm One Club Opening- Big Club

[1♣ Opening Style]

1♣ is an artificial, strong, forcing opening. 15+ without a five card or longer major, or 17/18+ any. With 5♠s and 4♥s exactly & 17 open 1♣. Not a 2NT opening, so not 19/20-21 balanced.

[Responding to the 1♣ Opening]

| Resp. | Style | Description/Follow-ups |
|-------------------|---------------------|--|
| 1♦ | Not Positive | 3 to 9 HCP. See section next page. |
| 1♥ | Artificial Positive | 9/10+, any non-balanced hand GF, not 5-5+ two suiter. Bidding continues naturally, with cheapest notrump bid by responder showing no fit (so far) and not much extras. |
| 1♠ | Super Negative | 0 to 2 points (or 3 jacks), no six card major. After this, bids below 2♠ to play, 3X natural and GF, 2♠ both majors 5-5+ (can have longer ♥s), NF. 2NT is 23-24 or so, responder to signoff without a queen. |
| 1NT | Big balanced | 13+ balanced, GF. 2♣ is Stayman, 2♦ to 2♠ natural, 2NT shows ♠s. |
| 2♣ | Positive balanced | 9/10-12 balanced, GF. Suits are natural. 2NT asks responder to bid 3♣ if 4♥s (can have 4♠s - 3♦ asks if 4♠s, 3♥=yes), 3♦ if 4♠s, 3♥ if 5♠s, 3♠ if 5♥s, and 3NT without a major. |
| 2♦, 2♥ | Transfer | Transfer to next major, 6 or longer suit, 0-4, no ace or king. New suits are natural and forcing. 2NT asks if extras, rebid of transfer bid (not major suit) says no. |
| 2♠ | Minors | Shows a game forcing two suiter (5-5+) with ♣s and ♦s. Natural bidding now, with 2NT showing 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 good fit. |

[After Interference Over 1♣]

- Responder tries to bid with 5 or more points if bid at 1♥ or lower, 8+ points otherwise.
- Game bids are to play, though partner can bid again with considerable extra values.
- Double by either responder or opener shows values and no clear bid. Partner is invited to pass the double if the hand is quite defensive in nature.
- Cuebids in opponents suit are natural – assume they do not have what they say they have.
- New suits (i.e. suits not already bid the partnership, suits bid only by the opponents still count as new suits) below game are forcing by responder – responder can continue to bid new suits below game to force the bidding.
- If responder has bid (something other than pass) a new suit by opener is forcing if it is below game and it is the first call the opener has made after opening 1♣.
- Jump bids by either player below game are forcing, and by responder show a quality suit.
- If the opponents interfere just before opener's rebid, opener tries to pass with minimum hands that are not too shapely.

See Appendix A for a detailed comprehensive method for handling interference, as an alternative.

[Structure after 1♣-1♦]

| Rebid | Meaning | Follow-ups |
|------------|--|---|
| 1♥ | 17/18+ to near GF with ♥s, ♦s, or ♣s (all not with 4+♠s unless 6-5 in majors), or 18-19 balanced, or 5+♥s GF | <p>Responder bids 1♠, and then opener shows hand type:</p> <ol style="list-style-type: none"> 1NT with 18-19 balanced. 2♣ or 2♦ like 1♣-1♦—2♣/♦, but now shows 18 to near GF. 2♥ with 17/18 to near GF with 5+♥s, not 4+♠s, not 5-5+, not 6-4+, not maximum with 6+♥s. 2♠ with 6+♥s and a 4 card minor, 17/18+ to near GF. 2NT asks suit, 3♥ showing extras with ♣s, 3♠ extras with ♦s. 2NT with a GF in ♥s, any shape. 3♣ asks shape. 3X natural, 5+♥s, 5-5+, 17/18 to near GF, 3♠ shows 6-5+. 3♥ shows 6+♥s, close to game values. <p>Responder can also show long minor with weak hand over 1♥ (2♣ or 2♦), or show 5+♠s & 6 to 9 with 1NT (forcing, bidding continues naturally).</p> |
| 1♠ | Natural, 4+♠s, not-forcing | <p>4+♠s, 15+ (17/18+ with 5+♠s).</p> <p>Responder can pass if quite weak, or without 4♠s usually bids 1NT (or 2♣, see below), and then:</p> <ol style="list-style-type: none"> 2♣ or 2♦ show long minor, 4♠s, 15 to near GF. 2♥ shows 17+ to near GF with 5♠s & 4♥s. 2♠ shows 17/18 to near GF with 5+♠s, not 4+♥s, not 5-5+, not 6-4+, not maximum with 6+♠s. 2NT shows 17/18 to near GF with 6+♠s and another 4 card suit. 3♣ asks suit, 3♠ showing ♣s. 3X natural, 5-5+, 17/18 to near GF. 3♠ shows 6+♠s, close to game values. <p>Over 1♠, responder can also bid 2♣ to show 3♠s and 7 to 9. Now 2♠+ is natural and forcing, 2♦=5+♦s & NF, 2♥=5+♠s, 15-17.</p> <p>Over 1♠, 2♦ and 2♥ are natural with 5+ card suits & 6-9. If opener rebids 2♠ it shows 18+ and 5+♠s, and responder must bid again.</p> |
| 1NT | 15-17 | 1NT System on. |
| 2♣, 2♦ | Natural | These show 15-17 and a five card or longer minor, can have 4♥s but not 4+♠s or 5+♥s. Cheapest bid asks if 4♥s, and then cheapest bid by opener says yes. |
| 2♥ | Majors | 5+♥s & 4+♠s, 17/18 to near GF. Natural bidding now. |
| 2NT | 21/22+ | 2NT system on (GF since 1♦ promised 3+ points). |
| 2♠, 3♣, 3♦ | Natural, GF | Natural, but 3M over 3♦ shows a five card major, and 3♦ can be bid over 3♣ as a semi-natural waiting bid. |
| 3♥/♠ | Shows bid major, longer ♦s, GF | Natural. |

Note: For 4-4-4-1s, treat as balanced if 15-19. If 20+ make best natural bid.

ETM Storm One Diamond Opening Showing Spades

[ETM Storm 1♦ Opening Style]

- 1) 4♠s & 10-14, can have second suit (if 5+♥s maximum of 13), not balanced if 13-14.
- 2) 5♠s & 10-13, too balanced/not right shape for 2♣ opening (can also open 1♠ if 12-13).
- 3) 5♠s & 4♥ exactly, 10-11.

Note: ACBL regulations require 10 points, so do not open with less than 10.

[Responding to 1♦ Opening]

| Resp. | Style | Description/Follow-ups |
|----------|----------------------------------|---|
| Pass | Natural | 0 to 11, some ♦s and not good ♠ fit. |
| 1♥ | Natural, forcing but can be weak | 4+♥s, forcing but does not promise a rebid. 1♠ shows 5♠s 10-13, 1NT 4♠s and flat or short ♥s. 2♣/♦ 5+ natural, 2♥ with 4+♥s. Only jump bids in new suits are forcing by responder. |
| 1♠ | Natural, less than GI | 2/3♣ fit, less than a GI, fewer than 4♥s, directionless hand with at least a doubleton in each suit. Opener can pass, bid 1NT, or bid any suit at the two level. |
| 1NT | Natural | No ♠ fit, 2 or better (often at least 3) in all other suits, can have game interest opposite 14, but not 10-13. Opener shows 5+♥s or a four card or longer minor or passes (i.e. does not rebid 2♣). |
| 2♣, 2♦ | Natural, forcing but can be weak | Forcing but does not promise a rebid. Opener rebids 2♥ with 5+♥s 10-13, 2♠ with 5♠s 10-13. Without a five card major, opener rebids 2NT minimum without 4+ in m , 3 m with minimum and a fit, om with a maximum and no fit, and jumps semi-descriptively with a fit and maximum. Over all rebids, only forcing bid by responder is a new suit above 3 m or any jump suit bid below game so prefer 1♦-2♥ if a GF and no good second bid. |
| 2♥ | Artificial, GF | 2♠: Exactly 4♠s, not 4+♥s. 2NT asks: 3♣=5+♦s, 3♦=5+♠s, 3♥=4-1-4-4, 3♠=5♣ bal., 3NT=bal 10-12, not 5♣/♦s. 2NT: 5+♥s & 4♠s, 10-13. 3♣ asks hand type, 3♦=min 5♥s, 3♥=6♥s, 3♠=max 5♥s. 3♣: 5♠s & 4 minor or flat, 10-13. 3♦ asks, 3♥=♠s, 3♠=♦s, 3NT=flat. 3♦: 4♠s & 4♥s bal 10-12 or 5♠s&4♥s, 10-11. 3♠ asks 5♠s, 3NT=no. 3♥: 4♠s & 4♥s and short ♣s. 3♠ asks if extras, 3NT=no. 3♠: 4♠s & 4♥s and short ♦s, not extras. 3NT: 4♠s & 4♥s and short ♦s, extras. New suits (not including asks) below game are 5+ and forcing. |
| 2♣ | To play | 3+♠s, no interest in game, often 4♠s or 3♠s with some shortness. |
| 2NT | Raise | 4+♠s, asks for shortness, opener bidding 3♦ if short minor (3♥ asks which, 3♠=♣), 3♥ if short ♥s, 3♠ if 5♠s & no shortness, or 3♣ if 4♠s & no shortness (3♦ asks if max, 3♠=no). Then 3♠ is to play. |
| 3X, 4♣/♦ | To play | Long suit or if 3♠ bid 4+♠s. |
| Games | To play | Doesn't want to know opener's hand type. |
| 4NT | Minors | To play in opener's best minor. |

[In Competition]

Non-jump suit and notrump bids by responder are natural and non-forcing. If responder has only passed, opener only bids 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 1♥, and the opponents double or make a non-jump bid, then a double or redouble by opener show 3♥s.

ETM Storm One Heart Opening

[ETM Storm 1♥ Opening Style]

- 1) 5+♥s, 11-17, if shape for a 2♥ opening then more than a 2♥ opening (so 13/14-17). With exactly 4♠s & 5/6♥s, open 1♦ if 10-13 (13 only if just 5♥s).
- 2) 4♥s and 11-14 with 4+♦s but without 4♠s. If balanced can optionally open 1NT instead.

[Responding to 1♥ Opening]

| Resp. | Style | Description/Follow-ups |
|---------|---|--|
| Pass | Natural | 0-5 with no good bid. |
| 1♠ | Natural 5+♠s, 5+ HCP, forcing. | 1NT shows 11/12-14, not 3♠s. Over 1NT, play two way new minor forcing (2♣ is any invite or ♦ signoff, 2♦ any GF). 2♣ shows 3+♦s, responder assumes 11-14 and 5+♦s at first. 2♦ shows 13/14-17 with 3+♠s. 3♦ now used to force. 2♥ and 3♥ show 6+♥s, 3♥ with 16-17 & good suit. 2NT shows 6+♥s and 4 card minor 15-17. 3♣ asks, 3♥=♠s. 3♣ and 3♦ show 5-5+ 15-17. ♠ bids natural raises. 4♣/4♦ show ♠ fit, minor shortness, max. |
| 1NT | Semi- Forcing Notrump | Opener will pass with 12-14 flat/semi-flat (can be short minor). 2♣ shows 11-14 & 5+♦s or 13/14-17 with no other bid. Responder usually bids 2♦ (or 2♠ if GI & ♦s), so opener then shows 13/14-17. 2♦ shows 5+♥s, 4+♠s, 13/14-17 (just 5-4 if 15-17). 2♥ and 3♥ shows 6+♥s, 3♥ with 16-17 and good suit. 2♠ shows 6+♥s and a 4 card suit, 15-17, 2NT asks, 3♥=♠s. 2NT shows exactly 5♥s and 4♠s, 16-17. 3♣/♦ and 3♠ are 5-5+ (3♠ must be 6-5+) with 14/15-17. |
| 2♣, 2♦ | Semi- Natural Force Promises a hand that is a GF opposite 13/14+ and promises a rebid if not at game. | 2♣ promises 3+♠s, 2♦ 4+♦s. 2♠+ by opener establishes GF. 2NT rebid by opener shows 6+♥s, no 2 nd suit, 13/14+. 2♥ by opener shows 5+♥s with either the other minor or flat hand or without 13/14+ – now 2♠ is a GF ask for opener to show hand type, while 2NT and 3 of responder's minor are natural and GI. 2♦ rebid shows 4+♦s and 4♥s only, and is only bid available over 2♣ with just 4♥s, and thus with 5+♥s & 4+♦s rebid 2♥ or 3♦. Special bids over 2♦: 3♣ shows a GF with 4+♦s, 4+♥s. 3♦ shows a minimum 4+♦s and exactly 4♥s, <u>not a GF</u> (so an exception and now 3♥ is waiting). With minimum hand 5♥s & 4♠s, bid 2♥ first. By passed hand, 2♣=3♥s good raise, 2♦=4♥s good raise. |
| 2♥ | Raise | 3+♥s, about 6 to 10 (only 3♥s if maximum). |
| 2♠ | Strong | 5+♠s, game force, and either 5-5, 3♥s, or 6+ quality ♠s. 2NT asks. |
| 2NT | Natural, GF | Now 3NT if flat/semi-flat 11-14, and otherwise describe hand. |
| 3♣ | Raise, GF | 4+♥s, GF. 3♦ to 3♠ show shortness, 3♥=3♣. 3NT=no short. |
| 3♦ | Raise | 4+♥s, GI. |
| 3♥ | Raise | 4+♥s, just under game invite values (a "mixed raise"). |
| 3♠ | Raise | 4+♥s, unknown singleton, about 12/13-16. 3NT asks shortness. |
| 3NT, 4♣ | Raise | 4♣ shows ♠ void. 3NT shows void in a minor – 4♣ asks which. |
| 4♦/1♥ | Raise | 4+♥s, singleton/void in ♠s, less values than 3♠ over 1♥. |
| 4♥ | Raise | 4+♥s, to play, not singleton/void in ♠s. |
| 4♠ | To play | Long ♠s. |
| 4NT | Asking | Keycard ask in ♥s. |
| 5♣, 5♦ | Preemptive | Very long suit, to play. |

ETM Storm One Spade Opening

[ETM Storm 1♠ Opening Style]

5+♠s, 12-17 or 10-11 with 5-5+/6-4+ in majors. If shape for a 2♣ opening then more than a 2♣ opening (so 13/14-17). Not 5-4 exactly in majors and 17 (open 1♣ to avoid wide ranging 1♠-1NT—2♥ rebid). With flat/semi-flat 12-13, prefer 1♦ opening if want to find possible ♥ fit opposite 5♥s, and 1♠ otherwise – so 5-3-4-1 and 5-3-1-4 prefer 1♦ opening.

[Responding to 1♠ Opening]

| Resp. | Style | Description/Follow-ups |
|---------------|-------------------------|--|
| Pass | Natural | 0-5 with no good bid. |
| 1NT | Semi-Forcing Notrump | Opener will pass with 12-14 flat/semi-flat. 1♠-1NT—2NT shows 6+♠s and another 4 card suit, 15-17, and then 3♣ asks suit, 3♣ showing ♣s. 1♠-1NT—3♣/♦/♥ are all 5-5+ with 15-17. |
| 2♣, 2♦, 2♥ | Semi-Natural Forcing | 3+ in suit except 2♥ promises 5+♥s. Promises a hand that is a GF opposite 13/14+ and promises a rebid if bidding below game. 2NT and higher rebids by opener establish a GF. 2NT rebid by opener shows 6+♠s, no 2 nd suit, 13/14+. 2♣ rebid shows no other good bid available, often flat or does not have values and/or shape to bid at three level. If opener rebids below 2NT, responder's rebids of 2NT or 3 of responder's suit are not forcing, showing GI values, and all other bids establish game force. By passed hand, 2♣=3♠s good raise, 2♦=4♠s good raise. |
| 2♠ | Raise | 3+♠s, about 6 to 10 (only 3♠s if maximum). |
| 2NT | Natural, GF | Opener bids 3NT if flat/semi-flat 12-14, and otherwise describes hand. |
| 3♣ | Raise, GF | 4+♠s, GI+. 3♦ = no accept GI (now 3♣ to play and 3♥ asks short, 3NT = no, and 3♠=short ♥s). If accept GI, 3NT=no short, 3♥ short ♥s, 3♠ short ♦s, 4♣ short ♣s. |
| 3♦ | Raise, GI | 3♠s, GI (prefer 1NT and then 3♣ if flat hand). |
| 3♥ | Constructive | Constructive values (about 8 to 9 HCP) with 6+♥s of quality. |
| 3♠ | Raise | 4+♠s, just under game invite values (a "mixed raise"). |
| 3NT | Raise | 4+♠s, unknown singleton, about 12/13-16, with more bid 3♣. 4♣ asks shortness. |
| 4♣, 4♦ | Raise | 4♦ shows ♥ void. 4♣ shows void in a minor – 4♦ asks, 4♥=♣s. |
| 4♥ | To play | To play with long ♥s. |
| 4♠ | Raise | 3+♠s, to play. |
| 4NT | Asking | Keycard ask in ♠s. |
| 5♣, 5♦ | Preemptive | Very long suit, to play. |

[In Competition]

Competitive bidding as in standard with new suits by responder forcing if below game. This applies to both the 1♥ and 1♠ openings.

ETM Storm 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. With 4♥s and 4/5♦s the opening is optional, as one can open 1♥ instead. With 4♠s and 11-12, the opening is optional, as one can open 1♦ instead (generally prefer 1♦).

[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). 2♥ rebid by responder 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 Storm Two Club Opening

[ETM Storm 2♣ Opening Style]

5+♣s, 10/11-14, not 4+♣s, no 5+♥s, if just 5♣s a 5-4-3-1 shape.

[Responding to 2♣ Opening]

| Resp. | Style | Description/Follow-ups |
|--------|--|---|
| Pass | Natural | 0-12 with no good bid. |
| 2♦ | Ask | Opener replies: 2♥: 4♥s. 2NT re-ask: 3♣: 6+♣s & 4♥s, minimum. 3♦: 1-4-3-5. 3♥: 3-4-1-5, minimum. 3♠: 3-4-1-5, maximum. 3NT: 6+♣s & 4♥s, maximum. 2♠: 4♦s. If 3♣s must be 3-1-4-5 exactly. 2NT re-ask: 3♣: 6+♣s & 4♦s, minimum. 3♦: 5♣s and 4♦s, minimum. 3♥ asks 3 cards, 3♠=3♣s. 3♥: 1-3-4-5, maximum. 3♠: 3-1-4-5, maximum. 3♣: 6+♣s & 4♦s, maximum. 2NT: 6+♣s, no second suit, maximum. 3♣: 6+♣s, no second suit, minimum. 3♦: 6+♣s, 5+♦s, minimum. 3♥: 6+♣s, 5+♦s, maximum. 3♠: 6+♣s, great suit. 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 ♣ | 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 Storm Two Diamond Opening

[ETM Storm 2♦ Opening Style]

5+♦s, 10/11-14, no four card or longer major, if just 5♦s either 3-1-5-4/1-3-5-4 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♠: 4♣s. 2NT re-asks: 3♣: 5♦s & 4♣s, minimum. 3♥ asks 3 cards, 3♠=♠s. 3♦: 6+♦s & 4♣s, minimum. 3♥: 1-3-5-4, maximum. 3♠: 3-1-5-4, maximum. 3NT: 6+♦s & 4♣s, maximum. 2NT: 6+♦s, no second suit, maximum. 3♣: 5-5+ in minors, minimum. 3♦: 6+♦s, no second suit, minimum. 3♥: 5-5+ in minors, maximum. 3♠: 6+♦s, great suit. New suits (not shown by opener) by responder are forcing. |
| 2♠ | Natural | Five or longer ♠s, to play except opposite shortness and shape. |
| 2NT | Puppet, minor signoff or GF two suiter without ♦s | Opener bids 3♣, then: Pass: to play 3♦: to play 3♥: ♠s & ♣s, 5-5+ two suiter, GF 3♠: ♥s & ♣s, 5-5+ two suiter, GF 3NT or 4♣: both majors, 5-5+ two suiter, GF 4♦: Natural invite |
| 3♦ | Raise | Good raise to 3♦, opener can bid again if maximum. |
| 3♣ | Transfer | Transfer to ♥s with any strength. Opener bids 3♦ if would accept GI, 3♥ if not. Now 3♥ is to play, rest is GF. |
| 3♥ | Transfer | Shows ♠s with at least GI values. Opener declines GI with 3♠ bid. |
| 3♠ | GF ♣s | Shows GF with long ♣s. |
| Games | To play | If opponents bid, opener must either pass or double, which says interested in bidding more since shapely hand. |
| 4♣ | RKCB | RKCB for ♦s. |
| 4♦ | Preemptive Raise | To play here or 5♦. |
| 4NT | Invite | Natural Invite, opener accepting if 13-14. |

[In Competition]

New suits non-forcing at two level, forcing at three level (still natural if a jump). Cheapest ♦ bid to play. Games to play. 2NT invites. Double is penalty at four level or higher, at 2 or 3 level asks partner to describe hand, especially showing a second suit, if one held.

ETM Storm Two of a Major Opening

[ETM Storm 2♥/♠ Opening Style]

5 or longer in **M**, 9/10-13, not 4+ in **OM**, if just 5 in **M** then 5-5+ or a 5-4-3-1/5-4-4-0 shape with shortness in **OM**. Good 13s can open 1 of a 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 12+ |

[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 Storm 2NT Opening

[ETM Storm 2NT Opening Style]

19/20-21 Balanced, can have a five card major.

[2NT Structure]

Use any 2NT structure or this one:

- 3♣: Modified Stayman, 3♦ shows no major or 5♠s, 3M=4, 3NT=5♥s. Over 3♦:
- 3♥: To play in 3NT and/or to ask if 5♠s. 3♠=5, 3NT=no.
 - 3♠: 4♠s & 5♥s, GF.
 - 3NT: 5♠s & 4♥s, GF, not slam try (bid 3♥ 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 Storm 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.

Appendix A - ETM Storm Advanced One Club Competitive

[After Interference directly over 1♣ - Introduction]

Direct Interference is broken down into four broad categories:

- 1) Bidding is at 4♦ or higher
- 2) Single-suited natural overcalls
- 3) All other forms including two suited, three suited, unknown suited, and transfers
- 4) Double

[After jump overcall of 4♦ or higher directly over 1♣]

If the overcall is 4♦ or higher, bidding space is constrained, so we usually double the contract since it often does not make. After a 4♦ or higher overcall:

- Pass asks opener to double unless quite distributional – if opener doubles or bids a suit, responder usually passes, and otherwise a new suit bid shows that suit and another unbid suit.
- Double is optional – it shows some values and these can be used to help make a contract or help beat the opponents. The hand can be distributional with no other good bid. If opener does not pass the double and bids instead, then a new suit by responder is natural, and shows a hand too strong to make an initial suit bid.
- New suits are non-forcing, not two suited, and based on a long suit.

[After Single-suited Natural overcalls directly over 1♣]

Over a natural single-suited overcall at the one or two level:

- Cheapest NT bid shows game force with a stopper.
- Cheapest cuebid of their suit shows shortness and a game force, with at least three card support for each unbid suit.
- Except over ♠ overcalls, non-jump new suits below game at a higher level (e.g. at three level if two level overcall) are natural and game forcing.
- Jump new suits below game show a two suiter without that suit and without the suit the opponents bid naturally.
- Game bids show enough playing value to attempt game, but not a lot of extras.

If the overcall is a black suit of 4♣ or lower:

- Double shows not-too-shapely hand and either not enough to establish a game force or a game force without a stopper. If possible, the game force without a stopper is later shown by making a cuebid of the opponent's suit below 3NT. At lower levels the double denies an unbid major of five or longer, while at higher levels then all sorts of hands are allowed to double since they no longer have a good bid available.
- Cheapest ♦ bid shows ♥s.
- If overcall was in ♣s, cheapest ♥ bid shows ♠s, cheapest ♠ bid shows ♦s.
- If overcall was in ♠s, cheapest ♣ bid shows ♦s and cheapest ♥ bid shows ♣.

If the overcall is one or two of a red suit (i.e. 1♦, 1♥, 2♦, or 2♥), then:

- Double shows the cheapest suit (so double of ♦s shows ♥s, double of ♥s shows ♠s)
- If ♦ overcall, cheapest ♥ bid shows ♠s.
- Cheapest ♠ bid shows a not too shapely hand without five or longer in unbid major, and either not enough to establish a game force or a game force without a stopper. If possible, the game force without a stopper is later shown by making a cuebid of the opponent's suit below 3NT.

If the overcall is three of a red suit, then:

- New suits below game are natural, game forcing
- Double is any hand without a good bid, usually not too shapely.

[After overcalls directly over 1♣ that are not single-suited natural overcalls]

The most common bid over these hands is double, which shows a not too shapely and some values, and is unlimited. This bid forces the opponents to clarify their hand type and can catch them in penalty situations.

Bids of 1NT and 2NT are used to show both majors, 5+♠s and 4+♥s. If 2NT is a jump it shows 5-5+ in the majors with a game force.

Game bids show enough playing value to attempt game, but not a lot of extras.

Non-jump suit bids below game are always transfers to the next suit.

Jump suit bids always show a two suiter game force – if a single jump it shows the next two suits, except for a single jump in ♦s, which shows ♠s and ♣s (since 1NT or 2NT bids are used to show both majors). If a double jump and below game it shows the suit above the jump bid and the suit below the jump bid – so, for example, a 4♦ bid would show ♥s & ♣s. Also if a lower bid would have shown the same two suits, then the higher bid promises longer in the higher ranking suit.

[After double directly over 1♣]

This is like the section above on not single-suited natural overcalls, except that redouble shows not too shapely hand and some values.

[What values are required to bid?]

The above sections on responder's bid over direct intervention does not define the values required for each action, and this is deliberate since it depends on the level the bidding is at and the judgment as to whether the values are working or not.

Since opener has 15+, we would like to have 19 if we end up in 1NT on a misfit, and about 23 if we end up in 2NT on a misfit, and about 25 if in 3NT. However with not-too-shapely hands on the three level and higher there is also the good chance that opener will pass to collect a number defending, and this does not require the points for 3NT. If responder is shapely then less values are required, since misfits can be played in the suit (or opener's long suit if there is one).

Approximate HCP Values Required for Responder's Action over Direct Interference

| Level | Non-Shapely | Shapely |
|-------|-------------|---------|
| 1 | 4+ | 4+ |
| 2 | 7+ | 5/6+ |
| 3 | 8+ | 8+ |
| 4 | 8+ | 8+ |

Remember that in competitive auctions, judgment is required to evaluate the hand, and don't just count points, especially if they are useless points.

[After responder shows a suit with another suit bid]

After responder shows a suit with another suit bid (like a transfer), then the cheapest bid in responder's suit shows about 15 to 17 balanced or equivalent. After opener completes the transfer, new suits by responder are forcing to the cheapest NT or the cheapest bid in responder's suit, whatever is cheapest. Bids of 1NT or 2NT by either player are natural, and offer a choice of spot.

The cheapest notrump shows about 17/18 to 19 balanced. A jump to 2NT is about 21/22-23. Games are to play unless responder has considerable undisclosed values.

New suits by opener are natural and forcing if below game. Responder and opener can continue to force the bidding by bidding new suits below game.

[After responder shows a game force two-suiter]

When partner shows a two-suiter game force, bidding continues naturally.

[When opponents interfere after responder's bid]

If responder's bid was at 1NT or higher or 1♥, double by opener becomes penalty. If responder's bid was 1♦ or 1♠, double by opener is takeout. Opener's primary duty with 15-17 is to pass the interference so as to limit the hand. A free bid by opener over the interference shows 18+ and/or a shapely hand with playing values.

If an opponent doubles any response, redouble suggests that this would be a great place to play, and pass suggests 15-17 or close to it.

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