

ETM Victory

Everything That Matters (ETM) Victory

A Weak Notrump System

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Release 2.3i

ETM Victory Introduction and Notes

Introduction

Everything That Matters Victory is a bridge bidding system developed primarily for playing in general team competitions, such as the popular Swiss team events. These events often use Victory Point scoring (where the result of a match between two teams is assigned a victory point award). The system implements the weak notrump opening in a highly precise method that provides maximum knowledge of the partnership potential on each deal. It is a system with many common sense arrangements, though arrangements that one might not find used elsewhere.

Key to the system is the two point ranges used for balanced hands from 15 to 26 (with one partial exception), and a slightly tighter range for opening one trump. The two point ranges allow for accurate decisions by responder on how high to play the hand, and employ many game forcing sequences to find the right contract. The tighter range for opening one notrump means that purely quantitative game invites can be replaced by sequences that find the best game spot. In addition the active upgrade feature of the system upgrades balanced hands with playing value so that good games or slams might be reached even though there is slightly less points than one might normally have to have.

Bidding is made easier in the system by bidding balanced hands in one way, unbalanced hands another way. Thus responder knows the nature of opener's hand and can evaluate properly towards the best contract.

ETM Victory is high definition system so it does take time to learn and play. For example, there are many times that a transfer bid is employed to show a suit, instead of just bidding it, to the point that sometimes ETM is nicknamed Every Transfer Method. However the system is designed to for maximum effectiveness, and it will provide substantial advantages to a partnership during a day's competition. These advantages will mean better results for the partnership and the teams they play on. ETM Victory is the system for winners.

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Release Notes

Release 2.3i

- First Internet release.
- Minor bug fixes.

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Definitions & 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 – see Over-Active Evaluation below.

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 hand type.

Useful: ETM defines the “useful” range as decent constructive to game invitational (limit) values. It is a range just a bit wider and stronger than “constructive”. It is usually made with a bid that gives room for partner to make a game try opposite it to find out whether it is good “useful” or not so good “useful”.

Legality and Alerts

ETM Victory is designed to be ACBL GCC (General Convention Chart) legal. There is no need to pre-alert the system, just when bidding one needs to alert all bids with special meanings. ETM Multi-Victory and ETM Total Victory is mid-chart legal (though it is necessary to have defenses handy for the opponents). It is necessary to pre-alert the Multi 2♦ opening.

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Abbreviations

Code	Meaning
C	Constructive
F	Forcing
GF	Game Forcing
GI	Game Invitational
HCP	High Card Points
L	Limit (L+ = limit or better)
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
U	Useful – see definitions
W	Weak
X, Y, Z	Any Strain
[text]	Name of Conventional Call, Treatment, or Sub-Section Title

Bidding Sequences

When bidding sequences are given, the end of a round of bidding is shown by a semi-colon, 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

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 (so 4=3=3=3 is an exact shape).

ETM Victory Style and Notes

[Active Upgrade]

ETM Victory recommends using “Active Upgrade”, where hands are often updated when the playing value of the hand is more than what is usually expected. Factors considered in making this upgrade are usually length in a suit or suits, good controls, and high spot cards in the long suits.

For balanced hands, ETM Victory asks that opener add a point if holding a five card suit, unless the suit is poor. So if holding Q8xxx or Kxxxx or better five card suit, add a point to the hand. If no five card suit, add a point if two four card suits and either great controls (the hand is almost all aces and kings), or good controls and tens found in the four card suits. These active upgrades are frequent for balanced hands, so the system states balanced ranges in the format nn/yy-zz, where nn is one point less than yy and represents hands that can be upgraded to yy. For example a 1NT rebid can be 14/15-16, where many 14 counts are upgraded to 15. When informing the opponents of the range, include the lower number so that opponents know the lower number is quite possible – thus announce that the weak notrump opening is “11 to 14”, or tell them it is “a good 11 to an okay 14.”

ETM Victory does not usually downgrade hands but there is one exception. With 4-3-3-3 shape and 12 points without great controls (i.e. not rich in aces and kings), never open the bidding, as this hand is often better served by being on defense.

Here is a table of when to use active upgrades sometimes and more often:

Range	Bid by	When to Upgrade
11/12-14	1NT opening	Upgrade often with 5 card suit, but very rarely upgrade otherwise since 4-4-3-2 11 counts not great playing value.
14/15-16	1♦ opening then 1NT or 1♣ opening if exactly 2♦s	Upgrade always with 5 card suit. Upgrade with any 4-4-3-2 shape that has at least one 4 card major, good controls and a hand that would not want to miss game with a 4-4 major fit when responder has a decent 10 count (so opening 1NT would miss the 4-4 major game).
16/17-18	1♣ opening then 1NT	Upgrade always with 5 card suit. Upgrade with great controls and 4-4-3-2 shape. Upgrade with good tenaces that can be protected by transfer sequences over 1♣ opening.
18/19-20	2♣ opening	Upgrade often with 5 card suit. Rarely upgrade otherwise to avoid playing in 2NT when responder is very weak.
20/21-22	2NT	Upgrade often with 5 card suit but rarely upgrade otherwise so can use 2♣ opening to find major fit.

[Quantitative Game Invites]

ETM Victory does not use quantitative game invites opposite balanced hands, as these are not that effective since opener can only evaluate on point count, not location of high cards. Instead responder is expected to bid game when game will be possible, and is given the tools to find the right game contract to play in. Sometimes a poor game contract will be reached, but the opponents will be under pressure to find the defense to beat it. For example, ETM Victory recommends at IMPs that all 11 counts, not 4-3-3-3, bid game when vulnerable opposite the 1NT 11/12-14 opening. This will sometimes mean a 23 or even a 22 point game will be reached. However with the points evenly distributed between the two hands, declarer will be able to continually lead towards honors to set up tricks. In addition if only holding a 11 count, opener should have a five card or longer suit that can be used as a source of tricks and to apply pressure on the opponents to make discards.

[Balanced Hand Types]

ETM Victory requires that two hand types be treated as balanced if conditions are met. First, a 5-4-2-2 hand is treated as balanced if the five-card suit is a minor, and both doubletons are Qx or better. Second, a 6-3-2-2 hand may be treated as balanced if the six-card suit is a minor, and both doubletons are Qx or better, and a rebid will not be a problem. This treatment means that opener is significantly unbalanced when a minor suit is opened and notrump is not rebid, and this assists responder in properly evaluating the hand's potential.

[Balanced Hand Bidding]

ETM Victory requires balanced hands that open the bidding either open notrump or rebid notrump (or raise partner). Except for raising partner, the only exception is that in competitive bidding opener, having opened a suit bid with a balanced hand, can choose not to rebid notrump if the opponent's bidding reveals that notrump would be an awful contract. In general though if opener makes a suit opening bid and rebids a suit, then an unbalanced hand is shown.

[Shape Out! - Shape Showing Opposite Balanced Hand]

ETM Victory is designed so that a shapely hand opposite a balanced hand will describe the shape, instead of asking questions of partner. The shape to be shown is both the one or two longest suits, and then after that the short suit. If a one-suiter hand, after showing the long suit, next the short suit will be shown. If a two or three suiter hand, often the two long suits will be shown, then the third bid to describe shape will show the shortness. To assist in providing room to show shape, ETM Victory employs many transfers. For example 1NT(11/12-14)-2♥(transfer to ♠s); 2♠-2NT(transfer to ♣s); 3♣-3♦(short ♠s). This shape showing bid opposite balance hands provides very accurate placement of game and slam contracts. So when partner shows a balanced hand and you have an unbalanced hand with enough values for game then shape out!

[Optional RKCB]

ETM Victory uses a keycard asking bid called Optional RKCB, which is abbreviated ORB. RKCB stands for Roman KeyCard Blackwood, an Ace asking method which includes the King of the trump suit. ORB, or Optional Roman Blackwood, has a unique first step, which declines to answer the keycard ask. Usually it shows either no fit for the trump suit, or if a fit was already promised, then a poor minimum hand, relative to the bidding so far. Over this bid, partner can still use normal RKCB to insist on an answer. Further details on ORB are found in the slam conventions section.

[Majors First]

ETM Victory is a MAFIA system – Majors Always First In Answering. This means that in responding to an opening bid, one bids a four card or longer major first even with a longer minor. In addition, ETM Multi Victory and Total Victory introduce methods that focus even more on the majors.

General Rules

[General Notes]

- After suit opening and 2NT GI bid by responder at some point, return to opener's lower ranking suit is NF, all other bids are forcing.
- Fourth Suit Forcing as an artificial force by an unpassed hand.
- By ph, Fourth Suit is natural/semi natural, intended as forcing but does not promise rebid.
- 4NT is takeout if non-jump bid over opponents bid and fit not established.
- Reopening jump overcall is intermediate, too strong for reopening suit bid but not wanting to double first.
- 3rd seat openers not to be much weaker than 1st opener, with bad hand bid on two+ level or pass.
- Fast arrival is a picture bid, values in suit(s) already bid, not much else.
- Any below game jump raise of an already bid suit is invitational unless GF already established.
- Jump shifts by opener are game forcing.

[Forcing Pass]

When a forcing pass is made it means partner must not pass but must either double or take some other action if the next opponent does not bid. Forcing passes can be made when partner makes a forcing bid and opponents intervene; then passes are forcing if at or below the level forced to. If partner shows support for suit (or if not support has big hand), then the level forced to is the cheapest bid in partnership's suit. Once a fit is implied and the cheapest bid in the partnership's suit is still available, the weakest bid is not pass but the cheapest bid in the partnership's suit. However the pass is not forcing if the hand making the pass is limited. Also, forcing passes are not set up if game was bid but without room to show stronger hand by cuebidding etc.

Examples:

1♠-Pass-2♦-4♥;Pass:	Forcing, since 2♦ forced to game or the opponents playing doubled contract.
1♦-1♠-Double-2♦;2♥-Pass:	As the weakest bid would be 2♣, pass shows something here since the 2♦ cuebid is forcing to 2♣.
1♦-1♥-Double-2♦;2♣-Pass:	The cuebid only forced to 2♥, so pass says nothing.
1♥-1♠-2♣-3♣;Pass:	The cuebid forced to 3♥, so pass shows something here, and is forcing since opener's hand is unlimited.
1♥-1♠-2♣-3♣;Pass:	The cuebid only forced to 3♥ so the pass here says nothing.
1♥-2♣-3♣-4♣;Pass:	The 3♣ cuebid forced to game, so pass is forcing here.
1♥-3♣-4♥-4♣;Pass:	The 4♥ bid may just be to play, so pass is NF.

[Showing Shortness]

The Victory style when showing shortness is that bids show shortness in the suit bid when possible.

[Transfers Off When Natural Rebids]

The Multi Victory and Total Victory systems provide for extended use of transfers. However transfers are almost never on when opener or overcaller makes a natural suit rebid in a new suit or in the opened/overcalled suit. The only time transfers are on is when ETM Gadget is used, a bid used by responder after opener opens a minor, responder shows a major, and opener rebids on the two level, but not a reverse or a raise.

System Overview

ETM Victory - One and Two Level Openings

1♣ is a hybrid opening and it shows either a natural unbalanced club opening 11-22 or a balanced hand with 14/15-16 and 3+♠s & exactly two ♦s, or a balanced hand (e.g. with at least 2♠s) with 16/17-18, can have a five card major. After 1♣, responses can be light, one level responses natural, 1NT shows 11+ balanced or semi-balanced, forcing, can have a four card major if GF values. Two level responses are special, 2♣ is game forcing with both majors, 2♦ and 2♥ are game forcing transfers to the next major with six or longer in the suit. 2♠ is a limit raise or better in ♠s and often unbalanced, 2NT is a limit raise in ♠s but balanced with spread out values, 3♣ is a constructive raise in ♠s. 3♦ is to play opposite balanced 14/15-18. 3♥ or 3♠ is natural and GI based on long suit, not points. 3NT is 13-15. 4♣ is preemptive, and 4♥ or 4♠ is to play.

1♦ opening is a natural opening, 11-22 unbalanced or 15-16 balanced with 3+♦s and may have longer ♠s but no five card major. After 1♦, major suit responses natural, 2♣ shows 9+ points and 3+♠s with perhaps longer ♦s, 2♦ and 2♥ are game forcing transfers to the next major with six or longer in the suit, 2♠ is a limit raise or better in ♦s, 2NT is a limit raise in ♦s but balanced with spread out values, 3♣ is to play opposite balanced 14/15-16 with 6+♠s. 3♦ is to play, up to constructive values. 3♥ or 3♠ is GI based on long suit, not points. Notrump replies: 1NT: 4/5-8, 3NT: 13-15, with 9-12 bid 2♣ first then pass 2♦ or bid 2NT or raise 2NT rebid to 3NT.

1♥ or 1♠ openings are natural openings with 10/11-22. Semi-forcing 1NT response. 2/1 game forcing. 2NT is limit raise or better with 4 or longer in the M. Jump shifts are fit showing except for the cheapest jump shift which shows 4 trumps & constructive values, and the jump shift just below 3M shows a fit showing jump in the cheapest jump shift suit. 3M is semi-preemptive. 3OM is natural GI but if 3♠ based on very long suit only, not points. 3NT shows support & singleton/void in OM, 4m shows singleton/void in minor, 4OM or 4M is to play. 2♣ is Drury with useful values or better, not on in competition.

1NT opening is 11/12-14, can have a five card major if three cards in other major and not 14. Not 4-3-3-3 if 11-12. 2♣ is Stayman with 2♥ rebid non-forcing, 2♠ invitational, and 3♣ transfer to ♦s, and 3♦ showing ♠s. 2♦ and 2♥ are Jacoby transfers but 2♦ can also be used like Forcing Stayman so it is called Jacoby Stayman (JS). Over the Jacoby transfers, which are never GI, if opener bids 2M, then 2NT on up are all transfer bids. 2♠ response to 1NT is either GI with 5♥s & less than 4♠s, or 4♠s & singleton ♥ & 4-4/5-4/4-5 in minors GF+, or 4♠s & 5+♥s GF that wants to show shortness. 2NT is a transfer to ♠s. 3♣ is a transfer to ♦s. 3♦ shows GF with singleton/void in one major, 3 in OM and 5-4/4-5/5-5 in minors. 3♥ shows 4+♠s & 6+♦s & GF+ with ♦s at least two cards longer than ♠s. 3♠ shows singleton/void in ♠s, 4♥s, 4-4/5-4/4-5 in minors. 4♣ is a transfer to ♥s and 4♦ is a transfer to ♠s. Games to play.

2♣ opening is strong, either 18/19-20 balanced or 22/23 balanced, or a GF without a five card major. Asks for a four card or longer major. After 2♣, 2♦ shows 4+♥s with perhaps longer second suit, 2♥ shows 4+♠s with perhaps longer minor. 2♠ shows no four card major. 2NT is 0 point hand with no four card major. 3m is very weak hand with long minor. 3M shows a six card or longer major with at most one loser in the major.

2♦ opening is strong, either a game force with a five card or longer major, or a game force with a rebid plan. Responses are controls: 2♥: 0-1 controls (A=2 control, K=1), 2♠: 2 controls, 2NT: 3 controls, 3♣: 4 controls, 3♦: 5 controls, 3♥: 6 controls, 3♠: 7 controls.

2♥ or 2♠ openings are natural, weak twos, 4-10. Bids in M are to play. New suit bids NF, but constructive. 4♣ is ORB for M.

2NT is 20/21-22 balanced. 3♣ is Stayman. 3♦ and 3♥ are Jacoby transfers. 3♠ is a relay to 3NT, slam try with a long minor or both minors with unequal length. 3NT is to play. 4♣ is both majors, at least 5-5. 4♦ is Ace asking. 4♥ is equal length in the minors, 5-5 or better, slam try. 4♠ is transfer to ♠s. 4NT is Quantitative. 5♣ is transfer to ♦s. 5♦ is suit fit ask – asks opener to bid naturally up-the-line.

ETM Multi Victory and ETM Total Victory - Introduction

[ETM Multi Victory]

When permitted the following changes are recommended to ETM Victory.

- 2♦ opening is Multi, either a weak two in a major, 4-9, can be just a decent five card suit, or a game force with a five card or longer major.
- 2♥ or 2♠ openings show 8/9/10-13 with 6 or longer in the major.
- 2♦ and 2♥ responses to 1m openings are still transfers but show useful to minimum GF values, about 8 to poor 15.
- 2♣ response to 1♣ still shows both majors, but 5+♠s & 4+♥s 0 to 9.
- Transfers are played over the 1♣ opening: 1♦=♥s, 1♥=♠s, 1♠=no four card major.

These changes are covered in this document.

[ETM Total Victory]

ETM Multi Victory can be extended with the following methods:

- 1♣-1NT is used by game forcing balanced or semi-balanced hands to ask hand type.
- 1♦-2♣ is used by game forcing balanced or semi-balanced hands to ask hand type.
- 1M-2♣ is either a GF with either a balanced hand or with either minor.
- 1♥-2♦ shows 3+♦s, 9+, awkward hands to bid otherwise.
- 1♠-2♦ is a transfer to ♥s, 5♥s, GI or better.
- 1♠-2♥ shows 6+♥s, maximum of 10 HCP, less than GI values.
- ETM Gadget is used to ask after some of opener's rebids to provide game forcing sequences on some difficult auctions, and to show a "useful" type hand that is difficult to both show and stay low.
- ETM Swaps and Transfers are used in competition to place overcaller on lead and to provide extended bidding space for majors.

ETM Total Victory - One and Two Level Openings

- 1♣: Unbalanced ♣s 11-22 or balanced 14/15-16 & 2♦s, or bal. hand with 16/17-18 (then can be 5M).
- 1♦, 1♥: Transfers to M. 1M rebid is 3 in M unbalanced, 4/5 in M and 14/15-18 balanced, or 14/15-16 balanced with 2♦s and 3 in M. 2♣ asks which.
- 1♠: No four card major. 1NT rebid is 15-17, 17 if not good ♦s. 2NT is 17-18. Over 1NT or 2NT, ♣s relays to ♦s, cheapest ♦ asks for five card major, and M bids show weakness.
- 1NT: 11+ balanced or semi-balanced, can have four card major if GF values. Rebids:
- 2♣: ♣s unbalanced & maximum of 15 OR no singleton/void & 6/7♣s & 16+.
 - 2♦: 16/17-18 balanced but not a 4-3-3-3 shape.
 - 2♥: 4♠s unbalanced & 16+ or any 4-3-3-3 with 17-18 balanced. With 4-4-1-4 rebid 2♥, then over 2♠ ask, bid 3♦(shortness), and now 3♥ asks if 4♥s, with 3♣=yes.
 - 2♠: 4♥s unbalanced & 16+, not 4♠s.
 - 2NT: 14/15-16 balanced & 2♦s. 3♣ asks, bid 4 card major not held, 3♦ with both.
 - 3♣: Unbalanced 16+ with no second suit but a singleton/void. 3♦ ask shortness.
 - 3♦: 6+♣s 4+♦s & 16+.
 - 3M: 5♠s & 4♦s and short in M,
 - 3NT (16-19) or 4♣ (19/20-22) if 2-2-4-5.
- After these bids, cheapest bid re-asks. Replies to 1♣-1NT; 2♣-2♦ are designed to show minimum hands in same way as maximum hands. 4m is always ORB for that suit, and after re-ask, 3M is ORB for M.
- 2♣: 5+♠s, 4+♥s, 0-9. 2♦ or 2NT asks. Over 2♦, 2♥ or 2♠ rebid with 0-6, 2♠=5-5+ in majors.
- 2♦, 2♥: Transfer Useful Jump Shifts. 2M signoff, 3M mild invite, 2NT asks:
- 3 suit bid below M: Retransfer, no singleton/void, minimum or near game going+.
 - 3♣: Singleton/void in minor, 6 in M, any strength. 3♦ asks singleton with 3M and 3NT showing singleton/void in opener's minor.
 - 3M: Singleton/void in OM, minimum.
 - 3♠(if M=♥), 3♦(if M=♦): Singleton/void in OM, more than a minimum.
 - 3NT: No singleton/void, good GI.
 - 4X: Singleton/void in suit, 7+ in M.
 - 4M: 7-2-2-2-, better than bidding game over opening originally.
- 2♠: Limit+, 2NT rebid with balanced hand.
- 2NT: Limit with stoppers.
- 3♣: Constructive raise, opener to bid if 16/17-18.
- 3♦: To play opposite balanced hand, long suit.
- 3M: Natural, GI.
- 4♣: Preemptive.
- Games: Essentially to play, 3NT showing 13-15 and no four card major.
- Competitive: 2♣ by responder if available is 8-11 with 3/4♠s. System on over double except 1NT is 4-4 in majors with 7 to 10 and 2♣ as noted. Redouble is 9+ and Garozzo 2/3 Doubles on. If ♦ overcall below 4♦, major bids flip flop by responder so ♥ bids=♠s and ♠ bids=♥s. If ♠ overcall, below 3NT, ♦ bids by responder=♥s and ♥ bids = ♦s. Support doubles at one level only show 3 in M and 14/15+, while doubles by opener at two level or higher shows strong balanced/semi-balanced hand.

Total Victory summary continued...

1♣-1red-1NT and 1♦-1M-1NT basic structure

- 2♣: Asks for five card major, 2♦ says no. Now 2♥ asks for further shape, 2♠ shows GF in ♦s and only 4 in M (2NT now asks for further shape), 2NT is Delayed Scanian.
- 2red: The retransfer to the major, 5+ in M. Responder's next bid is often transfer, 3♣=♦s. With 5♥s & 4♠s, retransfer with 2♦, then rebid 2NT to show 4♠s & 5+♥s. Note that retransfer to ♥s, then 2♠ is used to show ♠s (not 2NT which with shows ♠s!).
- 2♦: If ♠s=M, 2♦ shows either 5-5 in majors 9/10+ or signoff in ♠s with other strains playable.
- 2♥: If ♥s=M, 2♥ is signoff but other strains playable, often with 4♠s.
- 2♠: GF in ♠s with only 4 in M. 2NT now asks for further shape.
- 2NT: Exactly 4 in OM. If ♥s=M, 2NT shows exactly 4♥s too, while if ♠s=M, 2NT shows 5+♠s. 3♣ asks shortness with 3♥ showing ♣ shortness. Rest natural.
- 3m: 5+ in om, 5 in M, GF.
- 3♥: GF, Singleton/void in in OM, 4 in M, 3 suiter but not 5♦s. 3♠ asks if 5♠s.
- 3♠: GF, Singleton/void in in OM, 4 in M, 3 suiter with 5♦s.
- 1♦: Unbalanced ♦s 11-22 or balanced 15-16 with 3+♦s, may have longer ♣s but no five card major.
- 1M: Natural.
- 1NT: Maximum of 8.
- 2♣: Asks, 3+♠s.
- 2♦: Unbalanced minimum. Now pass or 3♣ with 9-10, 2♥ asks for more information, 2♠ shows GF in ♠s, 2NT is 11-12, 3♣ is long clubs & NF.
- 2♥: Unbalanced near GF with less than 3♠s or balanced major & minor (4-4+, usually 4-4) or 3-3-3-4/3-3-4-3 exactly. Now 2♠ asks, can have ♠s GF or just asking (2NT with balanced major & minor or 3-3-3-4/3-3-4-3 with 3♣ reasking, and above 2NT with unbalanced) and 2NT is used to show GF in ♠s.
- 2♠: Unbalanced GF with ♠s. 2NT or 3♣ both ask.
- 2NT: Balanced but not major & minor, 3♣ asks. Other bids show ♠s, 3M if weak.
- 3X: Unbalanced GF with 3♠s and descriptive.
- 3♣: To play opposite balanced hand.
- 3♦: To play opposite balanced hand.
- Rest: as over 1♣ opening.
- Competitive: 2♦ by responder if available is 8-11 with 3/4♦s. System on over double except flip-flop majors (1♥ shows ♠s, 1♠ shows ♥s), 1NT is 4-4 in majors with 7 to 10 and 2♦ as noted.
- Redouble is 9+ and Garozzo 2/3 Doubles on. If ♣ overcall below 4♦, transfers by responder so ♦ bids=♥s, ♥ bids=♠s and ♠ bids=♦s. If ♠ overcall, below 3NT, ♣ bids by responder=♥s and ♥ bids=♠s. Support doubles at one level only show 3 in M and 14/15+, while doubles by opener at two level or higher shows strong balanced/semi-balanced hand.

1XYZ is used on sequences where opener's second bid is a new suit at the one level. 2♣ is a puppet to 2♦ with a ♦ signoff or a GI hand. 2♦ is an artificial GF. Other bids are signoffs/close to signoffs.

ETM Gadget is used on these sequences:

- 1) 1♣-1♦(♥s);2♣-2♦. 2) 1♣-1♥(♠s);2♣-2♥. 3) 1♦-1♠;2♦-2♥. 4) 1♦-1♠;2♣-2♥.

Last bid is a transfer to 2M, either signoff in M, or any GF. If opener bids 2M, responder's next bid shows nature of GF. Special sequence: 1♦-1♥;2♦-2NT forcing – no Gadget so 2NT forcing.

ETM uses many transfers – here is the defense if they are doubled:

- Without much values/length in suit doubled make normal response to partner's bid.
- If values/length, pass which asks partner to redouble if not void. Then make normal rebid or pass the redouble with great length in the suit. Partner can decide to pass too if playing doubled contract right.
- With Hxxx or HHxx of the suit make a direct redouble – partner will pass or bid as appropriate – after the redouble if the bid doubled was a transfer then system is on, but if the bid doubled was an asking bid (like Stayman) then natural bidding is used and a cuebid of the suit doubled is used to force if no other forcing sequence exists. Jacoby Stayman is considered a transfer.

Total Victory summary continued...

Competitive Notes:

- 1) 1**m**-1NT (by opponents)-2**m** shows limited hand with both majors or major & minor – responder will pass or correct as appropriate.
- 2) If player just before opener bids, regardless if responder or player's partner has bid or not, then 2NT by opener is Lebenshol – it shows a hand that wants to compete to the three level but not enough values to make a direct three level bid.

1♥, 1♠: Natural openings with 10/11-22, five or longer always in 1st or 2nd seat.
Semi-forcing 1NT response, 1st or 2nd seat opener only passing with 11/12 & 5♠s & 3-3 in minors, or 11/12 & 5♥s & 4♠s.

After opener's rebid, 2**OM** is forcing asking for further details, often:

Signoff in ♠s if opener rebid ♦s. Good raise in opener's minor.

If ♠=M, 9-10 balanced. Good limit raise.

Cheapest suit bid at three level re-asks are used after opener's 2NT or higher reply to 1NT. 3♠ shows whatever cheapest bid would have shown.

1M-1NT; 2m-2M is 5-8, but by passed hand 1♥-1NT; 2m-2♥ shows 5-10.

2♣ asks hand type, basic replies:

2♦: Waiting, 2♥ reasks (2♠ showing ♦s), 2♠ shows ♦s GF, and 3X shows ♠s GF.

2♥: 4 in OM. 2♠ shows ♦s GF, 3X shows ♠s GF, and 2NT reasks.

2♠: 6+ in OM. 2NT reasks, 3m natural, 3♥ try in M with ♠s, 3♠ try in M with ♦s.

2NT: 14-16 balanced or 17/18+ with 6 in M but no shortness. 3♣ re-asks.

3♣: 4♠s & 5 in M, 16+. 3♦ reasks.

3♦: 5 in M & 5+♠s & 15+.

3NT: 6 in M, singleton in OM, 3-3 in the minors, 18+.

Other: Semi-natural, very big hand, double jumps to the four level showing shortness.

1♥-2♦: 3+♦s, either 9-10 balanced or GI with long ♦s, or GF with ♦s & distribution.

1♠-2♦: 10/11+ with 5+♥s. 2♥ now waiting (2♠ then artificially sets GF). Other bids GF.

1♠-2♥: 6+♥s, maximum of 9/10.

Cheapest jump shift: 7 to 9 with 4+ trumps.

Other jump shifts: Fit showing, with bid below 3M showing fit in cheapest jump shift suit.

3M: 4 to 6 with 4+ trumps.

2NT: Limit raise or better. 3♣=signoff with no shortness or slam interest opposite GF (3♦ now reasks). 3♦=GF opposite limit but no slam interest opposite GF (3♥ now re-asks).

3♠: Natural, GI based on long suit.

3NT: Support & singleton/void in OM

4m: Singleton/void in minor,

4OM or 4M is to play.

2♣ by passed hand: Drury with useful values or better. 2♦ reasks: 2♥=3 trumps min, 2♠=3 trumps maximum, 2NT=4 trumps no shortness. 3♣=3 trumps & shortness.

2♦, 2♥ by passed hand: 2♦ shows 6+♦s, 7/8-11. 1♠-2♥ shows 5/6♥s, 8-11. 2M rebid 14+ & F.

2NT by passed hand: 4+ trumps, singleton/void, good hand. 3♣ asks shortness.

After 1♥-1♠, special sequences are available to show strong hand:

2♠ is minimum raise with 3/4♠s, 10/11-13.

2♥ shows ♥s & ♠s minimum, usually 5-5+.

2♣ is artificial, and responder usually bids 2♦. Then 2♥ shows 6+♥s, 14-17, 2♠ shows good raise with 3/4♠s 13/14-16, and 2NT or 3♣ shows ♠s & ♥s, 14/15-17/18.

Optionally opener can play jump shift transfers - 3♣ shows ♦s etc.

Competitive: Drury not on in competition. Over opponent's takeout double 2♦ is artificial, good raise in M, while 2♣ shows a long minor (could be either suit). 2NT by responder if not over a pass or double is a major suit raise with useful values, 4+ in M. Optionally special negative double if M overcalled with OM where double shows ♦s and ♦ bid is used to show good raise.

Total Victory summary continued...

- 1NT: 11/12-14, can have a 5 card major if 3 cards in other major and not 14. Not 4-3-3-3 if 11-12.
- 2♣: Stayman with 2♥ rebid non-forcing, 2♠ invitational (handles all ♠ invites), 3♣ transfer to ♦s, and 3♦ showing ♣s.
- 2♦, 2♥: Jacoby transfers but 2♦ can also be used like Forcing Stayman so it is called Jacoby Stayman (JS). Over the Jacoby transfers, which are never GI, if opener bids 2M, then 2NT on up are all transfer bids. Replies to 2♦ Jacoby transfer are: 2♥=not 4♥s, 2♠=4+♥s & not 4♠s, 2NT=4-4 in majors.
- 2♠: GI with 5♥s & less than 4♠s, or 4♠s & singleton ♥ & 4-4/5-4/4-5 in minors GF+, or 4♠s & 5+♥s GF that wants to show shortness.
- 2NT: Transfer to ♣s. 3♦ rebids show major shortness, 3♥=6+♣s & 4+♦s, 3♠=5-5+ in minors.
- 3♣: Transfer to ♦s. New suit rebids show singleton/void.
- 3♦: GF with singleton/void in one major, 3 in OM and 5-4/4-5/5-5 in minors.
- 3♥: 4+♣s & 6+♦s & GF+ with ♦s at least two cards longer than ♣s.
- 3♠: Singleton/void in ♠s, 4♥s, 4-4/5-4/4-5 in minors.
- 4♣, 4♦: 4♣ is a transfer to ♥s and 4♦ is a transfer to ♠s, opener to not bid 4M only if 3 aces.

Games: To play.

Competitive: Negative Doubles, Lebenshol, over double redouble shows ♣s to play at two level or ♠s and another, pass forces redouble with power or minors to play at two level or ♦s to play at two level, m bids show m & ♥s, M bids natural, 2NT Lebenshol. If the auction goes 1NT-Double-Pass-Pass;Redouble-Pass-Pass(Power!)-?, Garozzo 2/3 doubles are now on. If opponents balance with a double, redouble by either player shows five card suit, while a bid shows that suit and another (if no redouble opener usually passes instead). If opponents balance with a suit, double is takeout of the suit bid (not necessarily the suit shown).

- 2♣: Strong, either 18/19-20 balanced or 22/23+ balanced, or a GF without a five card major. Asks for a four card or longer major. After 2♣, 2♦ shows 4+♥s with perhaps longer second suit, 2♥ shows 4+♠s with perhaps longer minor. 2♠ shows no four card major. 2NT is 0 point hand with no four card major. 3m is very weak hand with long minor. 3M shows a six card or longer major with at most one loser in the major.

Competitive: Double by either player is takeout, but by opener suggests a balanced or semi-balanced hand. Major bids by opener only show 4 in the suit, often has longer minor.

- 2♦: Multi, either weak two bid in ♥s or ♠s, 4 to 9 HCP, can have a five card major, does not have two of top three honours and an ace (so not AKQ in suit either), OR a game forcing hand with at least one five card or longer major, and not 5-3-3-2. After 2♦, bids of M pass or correct, 3m natural & forcing. 2NT asks hand type:
- 3♣: minimum in ♥s or ♠s, or good suit in ♥s or ♠s. 3♥ now pass or correct, 3♦ reasks:
- 3♥: poor with ♠s or good suit ♠s. 3♠ NF so pass with poor ♠s.
- 3♠: poor with ♥s.
- Above 3♠: good suit ♥s.
- 3♦: ♥s more than a minimum, not good suit ♥s. 3♥ asks hand type, 3X showing 5♥s.
- 3♥: ♠s more than a minimum, not good suit ♠s. 3♠ asks hand type, 3NT showing 5♠s.
- 3♠: Game forcing opening with 5 or longer ♠s.
- 3NT: Artificial, game forcing opening with 5 or longer ♥s.
- 4X: Weak two - good suit ♠s, unbalanced, second suit or extra M length.
- Competitive: Double of m is penalty, double of M bid is pass or correct. If opponents overcall 3♥ or 3♠, a bid of game in the other major is to play – to play in opener's major bid 4♣ (transfer me to your major) or 4♦ (bid your major).
- Style note: Never lead a singleton honor in a major after partner opens 2♦ with weak hand.

Total Victory summary continued...

2♥, 2♠: 8/9/10-13, 6+ in **M**. If 9 HCP and only six in **M**, AKQ in suit or KQ in suit & an outside ace. Otherwise if 8/9 HCP, 7+ in **M** and some defensive values. If 4 in **OM**, maximum of poor 12 HCP. New suits forcing with 3**m** either natural GF or GI in **M** with values/length in **M**. 2NT asks:

3♣: promises singleton or void in some suit, not 4 in **OM** or more than a dead minimum with 4+ in a minor. 3♦ re-asks, with 3♥=short in **OM**, 3♠=short ♣s, 3NT and higher=short ♦s.

3♦: no singleton or void, 6 in **M**. 3**OM** re-asks.

3♥: 6+ in **M**, 4 in **OM**. Never maximum or would not have opened 2**M**.

3♠: 6+ in **M**, 4♠s, not dead minimum. 4♣ is ORB, other bids for **M**.

3NT: 6+ in **M**, 4♦s, not dead minimum. 4♦s is ORB, other bids for **M**.

4X: 6-5 two suiter, likely minimum (or would have open 1**M**).

4**M**: 7-2-2-2 shape.

Competitive: Double by responder is penalty except not of suit overcall just below 3**M**. If opponents suit overcall on three level, 3**M** is to play while cheapest suit bid below 3**M** is artificial, GI in **M** – if suit overcall just below 3**M** double is not penalty but instead shows GI in **M**. Over takeout double use ETM Defense to Double (transfer bids that can be lead directional only). If responder bids 3**M** or 4**M** and opponents bid **OM** opener can make the Can't Bear It double – shows offense hand.

2NT: 20/21-22 balanced. 3♣ is Stayman. 3♦ and 3♥ are Jacoby transfers. 3♠ is a relay to 3NT, slam try with a long minor or both minors with unequal length. 3NT is to play. 4♣ is both majors, at least 5-5. 4♦ is Ace asking. 4♥ is equal length in the minors, 5-5 or better, slam try. 4♠ is transfer to ♣s. 4NT is Quantitative. 5♣ is transfer to ♦s. 5♦ is suit fit ask – asks opener to bid naturally up-the-line. Competitive: double by either player shows values, lets partner decide.

Opening Bids and Responses

Opening Bid Overview and Notrump Ladder

General Approach: Hybrid 1♣, natural 1♦, 1♥ and 1♠ openings, weak notrump, 2♣ 18/19-20 balanced or GF, weak two 2, 2♥ and 2♠ openings, 2NT 20/21-22 balanced.

Opening	Style	Description
1♣	Hybrid	Hybrid, clubs or balanced, 11-22, one of: 1) Clubs unbalanced, 11-22. 2) Balanced 16/17-18, 2+♣s, can have a five card major. 3) Balanced 14/15-16, with exactly 2♦s, 3+♣s, no five card major.
1♦	Natural	Diamonds, can be: 1) 4+♦s, natural, unbalanced, 10/11-22. 2) Balanced 14/15-16 with 3+♦s, may have longer ♣s, no five card major.
1♥, 1♠	Natural	5+ in M, 10/11-22. Not 5-3-3-2 if 3 in other major and 11-13. Not 5-3-3-2 if 17/18+ (system does not provide 2NT rebid).
1NT	Weak	11/12-14, balanced, can have a five card major if 3 in the other major and 11-13. 5-4-2-2 possible with a five card minor. A six card minor can be held.
2♣	Strong	18/19-20 balanced (can have five card major) or 22/23+ balanced (can have five card major) or any GF without a five card major. Asks for a four card major.
2♦	Strong or Multi	When Multi not allowed it shows a GF with a five card major (not balanced) or any GF with a rebid plan. Asks for controls. When Multi allowed it shows a weak two in a major, five or longer suit, 3/4-9, or a GF with a five card or longer major, unbalanced.
2♥, 2♠	Weak/Intermediate	5 or 6 card suit 4/5-10. If five card suit good suit. Can be 6-5 hand planning on rebidding second suit. If Multi allowed it shows a 6 card or longer suit, 8/9/10-13, if 8-9 solid suit or seven card suit. Can have second suit.
2NT	Balanced	20/21-22 balanced.
3♣, 3♦	Preemptive	Six or longer suit, 4/5-9, not solid seven card suit (open 3NT).
3♥, 3♠	Preemptive	Seven card suit, 3/4-9. Not 9 if 2♥ or 2♠ opening shows 8/9/10-13.
3NT	Preemptive	Seven card suit to the AKQ or, if a minor, AKJ, little outside.
4♣	Artificial	Unknown long major, too much playing value for 4♥ or 4♠ opening.
4♦	Preemptive	Long broken suit, weak hand.
4♥, 4♠	Preemptive	Long major suit, not great playing value since no 4♣ opening.
4NT	Asking	Specific ace asking, bid 5♣ with no ace, otherwise bid suit with ace, 5NT shows two or more aces held, 6♣ shows just club ace.
5♣, 5♦	Preemptive	Very long minor suit, no outside ace or king.

[3rd and 4th Seat Opening Changes]

General Approach: Suit openings at any level but one natural and preemptive, 3NT to play, 2NT.

Opening	Style	Description
1♥, 1♠	Natural	Can have a decent four card suit or 5-3-3-2 if minimum, planning on passing a 1NT response, or if 5-3-3-2, rebidding at two level.
2♥, 2♠	Preemptive	If Multi not allowed then wide ranging in 3 rd seat, up to 12/13. About 11-13 in 4 th seat.
3X	Preemptive	Wide ranging preempt in 3 rd seat, about 11-13 HCP in 4 th seat.
3NT	To play	To play, "Gambling" but any type of hand.
4X	Preemptive	Preemptive, in 4 th seat with values so contract is possible make.
5X	Preemptive	To play.

[Notrump Ladder]

Range	Opening	Notes
0-11	Pass	
11/12-14	1NT	Weak notrump – not normally 14 with a five card or longer suit.
14/15-16	1♦, 1♣	Open 1♦ unless 2♦s, then open 1♣
16/17-18	1♣	
18/19-20	2♣	
20/21-22	2NT	
22/23-24	2♣	
24/25+	2♣	

One Club Opening, Hybrid: Clubs or Balanced 14/15-18 (14/15-16 with Clubs).

[1♣ Opening Description]

The ETM Victory 1♣ opening is a hybrid almost forcing opening – it shows either a natural club opening or a balanced hand 16/17-18, or an in-between hand, balanced 14/15-16 with 3+♠s & exactly 2♦s. The hand types are:

- 1) Clubs unbalanced, 11-22.
- 2) Balanced 16/17-18, 2+♠s, can have a five card major.
- 3) Balanced 14/15-16, with exactly 2♦s, 3+♠s, no five card major.

[Responses to 1♣ Opening]

General approach: natural, useful jump shifts.

Response	Style	Description
Pass	Rare	0-3 points, or 4-5/6 with some length in ♣s.
1♦	Natural or semi-natural	4+ diamonds & no four card major & any strength, or 3+♦s & balanced hand 4-10 with no four card major. Forcing.
1♥, 1♠	Natural	4+ in M, 3/4+ points.
1NT	Natural	Balanced or semi-balanced, game forcing with any or game invite with no four card major. 11+ without a four card major, 13+ with a four card major.
2♣	Majors	Both majors, game forcing values.
2♦, 2♥	Transfer	Six or longer in major suit one above bid made (2♦=♥s, 2♥=♠s), game forcing.
2♠	Limit+	Limit raise or better, 9+, enough for game opposite 14/15+.
2NT	Limit	Spread out values, balanced, 4/5♠s, enough for game opposite 14/15+, 9-11. Denies a four card major.
3♣	Constructive	5+♠s, no four card major, enough for game opposite 17-18 balanced but passable if 15-16, about 6/7-8.
3♦	To Play	Long ♦s, weak hand, to play opposite 14/15-18 balanced.
3♥, 3♠	Natural	7+ in M, game invitational based on long suit, not HCP, KQxxxxx typical.
3NT	Strong	NF, Balanced, 12-14, 4-3-3-3 with spread out values, no four card major.
4X, 5♣. 5♦	Preemptive	Very long suit, no ace, no outside king, not much in values, sets trump suit so if opener bids it is a cuebid, and 4NT is RKCB for suit.

See the section following, ETM Multi Victory/Total Victory Changes – Minor Suit Openings, but details on transfer one level responses to 1♣.

[Balanced hands after 1♣-1♦]

Range	Rebid
14/15-16	1 of a major if four card major, otherwise 1NT.
16/17-18	1NT.

[Balanced hands after 1♣-1M]

Range	Rebid
14/15-16	2M if four card support, 2M or 1NT if three card support.
16/17-18	1NT if less than four card support, 3M if four card support.

[Balanced hands after 1♣-1NT (forcing)]

Range	Rebid
14/15-16	2♦ if no four card major, 2M with a four card major.
16/17-18	2NT, no five card or longer suit. 3X with five or longer suit, no other four card suit, 3NT with 5-4 either way in the minors.

[Balanced hands after 1♣-2♠ (Limit+)]

Range	Rebid
14/15-16	2NT or 3♦ (3♦s with weak doubleton in ♦s).
16/17-18	2NT (or 3NT with flat hand).

[1♣-any-1NT]

The 1NT rebid shows 16/17-18 balanced, or 14/15-16 with a particular hand type. If 14/15-16, 1♣-1♦;1NT shows 3-3-2-5 exactly, and 1♣-1M;1NT shows 3 in M. The 1XYZ convention is used over 1NT, see the section following the minor suit openings.

[1♣-any suit-opener's suit rebid]

After 1♣-1Y;1Z, the 1XYZ convention is used, covered in separate section. So 1♣-1♦;1♠-2♦ is artificial GF, like fourth suit forcing. Note that 1♣-1♥-1♠ can have up to maximum opening values, since 1♣-1♥-2♠ is an artificial raise in ♥s.

[1♣-1M-raise]

After 1♣-1♥ and 1♣-1♠ which shows 4+ in the major, opener has these raises rebids available, with M being responder's major suit:

2M	Unbalanced up to 14 or bad 15, or balanced 14/15-16. Four card support, or three cards with a singleton or void or if 14/15-16 with weak doubleton ♦. 2NT is an artificial game try/asking bid – see the section on common methods after minor suit openings. All of responder's other bids non-jump bids are natural game tries, with 3M showing good trumps. Jump new suit bids by responder show singleton/void in suit bid, slam try.
2♠/1♥	Four card support, singleton/void in ♠s, about 15-17.
3♦	Four card support, singleton/void in ♦s, about 15-17.
3♥/1♠	Four card support, singleton/void in ♥s, about 15-17.
3M	Four or five card support, ♣s, 16/17-18 balanced or 5-4-2-2 shape 15-17.
3♠/1♥, 4♦, 4♥/1♠	Singleton/void in suit bid, four card support, ♣s, 18+
4♣	Four card support, good six card or longer suit, 18+.
4M	No singleton/void, four card support, 5-4-2-2 shape, 18/19+.

[1♣-1NT(balanced GF or game invite with no four card major)]

After 1♣-1NT, opener describes hand as follows:

- 2♣: Natural unbalanced opening, not maximum, 10/11-15, OR 16-21/22, 6/7♣s, no singleton/void.
- 2♦: 16/17-18 balanced, but not any 4-3-3-3 shape. 2♥ now asks for shape information:
- 2♠: 4/5♥s. 2NT asks second suit, 3♥=5♥s, 3♠=4-4 & 2♣s, 3NT=4-4 majors & 2♦s.
- 2NT: 4/5♠s without 4♥s. 2NT asks second suit, 3♠=5♠s, 3♥=♣s&2♥s, 3NT=♣s&2♦s.
- 3m: 5/6 in m, no other second suit.
- 3M: two in M, 4-4 in minors.
- 3NT: 2-2 in minors, 5-4 or 4-5 in minors.

For next responses note memory aid: Majors are flip-flopped to get responder to play hand often.

- 2♥: 4+♠s & unbalanced hand more than a minimum so 16-21/22, or 16/17-18 balanced with any 4-3-3-3. 2♠ asks, 2NT shows the 4-3-3-3 hand (3♣ then asks for 4 card suit), and 3X shows 4+♠s unbalanced with ♦ or ♥ bids showing singleton/void, 3♣ showing 6+♠s (3♦ asks shortness then). After 3♦ rebid (short ♦s), 3♥ asks if 4♥s (i.e. 4-4-1-4 or 4-4-0-5), 3♠ showing 4♥s, and 3NT+ showing 4-3-1-5 exactly.
- 2♠: 4+♥s & unbalanced hand more than a minimum so 16-21/22, not 4♠s. 2NT asks with ♦ or ♠ bids showing singleton/void, 3♣ showing 6+♠s (3♦ asks shortness then).
- 2NT: 14/15-16 balanced, 2♦s. 3♣ asks opener to bid 3♦ if 4-4 in majors, 3 of a major with 4 in the other major, 3NT if 3-3-2-5.
- 3♣: 6+♠s, more than a minimum so 16-21/22, singleton/void in a suit, no 4 card or longer second suit. 3♦ asks short suit with 3NT showing short ♦s.
- 3♦: 6+♠s, 4+♦s, more than a minimum so 16-21/22. 3♥ asks short suit, 3NT shows short ♥s, 4♣ shows 7-4+, 4♦ shows 6-5+.
- Above 3♦: 5♠s, 4♦s, more than a minimum so 16-21/22. 3M shows singleton/void, 4♣ maximum opening bid with 2-2-4-5.

After 2♣ response, 2♦ re-asks with rebids like when holding 16-21/22, except:

- 2♥: Either 4♠s & 10/11-15 OR unbalanced 6/7♠s & no singleton/void & 16+. 2♠ asks which, with 2NT showing second hand type (rebids as over 2NT below), while 3X shows first hand type (4♠s, unbalanced, with 3♦ or 3♥ showing shortness).
- 2NT: Minimum, 10/11-15, 6/7♠s & no singleton void. 3♣ asks for 3 card suit, 3NT showing none (2-2-2-7).

After bids above 2♣ and opener's response, bidding is natural except cheapest bid is used to re-ask, and once opener shows two suits, a bid of a third suit is shortness. 4m is always ORB for m, and once responder re-asks, 3M is ORB for that suit. 3NT by responder is always to play. 1♣-1NT;2NT-3NT is to play, can be 11-12 balanced with no four card major, though can be other hand types as well with no slam interest. After 2♣ rebid, 2NT or 3♣ shows game invite with no four card major. These are the only non-GF sequences. 2NT over 1♣-1NT;2♦ shows 11-12 balanced, and invites opener to bid a 4+ card minor suit if slam possible, or to bid 3M if a major suit is weak or has just Ax or Axx.

Examples:

- 1♣-1NT;2♣(♣s)-2♦(asks, GF);2♠(5+♠s&4+♥s, minimum)-2NT(re-asks);3♠(short ♠s)-3NT (to play)
- 1♣-1NT;2♣(♣s)-2♦(asks, GF);3♣(6+♠s, no second suit, shortness)-3♦(re-asks);3NT(short ♦s)
- 1♣-1NT;2♣(♣s, usually minimum)-2♥(♥s, GF);3♣(long ♣s).
- 1♣-1NT;2♣(♣s, usually minimum)-2NT(11-12 balanced, game invite, no four card major);3♣(to play).
- 1♣-1NT;2♣(♣s, usually minimum)-3♣(11-12 balanced, 4+♠s, game invite).
- 1♣-1NT;2NT(14/15-16 balanced with 2♦s)-3♣(natural);3NT(not 4♠s, 14/15-16 balanced).
- 1♣-1NT;2NT (14/15-16 balanced with 2♦s);3NT(to play).

[1♣-3♣]

After 1♣-3♣, a constructive raise in ♣s. Bidding is like over 1♣-2NT, with 1♣-3♣-4♣ ORB for ♣s.

ETM Multi Victory/Total Victory Changes – Minor Suit Openings

[Initial Response Changes]

Response	Style	Description
Pass	Rare	0-5, no four card major. If short \clubsuit s prefer to bid $1\spadesuit$ or $3\diamond$ if 4/5.
$1\diamond, 1\heartsuit$	Transfer	Transfer to the next major, 0+ points, major suit 4 or longer, may have a longer minor.
$1\spadesuit$	Diamonds	$4+\diamond$ s or 3-3-3-4 exactly, 4/5+, no four card or longer major.
$2\clubsuit$	Majors	Both majors, $5+\spadesuit$ s, $4+\heartsuit$ s, 0-9.
$2\diamond, 2\heartsuit$	Transfer	Six or longer in major suit one above bid made ($2\diamond=\heartsuit$ s, $2\heartsuit=\spadesuit$ s), useful to game invitational values. See separate section on Useful Transfers.

[After $1\clubsuit-1\diamond$ and $1\clubsuit-1\heartsuit$ transfers]

Bidding is like it is in basic ETM Victory if the major suit was bid instead of the transfer, except for these changes:

- 1M:** 15+, 3+ in **M**, including all hands with 3 in **M** except for 16/17-18 balanced with 3 in **M**.
 In particular opener can have:
- a) 14/15-16 balanced, and 3 or 4 in **M** (since this hand type is only opened $1\clubsuit$ when 3 or 4 in each major). If only $3\heartsuit$ s this hand will have 4 or $5\clubsuit$ s.
 - b) 16/17-18 balanced with 4 or 5 in **M**.
 - c) 15+ unbalanced hand with exactly 3 in **M**, and this hand must have $5+\clubsuit$ s.
- Note that **1M** is stronger than **2M**, so that the opponents can not easily come into the bidding.
- 1NT:** 16/17-18 balanced or semi-balanced, 1 to 3 in **M**, not the 14/15-16 balanced hand.
- 2M:** Unbalanced raise, maximum of 14.
- $2\spadesuit/1\diamond$:** Strong and natural jump shift by opener, denies $3\heartsuit$ s.
- 2NT:** Shows 18+, $6+\clubsuit$ s, less than 3 in **M**. Now $3\clubsuit$ is the weak bid and is not forcing. All other bids are GF, with $3\diamond$ asking for further description, and the replacement bid, **3M**, showing length in \diamond s.
- $3\heartsuit/1\heartsuit$:** Natural, distributional hand, $5+\heartsuit$ s, $6+\clubsuit$ s, GF based on shape.
- 3M:** Singleton/void in **OM**, 4+ in **M**, 15-17.
- Other reverses and jump shifts: Natural but deny 3+ in **M**, can be passed if responder very weak (usually 0-2/3).

[After $1\clubsuit-1\diamond; 1\heartsuit$ and $1\clubsuit-1\heartsuit; 1\spadesuit$]

If opener completes the transfers it shows 15+, 3+ in **M**, as above. Over opener's completion of the transfer, responder bids:

- Pass:** 0-2/3, no chance for game.
- $1\spadesuit$:** $4+\clubsuit$ s, forcing, checking if 4-4 \spadesuit fit. Opener now bids:
- 1NT:** 15-17, 1-4-3-5 shape usually.
 - $2\clubsuit$:** $6+\clubsuit$ s, $3\heartsuit$ s, not $4\spadesuit$ s, 15-17.
 - $2\diamond$:** Singleton/void in \diamond s, $4\spadesuit$ s, $3\heartsuit$ s, 15-16.
 - $2\heartsuit$:** $4\heartsuit$ s, 14/15-16
 - $2\spadesuit$:** $4\spadesuit$ s, 14/15-16, balanced, doubleton \diamond .
 - 2NT, 3X:** Like 1NT to $2\clubsuit$, but 2 or 3 more points. $3\heartsuit$ or $3\spadesuit$ show 16/17-18.
 - 3NT, 4X:** Like 2NT to $3\clubsuit$, but 2 or 3 more points.
- 1NT:** To play if opener has 14/15-16 balanced with $3\heartsuit$ s, otherwise opener bids naturally with **2M** showing 14/15-16 balanced with 4 in **M**, **3M** showing 16/17-18 balanced with 4/5 in **M**, and opener jumps the bidding if 17/18+, with \diamond or **OM** bids showing singletons.

- 2♣: Asks for further description of hand, some game interest or better, or a ♣ signoff. Opener now shows four card support, a long ♣ suit, or shortness:
- 2♦: Weak doubleton or singleton/void in ♦s, 3 in M, 14/15-17.
- 2M: 4 in M, 14/15-16 balanced.
- 2OM: Singleton/void in OM, 3 in M, 15-17.
- 2NT: 14/15-16 balanced, 3 in M, Qx or better in ♦s. 3♦ now asks for full stopper.
- 3♣: 6+♣s, 3 in M, 15-17.
- 3♦: Singleton/void in ♦s, 3 in M, 18+.
- 3M: 16/17-18 balanced, 4 or 5 in M.
- 3OM: Singleton/void in OM, 3 in M, 18+.
- 3NT: 6♣s, 3 in M, 18-22.
- After opener's rebid, the cheapest bid by responder, not including ♣s, M, or 3NT, establishes GF and asks for further description. The cheapest bid in M is a signoff, and if opener just shows 3 in M then cheapest bid in ♣s or notrump is a signoff. Game bids to play.
- 2♦: 5+♦s, 4 in M, 0-7. Bidding natural, anything above 2M shows some game interest.
- 2♥: 5+♠s, 4+♥s, GF.
- 2M: Mild game interest, 5+ in M.
- 3♣: To play in ♣s if opener has just 3 in M and 15-18.
- 2NT, 3♦, 2♠/1♥, 3♥/1♠: 5+ in M, game tries or better. Forcing to cheapest bid in M.
- 3M: Serious game invite, looking for good trumps.
- Double jump suits: Slam tries, splinters (even in ♣s shows singleton/void in ♣s).
- 4M: To play.

[1♣-1♠]

The 1♠ reply to 1♣ denies a four card major. Opener rebids:

- 1NT: 15-17 balanced with a doubleton ♦ (17 with a weak doubleton) or 14-17 semi-balanced hand with a singleton in ♦ (common shapes: 4-4-1-4, 4-3-1-5, 3-4-1-5, 3-3-1-6, could be 4-4-0-5).
- 2♣: Unbalanced opening up to 15, may have just 5♣s or, if 4-4-1-4, just 4♣s. If not 6+♣s, denies 3♦s. Responder rebids:
- 2♦: To play in 2♦.
- 2♥: Artificial, establishes a game force, shows real ♦s, asks opener to bid 2♠, then shows nature of GF hand. For example 1♣-1♠;2♣-2♥;2♠-2NT is GF & majors stopped.
- 2♠: Game try without clear direction: often 2/3♣s, 5♦s.
- 2NT: Natural, GI.
- 3♣: Natural, GI.
- 3♦: Natural, GI.
- 3M: Singleton/void, 4+♣s, 4+♦s, game going values.
- 3NT: To play.
- 2♦: 3/4♦s, 4/5+♣s, 11 to 15, if just 3♦s then exactly 5♣s. Rebids like over 2♣, with 2♥ artificial GF and 2♠ game try without clear direction, for example a hand with 3-3-4-3 shape exactly.
- 2M: Natural or semi-natural, unbalanced, full reverse values (18+) if short in ♦s, close to reverse values or better if not short in ♦s (16+).
- 2NT: 16/17-18 balanced, if 16/17 balanced not a weak doubleton ♦.
- 3♣: Unbalanced hand, 6+♣s, 14/15-17.
- 3♦: Unbalanced hand, 4+♦s, 14/15-17.
- 3M: 4+♦s, 4/5+♣s, singleton/void, 17/18+.
- 3NT: Like 1♣-1red-3NT, but with a singleton ♦.
- 4♣: Slam try with 6+♣s, great suit, 4+♦s.
- 4♦: Slam try with 6+♦s, 5+♦s.
- 4M: Slam try with 6+♦s, 5+♦s, void in M.

[After 1♣-1♦;1NT and 1♣-1♥;1NT, and 1♦-1M;1NT]

The normal 1XYZ is not used over 1♣ opening with transfer responses since that would defeat the transfer effect. In addition the narrow notrump range means that invitational bids are not that useful, and instead the extra bidding space is employed in defining hand types to partner. The result is a method that still allows transfers and permits partner to learn what is needed to properly place the contract. For consistency reasons the same method is used over 1♦-1M-1NT. For the details below **M** is defined as responder's major, so that after 1♣-1♦(transfer to ♥s);1NT, then **M**=♥s.

After opener's 1NT rebid:

- 2♣: Asks opener to bid 2♦ without 5 in **OM**, and bid 2♥ with 5 in **OM** (regardless of whether **OM** is ♠s or ♥s). Can have ♠s any strength, ♣ signoff, or a GF+ hand either planning to show a hand with just 4 in **M**, or a slam try or stronger flat hand that will ask about opener's shape, or if ♥s=**M** 6-5+ in the majors.
- 2M-1: The bid under **M** is a retransfer to **M**, either signoff in **M** or game force that will show 5+ in **M** and shape/type of hand. If ♠s=**M** it denies 4+♥s, but if ♥s=**M** the retransfer is the bid to use with 4+♠s & longer ♥s. The bid denies having a GF with 5-5 and a minor, though can have a 6-5+ if 6+ in **M**.
- 2♥: If ♥s=**M**, signoff/mild invite at best with just 5 in **M** and other contracts possible, often 4♠s or five card minor. After 2♥, opener always bids 2♠ if holding 4 or 5♠s, or if good maximum can bid 2NT without 3♥s or 3♥ with 3♥s. Bidding continues naturally.
- 2♦: If ♠s=**M**, 5-5+ in majors (5+♥s) any strength, or signoff with both majors, or signoff in ♠s but other contracts possible, or game invite with ♠s. Opener assumes signoff in majors and bids 2♥ or 2♠. Then 2♠ over 2♥ shows signoff in ♠s with 5♠s & a minor suit. Over 2♥ or 2♠, 2NT or 3♠ is a game invite in ♠s. 3m by responder shows shortness, GF, with 5-5 in majors, 3♥ is 6-5+ GF.
- 2♠: Artificial, 5+♠s, exactly 4 in **M**, not 4 in **OM**, not 4+♦s, GF. Natural bidding now except new suits by responder show shortness, and opener can make cheapest bid as a waiting bid.
- 2NT: Exactly 4 in **OM**, GF, and exactly 4♥s if ♥s=**M**, and 5+♠s if ♠s=**M**, GF. 3♣ asks shortness with 3♥ showing ♣ shortness. Other bidding now natural, with minor suits by responder showing shortness.
- 3♣: 5 in **M**, 5+♦s, GF. Note that 3♣ shows ♦s!
- 3♦: 5 in **M**, 5+♠s, GF. Note that 3♦ shows ♠s!
- 3♥: Singleton/void in **OM**, exactly 4 in **M**, 4-4 in minors, or 5-4 in minors with 5♠s, GF. 3♠ asks if void, 3NT=no & not good slam interest, 4♠=yes, 4♦=no with good slam interest – after 3♠ asks, 4OM is RKCB for ♠s over 4♣ or 4♦ response.
- 3♠: Void in **OM**, 5-4 in minors with 5♦s, exactly 4 in **M**, GF.
- 3NT: To play.
- 4♣: Gerber.
- 4♦: If ♠s=**M**, to play in a major, opener to pick.
- 4M-1: Transfer to **M**, usually to play 4M.
- 4M: To play.

After 3♣ or 3♦ response, cheapest bid and 3M (if not cheapest) both asks for shortness, 3M showing shortness in ♦s, 3NT showing shortness in **OM** if 3OM not available, 4m showing 6-5-1-1, 4 of a new suit showing shortness and promises a void if could bid 3 of a suit on the three level, or either void or slam try values if could bid 3NT to show shortness.

After responder shows shape to opener, opener has these RKCB bids available:

- 4 of either minor as ORB for **m** as long as opener has not shown shortness in the minor suit.
- 4 of a suit responder has shown shortness in is RKCB for **M**, and is ORB if below 4M.
- If responder has shown both majors, 4♣ is ORB for ♥s, 4♦ ORB for ♠s.

[After 1**m**...1NT sequences, detail]

- 2♣: Asks opener to bid 2♦ without 5 in **OM**, and bid 2♥ with 5 in **OM** (regardless of whether **OM** is ♠s or ♥s). For hand types see rebids, but in general responder has:
- Signoff in either minor (can check for 5-3 major fit first).
 - Planning on showing shape with GF with 5+♦s & exactly 4 in **M**, not 4+♠s or 4 in **OM**.
 - Planning on making a slam try or stronger bid with a flat hand.
 - Planning on checking for no stopper in side suit or finding out if opener has 5 in **OM**.
 - Planning on showing 6+♥s, 5+♠s if ♥s=**M**.

After 2♦ or 2♥ by opener:

- 2♠: Artificial, 5+♦s, exactly 4 in **M**, not 4 in **OM**, not 4+♠s, GF. Natural bidding now except new suits by responder show shortness, and opener's cheapest bid is a waiting bid.
- 2NT: Delayed Scanian. Asks opener to bid 3♥ with no weak doubleton or to bid a suit on the three level, ignoring **M**, with a weak doubleton. 3NT shows weak ♥s if ♥s not **M**. If opener bids 3♥ (no weak suit not including **M**), 3♠ artificially shows 5 in **M**, offers game choice.
- 3♣: ♣ signoff.
- 3♠: 6+♥s, 5+♠s, GF.
- Games: To play.

After 2♦ by opener:

- Pass: Signoff with ♦s.
- 2♥: Artificial, a slam try or stronger with a flat hand that asks opener to bid naturally, but not above 2NT unless shapely. When **M**=♥s, opener does not show 3♥s immediately, since responder often 4♥s exactly. When **M**=♠s, opener does not show 4♥s immediately, since responder can not be 4-4 in the majors.
- 3♥ & higher suit bids: Descriptive with 6-5+ in majors, 4**m** shows void.
- After 2♥ by opener (shows 5 in **OM**, artificial if **OM** is ♠s!):
- 3♦: Signoff in ♦s.
- 3♥: Fit for **OM**.
- 4**m**: Singleton/void in **m**, length in **om**, fit for **OM**, slam try.

[After 1m...1NT sequences, detail continued]

2♦, 2♥: If one under **M**, this is the re-transfer to **M** and promises 5+ in **M**.

After 1m...1NT-2♦;2♥:

Pass: Signoff in ♥s. All other bids but 2NT are GF.

2♠: Transfer to ♣s. Note that 2NT is not the transfer to ♣s on this sequence!

2NT: Shows 5+♥s, exactly 4♠s, GF. 3♣ asks for shortness, 3♥ showing ♣ shortness. Rest natural except minor bids by responder show shortness.

3♣: Transfer to ♦s.

3♦: Transfer to ♥s, 5/6♥s and choice of game (5♥s with some shape) or 6+♥s and no singleton or ♠ singleton slam try. Opener can bid 3♥ to wait (now 3NT shows 5♥s and some shape), or bid 3NT to place contract if responder does not have slam try.

3♥: Transfer to ♠s with 6+♥s, 5+♠s.

3♠: 5♥s, 4♦s, singleton/void in ♣s.

3NT: 5♥s, flat hand.

4♣,4♦: Singleton/void in suit, 6+♥s, slam try.

4♥: To play.

After 1m...1NT-2♥;2♠ (transfer to ♠s):

Pass: Signoff in ♠s.

2NT: Transfer to 3♣.

3♣: Transfer to 3♦.

3♦: 4♦s & 6+♠s.

3♥: 5/6♠s and choice of game (5♠s with some shape) or 6+♠s and no singleton slam try. Opener can bid 3♠ to wait (now 3NT shows 5♠s and some shape), or bid 3NT to place contract if responder does not have a slam try.

3♠: 5♠s, 4♦s, singleton/void in ♣s.

3NT: 5♠s, flat hand.

4♣,4♦,4♥: Singleton/void in suit, 6+♠s, slam try.

4♠: To play.

After responder transfers to a minor suit, responder's new suit bids show shortness, and bids on the four level show a 6-5+ with 6+ in **M**.

[1♣-1♠-1NT and 1♣-1♠-2NT]

The basic structure is this:

Cheapest bid in ♣s:	Transfer to ♦s. Major suit bids will then show shortness.
Cheapest bid in ♦s:	Asks for a five card major.
Major bids:	Shortness with both minors.

After 1♣-1♠-1NT:

2♣:	Transfer to 2♦. After 2♦, responder bids:
Pass:	Signoff in ♦s.
2M:	Singleton/void in M, ♦ length, forcing to 2NT. Responder can force on next round of bidding by bidding ♣s or either major, with 3M showing a void and a game force.
2NT:	GI with 5♦s.
3♣:	GI with ♣s and ♦s, no major suit shortness or honor singleton.
3♦:	GI with long ♦s.
3M:	Singleton in M, ♦ length, game force.
3NT:	Mild slam try in ♦s.
2♦:	Asks for a five card major. 2NT by opener shows no five card major and a minimum, 3NT shows no five card major and a maximum. 4♣ is Gerber over any response.
2M:	Both minors, singleton/void in M, forcing to 2NT. Responder can force on next round of bidding by bidding either major, with 3M showing a void and a game force.
2NT:	Game invite.
3♣:	♦ and ♣ signoff.
3♦:	♦ and ♣ game force, usually no singleton.
3M:	♦ and ♣ game force, singleton in M.
3NT:	To play.

After 1♣-1♠-2NT:

3♣:	Transfer to 3♦. After 3♦, responder bids:
Pass:	Signoff in ♦s.
3M:	Singleton/void in M, ♦ length, forcing to 3NT. Responder can force on next round of bidding by bidding ♣s or either major, with 4M showing a void and a game force.
3NT:	Mild slam try in ♦s.
4♦:	Good slam try in ♦s, usually no major shortage.
3♦:	Asks for a five card major. 3NT by opener shows no five card major. 4♣ is then Gerber.
3M:	Both minors, singleton/void in M, forcing to 3NT. Responder can force on next round of bidding by bidding either major, with 4M showing a void and a game force.
3NT:	To play.
4♦:	♣ and ♦ slam try, usually no singleton.
4M:	♣ and ♦ slam try, singleton in M.
4NT:	Slam invite, flat hand.

[Asking for opener's five card major]

The ETM Multi Victory provides several methods of finding if opener has a five card major. This includes:

- After major suit transfer response, a re-transfer and then 3NT shows 3 in OM.
- After major suit transfer response, a bid of 2♦ or 2♥, which ever is not a re-transfer, asks for five or four cards in the other major.
- After a GI bid, opener can bid a M with five cards in the suit.
- After 1♠ response, and a 1NT or 2NT rebid, the cheapest ♦ bid asks for a five card major (see below).

[After 1♣-2♣ showing 5+♠s, 4+♥s, 0-9]

The 2♣ response to 1♣ is used to show both majors, 5+♠s, 4+♥s, 0-9. This allows for the 1♥ transfer response to deny 4+♥s if 0-9, so that opener usually plays the contract.

After 2♣, opener can bid:

- Pass: 6+♠s, minimum hand, short majors.
 2♦, 2NT: Asks, 2NT is a near game force ask with transfer responses.
 3♣: Mild game interest with 7+♠s, non-forcing. With good game interest bid 2♦ first.
 3♦: Like fourth suit forcing to game, asks for a stopper in ♦s or description.
 3♥, 3♠: Mild game interest with a good fit in major suit.
 2♥, 2♠, Game Bids: To play but responder can correct 3NT to 4♥ or 4♠ with extra distribution (if just 5-5 or 6-4 must be good suits).

After 1♣-2♣;2♦(asks):

2♥: 5+♠s, 4♥s, 0-6. 2♠ is now a signoff.

2♠: 5+♠s, 5♥s, 0-6. 3♥ is now a signoff.

2NT or higher: descriptive bid with 7-9

Now 2♠ is a signoff, 2NT ask for further description, three bids (except 3♥ over 2♠) show good game interest but not-forcing.

After 1♣-2♣;2NT(asks, near game force, with transfer responses):

3♣: 5-4 exactly in the majors, 3♦ asks for shape with 3♥=short ♠s, 3♠= short ♦s, 3NT=2-2 in minors.

3♦: 5-5 or better in majors. 3♥ now asks for shape information, 3♠ showing short ♠s.

3♥: 4♥s, 6+♠s. 3♠ now asks if minimum (responder must bid 3NT) or shape if maximum.

When opener reasks for shape, responder bids on four level to show shape if 7-9, minor bids showing shortness. Besides the reasks, opener's other bids are non-forcing but still show very strong game interest.

[Total Try]

Sequences where opener or responder has raised partner's major to the two level suffer from using game and slam tries together. When one player makes what seems to be a game try, partner evaluates as a game try, not a slam try. If partner had a slam try then will sometimes have to bid beyond game to show it. Total Try is a fix for this problem. After 1M-2M or any equivalent sequence (such as 1♣-1♦(♥s);2♥), the cheapest suit bid is either natural/semi-natural in that suit and forcing, or a slam try that did not want to splinter. Partner rebids in three steps, skipping notrump:

- 1st step: Asking partner what is held. (2NT if available can also be used as 1st step).
 2nd step: Would accept game try and wants to play in M.
 3M (3rd step): Would not accept game try.

Over the 1st step, partner bids:

- Cheapest bid: Was a natural bid, but interested in alternative contracts, not just a game try.
 3M: Was a game try.
 4M: To play, perhaps bidding it just because partner didn't reply 3M.
 3NT: Slam try with flat balanced hand, also passable since partnership has lots of HCP so 3NT can be safer than 4M if trumps split badly.
 Suit above 3M: Slam try with values/length in suit bid.

Over 2nd step, bidding as over 1st step, except cheapest bid not available so 3M shows that the bid over 2M was a natural bid, but had interest in other contracts.

Over 3M, bidding as over 1st step, except cheapest bid is not available.

Example sequences:

1♥-2♥;2♠(Total Try)-3♣(1st step);3♦(♠s was natural/semi-natural, interest in other contracts)-4♠.

1♠-2♠;3♣(Total Try)-3♠(would not accept game try);4♠(to play, perhaps had slam try but 3M is bad news).

1♦-1♠;2♠-3♣(Total Try);3♥(would accept game try);3♠(other contracts?)-3NT

1♣-1♥(♠s);2♠-3♣(Total Try);3X(any step)-4♠(slam try with ♠ values).

[Optional - Swaps over 1♦ Opening]

Some partnerships may desire to have a transfer type of effect over 1♦ openings, so that opener, if 14/15-16 balanced will play contracts in a major suit fit is found. To implemented this a swap is made, so that 1♥=4+♠s (can be 4-4 in majors), 1♠=♥s (not 4-4 in majors). The problem with this method is that ♠s can become unbiddable after the 1♠ response, when responder has 5+♥s and 4♠s and less than 11 HCP, and opener does not have enough to bid 2♠ over 1♠, which requires 16/17+. This problem is fixed by using modified two level responses, with associated complexities and the loss of the Useful Transfer to ♥s. Changes required are:

- 1♦-1♥;1♠ shows 4♥s and unbalanced hand. This is how a ♥ fit is found when opener has ♥s & ♦s.
- 1♦-2♦ shows ♠s, either a Useful Transfer in ♠s (6+♠s, constructive or better), or 0-7 with 4+♠s, 5+♥s and a hand that would signoff opposite a 15-16 notrump opening. Opener assumes the 0-7 hand and bids appropriate, often signing off in 2♥s. Then would a Useful Transfer in ♠s, responder bids again. For example: 1♦-2♦;2♥-2♠: Useful transfer in ♠s, constructive to poor GI, NF.
- 1♦-2♥ shows 5+♥s, 4♠s, 7/8-10. Responder can place contract, invite with 3M, or ask for shape with 2NT (3m shows 4-5 and shortness, 3♥ shows 6+♥s, 4♠s, 3NT shows 4-5-2-2, 3♠ is not bid so opener can play ♠s).

Playing swaps over 1♦ opening does make 4-4-4-1 bidding a little easier. When holding a 4-4-4-1 with a singleton ♠ open 1♦, then if partner responses 1♥ showing ♠s, just rebid 1♠ showing ♥s! If holding 4-4-4-1 with singleton ♥, open 1♠, and if partner responds showing ♥s, just rebid 1♠.

ETM – Multi Victory- Useful Transfers (UT)

[Useful Transfers]

2♦/1m or 2♥/1m:

Transfer to next major, six card or longer suit, useful values to minimum game going, about 8 to 14.

Example Hands:

a) Minimum hand, must have decent suit.

♠ AKT854

♥ 87

♦ J5

♣ 432

b) Maximum game invitational hand. Add queen of clubs to get maximum game going hand.

♠ AQT854

♥ A7

♦ Q5

♣ 432

c) In between hand.

♠ KQJ854

♥ K7

♦ J5

♣ 432

d) Game going hand.

♠ KQJ854

♥ Q7

♦ J5

♣ A32

[UT by ph]

By passed hand UT show 5+ suit & GI values. 2NT is Lebenshol to get out.

By passed hand, 2X over 1m shows a GI & good 5+ suit (often just five) since no weak two opening.

All suit bids are now forcing. To signoff at the three level, opener can use 2NT as Lebenshol here. If the opening is a 1♣ opening, responder will bid 3♣ over 2NT unless holding 6 or longer in M (then 3M). If the opening is a 1♦, responder will bid 3♦ over 2NT if does not prefer ♣s to ♦s, 3♣ if ♣s preferable to ♦s, or could bid 3M with six. Example: Pass-1♦-Pass-2♥;Pass-2NT(Lebenshol)-Pass-3♣(asked for, not ♦ fit or would have bid 3♦ instead)-All Pass.

[Responding to UT by uph]

- 2M:** Shows a minimum unbalanced hand with no fit (often singleton/void). Now responder only bids again with good/great GI values, or a distributional 6-4 or better hand.
- Game bids:** To play.
- Non-jump suit bids:** Natural, forcing to at least 3M.
- Jump new suit bids:** If below game, a jump new suit bid is a singleton/void, values for game but only slam interest opposite 11-14 with no wasted values in the short suit.
- Jump in opener's suit:** Natural, long minor, fit for opener, slam try opposite 11-14.
- 2NT:** Asks with at least some game interest. Responder rebids:
- 3 suit bid just below M: Retransfer, with no singleton/void, either minimum hand or a hand with game going values or very close to it. Note that the hand that is better than a minimum but not game going bids 3NT over 2NT.
 - 3♣: Singleton/void in a minor, 6 in M, any strength.
 - 3M: Singleton/void in OM, minimum.
 - 3♠(if M=♥), 3♦(if M=♠): Singleton/void in OM, more than a minimum.
 - 3NT: No singleton/void, good game invitational hand.
 - 4X: Singleton/void in suit, 7+ in M.
 - 4M: 7-2-2-2, better than bidding 4M over opening originally.

After responder's rebid, 3M is to play (unless responder had original game going hand), 4M or 3NT is to play, and a new suit by opener, except for 4♣, shows values/length, a fit for M, and is a slam try. 4♣ is ORB for M after the 2NT ask and reply.

After the retransfer (e.g. 1♣-2♦;2NT-3♦), opener can bid:

- 3M: To play opposite minimum. Responder bids 3NT with game going values.
- 3NT: To play.
- New suit (not 4♣): Slam interest opposite game going hand.
- 4♣: ORB for M.

After the 3♣ rebid, opener can bid 3♦ to ask:

- 3M: Singleton/void in opener's minor, minimum hand.
- 3NT: Singleton/void in opener's minor, more than a minimum hand.
- 3OM: Singleton/void in other minor, minimum hand.
- 4X: Singleton/void in other minor, more than a minimum hand, location of values.

After the 3♣ rebid, opener can bid 3M, which asks responder to pass if singleton/void in opener's minor, less than close to game going values, or to bid 3NT if singleton/void in opener's minor and game going values or close to it, or to bid 4M if singleton/void in other minor.

Example bidding:

- 1♣-2♥(UT);2NT(asks)-3♠(short ♥s, minimum hand);4♣(ORB for ♠s)
- 1♦-2♦(UT);2NT(asks)-3♣(short in a minor);3♦(asks)-3♠(short ♦s, minimum);3NT(to play).
- 1♣-2♥;2NT(asks)-2♥(no shortness, minimum or game going);3♠(pass or bid)-3NT(game going).
- 1♣-2♥;2NT(asks)-3♦(short ♥s, not minimum);3NT(to play)

ETM Gadget – A Relay for ETM Total Victory

[Overview]

Gadget can be used to provide a bid relay over **1m-1M;2m** sequences, thus providing the ability for game forcing hands to describe themselves, and to provide an extra bid after a two level fourth suit forcing sequence. It works by having the relay being either any GF hand, or a signoff in **2M**.

[Gadget Sequences]

Gadget is used after **1m-1M;2m** and **1♦-1♠;2♣** when there is at least one bid available between opener's last bid and **2M**. The Gadget bid is the bid directly below **2M**. The last bid in each of the following sequence is Gadget:

- 1) **1♣-1♦(♥s);2♣-2♦**.
- 2) **1♣-1♥(♠s);2♣-2♥**.
- 3) **1♦-1♠;2♦-2♥**.
- 4) **1♦-1♠;2♣-2♥**.

In all sequences the relay is either any GF or a signoff in **M**.

[Opener's reply to Gadget]

Opener assumes that responder has a signoff and bids correspondingly. If opener replies to Gadget above **2M** it shows a hand that is interested in game even opposite a signoff in **M**.

[Responder's Rebid after Gadget]

If opener rebids **2M** in reply to Gadget, then all of responder's bids above **2M** are GF, natural. So, for example, to establish a GF in **♣s**, responder can bid **1♦-1♠;2♦-2♥ (Gadget);2♠**(in case signoff)-**3♣**(natural, GF).

If opener rebids above **2M** in reply to Gadget, showing a great hand, then responder, with a hand that used Gadget with GF values, must bid fourth suit forcing (if available), or **3♦** if a new suit, or on the four level. So, for example, **1♦-1♠;2♦-2♥(Gadget);3♣** (game interest opposite signoff)-**3♥**(fourth suit).

[Responder's 2M direct rebid when playing Gadget]

When playing ETM Gadget, the direct bid of **2M** is available, since with signoff values responder bids Gadget. **2M** by responder shows useful values (ETM defines "useful" as approximately constructive to limit) with 5+ in **M**, 4+ in the suit the Gadget bid would be made in. It is semi-forcing – opener can pass if no game prospects but most hands find a bid. If the Gadget suit was **♥s**, after **1♦-1♠;2♦**, then **2♠** denies GI with 5+♥s, since **1♦-1♠;2♦-3♥** shows 5-5+, GI.

[Three level bids instead of Gadget suit]

If responder could have used Gadget but instead bids on three level it shows GI values. If responder bids **3♦** as a new suit it shows 6+ in the **♦s**, exactly 4 in **M** and GI values. If responder makes a new suit rebid in **♥s** or **♣s** it shows 5-5+, GI. If responder rebids **3M** it shows a GI based on 6+ in **M** and fit for opener's second suit.

[Gadget Example Sequences]

1♦-1♠;2♦-2♠:	Useful, with 5+♠s, 4+♥s, semi-forcing.
1♦-1♠;2♦-2♥:	Signoff in ♠s, or any GF.
1♦-1♠;2♦-2♥;2♠-3♦:	GF in ♦s.
1♦-1♠;2♦-3♣:	GI with 5+♠s, 5+♣s.
1♦-1♠;2♦-2♥;2♠-3♣:	GF with ♠s & ♣s.
1♣-1♥(♠s);2♣-2♥;2♠-P:	Signoff with ♠s (6+♠s).
1♣-1♥(♠s);2♣-2♥;2♠-3♣:	GF with ♣ fit.
1♣-1♥(♠s);2♣-2♠:	Useful with 5+♠s, 4+♥s. 10 to 12, since with less can bid 1♣-2♣.
1♣-1♥(♠s);2♣-2♥;2♠-2NT:	GF balanced.
1♣-1♦(♥s);2♣-2♦;2♥-2♠:	GF with ♥s and ♠s.
1♣-1♦(♥s);2♣-2♦;2♥-3♥:	GF with ♥s
1♣-1♦(♥s);2♣-2♦;3♥:	Would bid 1♣-1♥;2♣-2♥;3♥ in standard.
1♣-1♦(♥s);2♣-3♦:	GI with 6+♦s, 4♥s.
1♦-1♠;2♣-2♥;2♠-3♦:	GF with ♦ fit.
1♦-1♠;2♣-2♥;3♠	Would bid 1♦-1♠-2♣-2♠-3♠ in standard.
1♦-1♠;2♣-2♠	Useful with 5+♠s, 4+♥s.
1♦-1♠;2♣-2♥;2♠-3♣:	GF with ♣ fit.
1♦-1♠;2♣-2♥;2♠-2NT:	GF balanced.

[1♦-1♥-2♦-2NT forcing, natural]

After 1♦-1♥-2♦, there is no bid below 2M to use for ETM Gadget. Instead standard bidding is used here with one recommended exception: 1♦-1♥-2♦-2NT should be played as forcing to at least 3♦, since 2♦ promises at least 6♦s here. Over 2NT, opener first assumes responder has just GI values and bids only above 3♦ with values to accept a GI.

One Diamond Opening, Natural, Balanced Only If 14/15-16.

[1♦ Opening Description]

The ETM Victory 1♦ opening is a natural non-forcing opening. It is often a balanced 14/15 to 16 and if so can have as few as three diamonds with longer clubs. The following are the hand types for the 1♦ opening:

- 1) Diamonds, 10/11-22, unbalanced.
- 2) 14/15-16 balanced, 3+ diamonds, can have longer clubs, no five card major.

[Responses to 1♦ Opening]

General approach: natural with inverted minor, useful jump shifts. Notrump replies: 1NT: 4-8/9, 3NT: 13-15 (with 9-12 and no four card major respond 2♣ first). 1♦-2♣ is forcing to game if opener has 15-16 balanced.

Response	Style	Description
Pass	Weak	Standard but stretch to respond.
1♥, 1♠	Natural	4+ in M . May have longer minor.
1NT	Weak	4-8, no four card major, rarely 5+♦s or 6+♣s. No game opposite 14/15-16 balanced.
2♣	Natural	Natural, three or longer clubs, 9+, no four card major. Can have balanced 9-12 (with no four card major) even if 4/5♦s & 3♣s. If long ♣s can be a little less than 9 if enough to force to game opposite 14/15-16 balanced.
2♦, 2♥	Transfer	Six or longer in major suit one above bid made (2♦=♥s, 2♥=♠s), game forcing.
2♠	Limit+	Limit raise or better, 9+, enough for game opposite 14/15+.
2NT	Limit	Spread out values, balanced, 4/5♦s, enough for game opposite 14/15+, 9-11. Denies a four card major.
3♣	To Play	To play opposite 14/15-16 balanced, 6+♣s.
3♦	Preemptive	To play opposite 14/15-16 balanced or less, 5+♦s.
3♥, 3♠	Natural	7+ in M , game invitational based on long suit, not HCP, KQxxxx typical.
3NT	To play.	About 13-15, no four card major, balanced.
4♣	Fit Showing	5+♦s, 4+♣s, values for at least to play in 4♦.
4♦, 4♥, 4♠, 5♣, 5♦	Preemptive	Long suit, not much in values, sets trump suit so if opener bids it is a cuebid, and 4NT is RKCB for suit.

[Balanced hands bidding]

Response	14/15-16
1 M	1NT or 2 M with four card support.
1NT	Pass
2♣	2NT
2♦, 2♥	2NT, 3 M
2♠	2NT/3NT
2NT	3NT
3♣, 3♦, 3NT	Pass
Other	Depends

[Rebidding after 1♦ Opening with 14/15-16 balanced]

1♦-1**M**; 1NT shows 14/15-16 balanced or 14 with a difficult to bid hand (can have singleton spade if 1♦-1♠; 1NT). With 14/15-16 balanced, after 1♦-1**M** opener will rebid 2**M** with four card support or 1NT. Thus 1♦-1♥; 1♠ always promises an unbalanced hand.

[1XYZ after 1♦-1M-1NT]

See the section on 1XYZ for 1♦-1**M**; 1NT sequences.

[Major Response and raises]

- 1♦-1**M**: Always 4+ in suit, bid longest major, 1♥ if 4-4, 1♠ if 5-5 or 6-6.
 1♦-1**M**; 2**M**: May be three card raise if singleton/void held, up to 14/15-16 balanced.
 1♦-1**M**; 3**M**: Unbalanced raise, four card support, about 15-17. Cheapest bid asks for singleton/void, 4**M** showing none (i.e. 5-2-2-4).
 1♦-1♠; 3♥: Four card support, 15-17, singleton/void in ♥s.
 1♦-1**M**; 4♦: Long suit, 4+ support for **M**, game going values.
 1♦-1**M**; 4**M**: 5-2-2-4 shape, 19+ HCP.
 1♦-1**M**; Double Jump new suit: splinter, singleton/void in suit, 4+ in **M**, 18+.

[Game Tries after 2M raise]

- 1♦-1**M**; 2**M**-2NT asks: 2NT is an artificial game try/asking bid – see the section on common methods after minor suit openings.
 1♦-1**M**; 2**M**-new suit: Natural, shows location of values, game try or stronger.
 1♦-1**M**; 2**M**-3**M**: Sequences not in competition show good trump support. In competition to play.
 1♦-1**M**; 2**M**-3NT: Choice of game, opener to pass with spread out values even if 4 in **M**.
 1♦-1**M**; 2**M**-jump new suit: Singleton or void in suit bid, slam try.

[1♦-2♣ and Responses]

1♦-2♣: Three or longer ♣s, 9+, no four card major unless balanced GF, can be 9-12 balanced without 4 card major.

After 1♦-2♣:

- 2♦: Unbalanced hand, less than 4♣s, not enough to establish GF opposite 9-10 balanced, 5+♦s or 4-4-4-1 exactly. After this the following special sequences are used:
- Pass: No game possible, not 6+♣s unless ♦ fit, often 9-10 balanced.
- 2♥: Artificial GF. Asks for further description. Opener bids out shape, with any bid above 3♣ denying 2♣s, and 2NT showing 6+♦s and 2♣s. 3♠ over 2♥ is used to show exactly 3-4-5-1, so that 3♥ must show 4-6 or better. Responder's cheapest bid below 3NT continues to ask for further shape information, and 4 of either minor at any time is ORB for that minor.
- 2♠: Artificial GF with 5 or longer ♣s. After this minor suits are natural, major bids show weak/short suits, 2NT implies majors stopped or partial stopped.
- 2NT: 10/11-12 balanced, not-forcing. After this minor bids natural non-forcing, major bids show weak/short suits.
- 3♣: Long ♣s and GI or near GI. 3♦ is natural and semi-forcing, major bids show weak/short suits.
- 3♦: GI with ♦ fit (a near GI can just pass 2♦). Major bids now show weak/short suit.
- 3♥, 3♠: Singleton/void in suit bid, ♣s & ♦s.
- 3NT: To play.
- 4♣: ORB in ♣s.
- 4♦: ORB in ♦s.
- 2♥: Artificial, enough for a GF opposite 9-10 balanced, either balanced 14/15-16 with a major and a minor (4-4 or better, usually 4-4) or 3-3-3-4/3-3-4-3 exactly OR unbalanced and always less than 3♣s. After 2♥:
- 2♠: Artificial GF asks for hand type, can be balanced or with clubs. Opener rebids:
- 2NT: Balanced major & minor or 3-3-3-4/3-3-4-3 hand. All bids but 3♣ show ♣s with weakness and/or shortness in suit bid. 3♣ asks hand type:
- 3♦: 4♥s. 3♥ asks minor: 3♠=4/5♣s, 3NT=4/5♦s.
- 3♥: 4♣s & 4/5♣s.
- 3♠: 4♣s & 4/5♦s.
- 3NT: 3-3-3-4/3-3-4-3
- 3♣: Semi-balanced or unbalanced hand with 2♣s, either 5-4-2-2 or 6/7♦s. 3M shows weakness and has ♣s. 3♦ asks:
- 3M: 4 in OM. Flip-flop majors with unbalanced hand.
- 3NT: No four card major, 6/7♦s.
- 4♣/4♦: Big hand, 6/7+♦s, no four card major.
- 3♦: 6+♦s and singleton/void in ♣s, not 4♣s. 3♥ asks if 4♥s,
- 3♥: 4♣s, 5+♦s, singleton/void ♣. 3♠ asks if 6+♦s, 3NT & 4♣ say no, 4♣ with extras.
- 3♥: 4♥s, 5♦s, singleton ♣. [Note switch of majors on these sequences]
- 3NT: 5♦s, 4♥s, 4♣s.
- 4♣: 5♦s, 4♥s, 4♣s, big hand.
- 2NT: ♣s and GF+ now. Prefer 2♠ if would position hand from wrong side for notrump.
- 3♠: 7/8-9 HCP with 6+♣s, not-forcing opposite singleton/void ♣.
- 3♦: Forcing, ♣s & ♦s.
- 3M: Major suit weakness & ♣s, GF+.
- 3NT: To play unless opener has 18+ unbalanced hand.

Opener's rebid after 1♦-2♣ continued...

- 2♠: Artificial, 4+♣s & 4/5+♦s, unbalanced hand, if less than GF exactly 4♣s (this is called a minimum), if GF+ (this is called a maximum) then 5+♣s or 6+♦s & 4+♣s or very strong 2-2-5-4. After this 3♣ and 3♦ are to play opposite minimum, major bids show weak/short suit, 2NT asks for shape/strength, 3♣ showing minimum, and with maximum 3♦ is 6+♦s, 3M is short suit, and 3NT is very strong 2-2-5-4. 3NT over 2♠ is to play opposite minimum, but opener bids again with maximum.
- 2NT: 14/15-16 balanced, GF, not a hand with a major & a minor or 3-3-3-4/3-3-4-3 exactly (bid 2♥, then 2NT). After this 3♣ asks for further shape information while 3♦ shows long ♣s interested in slam and major bids show weak/short suit. After 3♣ asks:
- 3♦: 5/6♦s or 4-4+ in the minors. 3♥ asks which, 3♠=minors, 3NT showing 5/6♦s.
 - 3♥: 4♥s, either 4-4-3-2 or 3-4-3-3 exactly. 3♠ asks if 4♠s, 3NT is no.
 - 3♠: 4-3-3-3 exactly.
 - 3NT: 5/6♣s.
- 3♣: Unbalanced hand with 4♣s, no four card major, GF. Major bids show weak/short suit. 3♦ asks for major suit weakness, with 3NT showing a 2-2-5-4 but not very strong (bid 2♠ with very strong).
- 3♦: 6+♦s, 3♣s, unbalanced hand, GF. Major bids now show weak/short suits.
- 3M: Singleton or void in M, 3/4♣s, 5♦s, 4 in OM, GF.
- 3NT: 6+♦s, great suit, stoppers in majors, singleton ♣. Like 1m-1M;3NT.
- 4♣: 6+♦s, 5+♣s, great hand. 4♦ is ORB in ♦s.

Common Bidding after Minor Suit Opening

[Mod-Ingberman]

1m-1X-2R, (R=Reverse): **2X** shows 5+ suit, F. It may be weak just showing length, but can be big too. **2NT** or fourth suit forcing, whichever is cheaper, is Lebenshol, showing weakness and puppets to cheapest bid, after which responder will pass or show nature of weak hand. With GF hand opener does not bid cheapest bid.

[1m-2♠]

1m-2♠ shows a limit raise in opener's minor, promising some game interest or a stronger hand, about 9+, and shows four or more in the minor (since if opener does not have four or more in minor then will have 14/15+ balanced and enough for game in notrump). Prefer **2NT** if balanced and spread out values with 9-11. Note that after **1m-2♠** a rebid of **4m** by either partner is always ORB with **m** as trumps. After **2♠**:

2NT: 14/15-18 balanced if ♣s=**m**, 14/15-16 balanced if ♦s=**m**. Establishes GF. Now **3m** shows 6+ in suit, and new suits show shortness, at most a weak doubleton and often a singleton/void.
3NT: If **m**=♦s, 14/15-16 balanced and very flat. If **m**=♣s, 16/17-18 balanced and very flat.
3m: Minimum unbalanced opener, signoff opposite limit raise. New suits now forcing to game.
3om: Unbalanced hand, more than a minimum, no short/weak major, can be weak/short in **om** or not.
3M: Unbalanced hand, more than minimum, shows suit short/weak in **M**, at most a weak doubleton.
3NT: More than the **2NT** response but not a lot extra, 6+ in **m**, no short/weak suit.
 Jump new suits: Singleton or void in suit bid, great fit for **m**.

[Transfer Jump Shifts]

These are **1m-2♦** and **1m-2♥**, a transfer to the next major. When these bids are game forcing, opener completes the transfer if unbalanced hand, or bids **2NT** if balanced, or bids 3 of responder's major if balanced and wants to play in **M**, not notrump. Responder then continues bidding description.

[1m-2NT(9-11 balanced with fit for opener's minor)]

After **1m-2NT(9-11)**, **3m** and game bids are to play. After **2NT**, **3M** can be natural or just a stopper without a stopper in the other major – responder first treats it as a stopper ask in **OM**. **1m-2NT-4m** is ORB with **m** as trump. **1m-2NT-4NT** is a quantitative slam invite. **3om** asks if partner has three card major, **3♥** shows ♠s or none (**3♠** asks if **3♠s**, **3NT** says no), **3♠** shows ♥s, **3NT** shows ♣s. After the reply, opener can signoff in game, or invite slam with a quantitative **4NT**, or bid a new suit to cuebid, establishing the last bid suit as trumps. **4m** by opener is always ORB for **m** as trump.

[1m-3M]

1m-3M is a precise bid, so opener can place contract, cuebid a suit to establish **M** as trump and invite slam, or bid **4NT** as RKCB with **M** as trump.

[3NT jump rebid singleton showing]

1m-1M;3NT: singleton in **M**, solid minor suit and stoppers in unbid suits or semi-solid suit and 1 ½ stoppers plus in unbid suits. Game Forcing so **4m** is now slam try, and if responder bids **4m** or 4 of a new suit, **4NT** is RKCB for **m** by either player. **4NT** directly over **3NT** is invitational, and **5♣** over **3NT** is Super Gerber, asking for aces.

[Opener's Jump 2NT Rebid After 1m Opening]

1m-1M-2NT rebid by opener shows 6+ in the minor, 2 or 3 in **M**, no other four card suit. If not 3 in **M** it shows a hand stronger than just bidding 3m, about 17/18+ HCP, with some spread out values (if concentrated values then making a reverse or jump shift into suit with values). If 3 in **M** has a hand that would bid 1m-1M-3m in standard or stronger. Over 2NT:

- A bid of 3m shows a poor hand, up to 7 HCP, and denies 5+ in **M**; opener will usually pass unless holding a near game force in own hand.
- 3om is an artificial asking bid and gives room for opener to describe hand type; it is GF unless responder passes opener's rebid. After 1♦-1M;2NT-3♣, opener replies:
 - With not 3 in **M** opener bids 3NT, showing about 17/18-22 (i.e. up to a maximum for the opening bid). Opener can also rebid m if holding a shapely hand that does not want to commit to 3NT, however this is more likely with ♦s, since opener can rebid 3♦ and still not miss 3NT.
 - Opener with 3 in **M** can bid 3M to show a minimum (15-17), or bid 3OM (artificial) to show a maximum (17/18-22). So 1♣-1♠;2NT-3♦;3♥ shows 17/18+ and 3♠s.
 - After opener's rebid over 3♣, game bids are to play whenever possible and new suits by responder show values/length.
- 3M is artificial and shows length in om. It is the replace bid for 3om which is used to ask.
- Jump bids by responder over 2NT show shortness and fit for opener's suit. Example: 1♦-1♠;2NT-4♣ (short ♣s).
- 4m over 2NT shows fit for the minor and is 1430 RCKB for the minor.
- A jump bid to 4 of responder's suit is to play. Thus 1♦-1♥;2NT-4♥ is to play.
- All other bids over 2NT are natural and GF. For example 1♦-1♥;2NT-3♥ 6+♥s, GF.

Examples:

1♦-1♥;2NT-3♣(asks);3♥(15-17, 3♥s)-4♥

1♦-1♠;2NT-3♠(artificial, shows ♠s);3NT

Note that with the 2NT 6+ of in a minor bid, reverses and jump shifts by opener after 1m-1M are usually natural, with 4+ in the suit bid.

[1m-1M-3m]

1m-1M-3m denies 3 in **M** (otherwise use 2NT).

[1m-1M-2M-2NT asks]

After 1m-1M;2M, 2NT is a forcing asking bid. Opener bids 3m with only 3 in **M** and short in **OM**, 3om with 3 in **M** and short in om, 3M with 4 in **M** and less than 14/15-16 balanced, 3NT with 4 in **M** & 14/15-16 balanced, and all other bids show 4 in **M** and descriptive. If not playing ETM Total Victory, then after 1♣ opening, 3OM shows exactly 2♦s, 3 or 4 in **M**, and 3 or 4 in **OM**, 14/15-16 balanced.

1XYZ

1XYZ structure, after 1X-1Y-1Z (e.g. 1♣-1♥;1♠, 1♦-1♠;1NT, 1♣-1♦;1♥, 1♥-1♠;1NT etc.). Not used when playing transfers over 1♣ and opener completes transfer to major. Not used after 1NT rebid when playing ETM Multi Victory structure.

After any 1XYZ sequence:

- 1) 2♣ asks opener to bid 2♦, then passes or makes any bid to show GI hand. If opener instead bids above 2♦ over 2♣, it shows a hand that cannot afford for responder to pass with a ♦ signoff; after this responder only non-GF is 3♦.
 - 2♣-2♦;2NT offers opener choice of contract with 5 in responder's suit, usually balanced.
 - 2♣-2♦;3NT offers opener choice of game with 5 in responder's suit. Use this sequence, not 2♦ to avoid revealing too much about opener's hand.
 - After 2♣-2♦ and responder's GI rebid, opener usually places contract, jumps in suit below game to force, or makes NF non-jump rebid.
 - 1X-1M;1Z-2♣;2♦-3M shows a six card suit invite, but one that was one inappropriate for immediate 1X-2M useful jump shift.
- 2) 2♦ is GF Checkback Stayman, opener bidding with most normal hands 2♥, 2♠ or 2NT to give responder room to show nature of GF hand. When holding a balanced hand, opener only bids above 2NT with 3 in responder's suit, and shows description of hand. 2♦ still GF Checkback Stayman by ph over 1NT rebids, but over suit rebids 2♦ by ph is invite in ♦s. Thus pass-1♦;1♥-1NT;2♦ is still GF Checkback Stayman, but pass-1♦;1♥-1♠;2♦ is just an invite in ♦s.

Since 1XYZ is available, responder's second bid of 1♠, 2♥, 2♠, 3♣ are natural with less than game invitational values (use 2♣ with ♦ signoff). The sequence 1♣-1♦;1♥-2♠ is natural, GF with 4+♦s, 4+♠s. 3♦ and above (3M and 3OM) are GF (e.g. 1♣-1♦-1♥-3♦ is forcing), showing a relatively pure hand in the suits bid. For example 1♦-1♠;1NT-3♥ is GF, good 5-5 or better, values in majors. The sequence 1m-1♥-1NT-2♠ is special: it shows 4-4 in the majors, GI.

Style consideration: after 1m-1M;1NT-2♣;2♦-2M, opener with no fit for M should not reveal much of hand since will often be playing in 3NT. If opener rebids 2NT over 2M, responder should continue to show shape with 5-5.

[Unbalanced hand shapes out]

After 1m-1Y-1Z where Z is a suit, opener is unbalanced. If responder bids 2♦ to ask shape, opener should shape out, and use 2M to show 2 in M, and 3M to show 3 in M, and 2NT with 1 in M and stopper in unbid suit. For example: 1♦-1♥;1♠-2♦;2♥ would show 2♥s – if 4-3-5-1 rebid 3♥ with 3♥s, if 4-1-5-3 with a ♣ stopper rebid 2NT, and if 4-1-5-3 but no ♣ stopper rebid 2♠ (which does not promise 5♠s).

[No fourth suit forcing]

Note: No fourth suit forcing when 1XYZ available.

[1XYZ in competition]

1XYZ is still on in competition if available. For example:

1♦-Pass-1♥-1♠-1NT-Pass-2♦ is still artificial GF.

1XYZ after 1♣ opening and notrump rebid - not ETM Multi Victory

[1XYZ after 1♣-any-1NT]

When playing ETM Victory but not ETM Multi Victory (with transfer responses to 1♣), then 1XYZ is used after 1♣-suit response-1NT. In situations the 1NT rebid has two distinct ranges, the main range, and a secondary range, which promises a particular hand type. After 1♣-1M;1NT, the main range is 16/17-18, and the secondary range is 14/15-16 with 3 in M. After 1♣-1♦;1NT, the main range is 16/17-18, and the secondary range is 14/15-16 with exactly 3-3-2-5 shape.

After 1♣-any;1NT the 1XYZ methods used above are still used, but with these two changes:

- 2♣: Still puppets to 2♦, but instead of 2♦ opener rebids 2M with a five card major. Over 2M, 3♦ is a signoff with ♦s, 3NT offers choice of games, and all other bids are game invitational.
- 2♦: Still Checkback Stayman, but it is only game forcing if opener holds the main range. It is only invitational opposite the secondary range. After 2♦ opener rebids 2M with the secondary range (if 1♣-1♦;1NT-2♦, then 2♥ shows the secondary range), and all other bids establish a GF. Opener bids above 2NT with the main range and 3 in M, describing the hand further. After the 2M secondary range response, 2NT and 3M are the only non-forcing calls. After 1♣-1♦;1NT-2♦-2♥(secondary range), 2NT or 3♦ are the only non-forcing calls.

[1XYZ Example Sequences]

1♦-1♥;1NT-2♣;2♦-Pass:	How to signoff in ♦s.
1♣-1♥;1NT-2♣;2♦-Pass:	How to signoff in ♦s, so can bid 1M even if long ♦s.
1♣-1♠;1NT-2♦;2♥:	4♥s, denies 3♠s, game forcing.
1♦-1♥;1NT-2♦;2NT:	Denies 4♠s and 3♥s, shows 14/15-16, game forcing.
1♦-1♠;1NT-2♣;2♦-2♥:	5♠s, 4♥s, game invite.
1♣-1♠;1NT-2♦;2♠:	3♠s & 15-16, not game forcing. 2NT to play and 3♠ invites.
1♣-1♥;1NT-2♦;3♠:	17-19, 4♠s, 3♥s.
1♣-1♥;1NT-2♣;2♦-2♥:	5♥s, game invite.
1♣-1♥;1NT-2♣;2♦-3♦:	GI with 4♥s, long ♦s.
1♦-1♠;1NT-2♣;2♦-3NT:	5♠s, choice of game.
1♣-1♦;1♥-2♣;2♦:	Still ♦ signoff.
1♣-1♦;1♠-2♣;2♦-2♠:	GI with ♠s.
1♦-1♥;1♠-2♦:	GF Checkback, artificial.
1♦-1♥;1♠-2♣;2♥:	To strong to risk pass of 2♦.

[1XYZ Examples of find a 5-3 major fit opposite 16/17-18 balanced with five card major]

1♣-1♥;1NT-2♣;2♠:	2♠ shows 16/17-18 & 5♠s.
1♣-1♠;1NT-2♦;2♥-2NT;3♥:	3♠ shows 16/17-18 & 5♥s.
1♣-1♦;1NT-2♣;2♥:	2♥ shows 16/17-18 & 5♥s.
1♣-1♦;1NT-2♦;2♠-2NT;3♠:	3♠ shows 16/17-18 & 5♠s.
1♣-1♦;1NT-2♣;2♥-3♦:	2♥ shows 16/17-18 & 5♥s, 3♦ signoff in ♦s.
1♣-1♥;1NT-2♣;2♠-3♦:	2♠ shows 16/17-18 & 5♠s, 3♦ signoff in ♦s.

Major Suit Openings - One Heart or One Spade Natural

[1M Opening Description]

5+ in major, 1NT response is semi-forcing. Can be 5-3-3-2 & 11-15 HCP or if great suit, but if 11-13 usually 2 in **OM**. Can have 4 in major in 3rd seat if will pass 1NT response.

[Raises]

1M-1NT-2X-3M: Limit raise with 3 trumps or 4-3-3-3.

2M: very often tends to have 3 trumps only or 4-3-3-3, standard raise (does not promise constructive values). With 4-5 HCP, one can decide to bid 1NT forcing and rebid **2M**.

2NT: L+ with 4 trumps, not 4-3-3-3, (can be 5 trumps and 5-3-3-2), or 4-3-3-3 with 3 or 4 trumps and 13-15 exactly. See section below.

Cheapest jump shift: 4 trumps (or 5-3-3-2), constructive hand, about 7 to 9 HCP.

3M: 4 trumps (or 5-3-3-2), weak raise, about 4 to 6 HCP.

Jump Shifts: 4+ in **M**, values/length in a suit, forcing to **3M**, useful or better. Not cheapest jump shift. Natural except if the jump shift is one step below **3M** it shows the suit that is the cheapest jump shift. **1♥-3♦** shows **♠s**, **1♠-3♥** shows **♣s**, **1♥-3♣** and **1♠-3♦** are both natural fit showing bids.

3NT: Singleton or void in **OM**, values for **4M**. If singleton limited hand 10-13/14.

4m: Singleton or void in suit bid, values for **4M**. If singleton limited hand 10-13/14.

4M: 5+ in **M**, not 5-3-3-2, 0 to 9 HCP. New suits now ask if suit controlled (**5M** if not).

If responder bids **3NT** or **4m**, showing a singleton/void, and then bids **4NT** RKCB at the next bid, it always promises a void, and opener answers RKCB without including the ace of the void suit (exclusion).

Note that **4♥/1♠** and **3♠** or **4♠** over **1♥** are not raises, but to play.

[Game Tries]

Natural game tries, with **2NT** forcing game try+ balanced.

1M-2M-3M sequences not in competition ask for good trump support.

[Passed Hand Bidding]

1M: can have six card suit if 13+, (in first or second seat usually 14+).

2♦: Long **♦s**, NF, less than invitational values.

2♥ by ph/1♠: 9-11, 5 or 6 card suit. **2NT** is Lebensohl by opener. Higher by opener is GF.

Jump rebids are splinters with **♥** support.

2♣ by ph: Drury, Lawrence style, 3 card or better support, useful+ (good constructive or better) values. Not on in competition (over doubles, suit overcalls, 1NT overcall). **2M** is absolute signoff. **3m** is natural and forcing to **3M** only. **2♥** if **OM** is forcing just to **2♠**, **5+♠s** & **4+♥s**. **1♥-2♣;2♠** can be 4-4 in majors and is forcing to **2NT** only. **2♦** by opener asks, with these replies:

2♥: 3 trumps, minimum, or 4 trumps sub-minimum.

2♠: 3 trumps, maximum, no singleton/void.

2NT: 4 trumps, decent hand, no shortness (could bid **2NT** over **1M**).

3♣: 3 trumps, maximum, unknown singleton/void. **3♦** asks shortness, **3M=♦s**.

3♦: 4 trumps, great hand, no shortness (could bid **2NT** over **1M**).

[Other]

1XYZ for **1♥-1♠-1NT**: see **1XYZ** section for structure. **1NT** shows 11-15 HCP with usually two or singleton spade. With **3♠s** and 5-3-3-2 open **1NT** if 11-13, or raise **1♠** to **2♠** with 14-15 HCP.

Major Suit Openings – 2NT Response Structure

1M-2NT: Limit Raise or Better, four + trumps but not 4-3-3-3, (can be 5 trumps and 5-3-3-2), or 4-3-3-3 with 3 or 4 trumps and 13-15 exactly. The purpose of putting the 4-3-3-3 shapes & 13-15 into the response is to provide a hand type than can easily double the opponents if they enter the bidding.

Normally opener makes one of two bids opposite 2NT (see passed hand bidding below):

- 3♣:** Would either pass limit raise or would have possible slam interest. If would pass a limit raise no singleton or void is held (a hand with a singleton or void must accept limit raise).
- 3♦:** GF, would accept limit raise but no slam interest opposite game force without much extra values, 11-15, 15 only if 5-3-3-2 shape, 14 not with 6+ in **M**). If playing ETM Multi Victory, where 2**M** is opened with 10-13 and 6+ in **M**, this then shows exactly 5 in **M**.

The full structure after **1M-2NT**:

- 3♣:** Would either pass limit raise (and no singleton/void) or would have possible slam interest (14/15+). Responder now bids:
 - 3♦:** asks shortness (and if opener has shortness then has slam interest hand). Opener bids:
 - New suit with singleton/void, showing 14+.
 - 3**M** with hand that would pass limit raise (and therefore no shortness). Responder can now bid 3NT to suggest that as an alternative contract or cuebid if slam possible.
 - 3NT with a hand with no singleton/void but good slam interest (16/17+).
 - 4**M** with a hand with no singleton/void but mild slam interest (14/15-16).
 - 3M:** Limit raise, now cheapest bid is shortness asking (e.g. 3NT/3♠), and other bids are cuebids.
 - 4M:** To play.
 - 3NT:** 4-3-3-3, 13-15.
 - New suit: shows singleton but not void, slam try, more than an original splinter. It is not void since all voids splinter immediately. It shows more than a direct splinter, so 14+.
- 3♦:** Would accept limit raise but no slam interest opposite game force without much extra values (about 11-15, 15 only with 5-3-3-2 shape, 14 not with 6+ in **M**). Responder then:
 - Bids 4**M** to play with limit raise or with game force without much extra values.
 - Bids 3♥ to ask hand type. Now opener bids new suit on four level to show singleton/void (and if ♥=**M** then 4♥ shows ♠ singleton/void). 3♠ shows no singleton/void but some shape, and 3NT shows 5-3-3-2 distribution, any doubleton.
 - Bids 3♠ to show singleton in **OM** with possible slam interest.
 - Bids 3NT to show 4-3-3-3 hand type, spread out values, not-forcing.
 - Shows a minor suit singleton by bidding suit on four level, with possible slam interest.

Above 3♦: natural suit, at least mild slam interest @ 3 level, good slam interest if 4 level.

[Showing or Asking by Responder]

Since opener will play **M** contract, responder with shortness shows it (via splinter or 2NT then shortness bid), so that opener's hand is less revealed. Only with no shortness does responder ask opener's shortness, to better evaluate the degree values are working or not.

[2NT by passed hand]

Good limit raise values by passed hand with simple responses:

- 3M:** would not accept limit raise.
- 3♣:** asks singleton, 3**M** = ♣ singleton, 3NT=none. 3**M** rebid NF by either player.
- Game bids: 4**M** to play, 3NT suggestion.
- Other: natural, slam tries.

[Over interference of 1M-2NT]

3M by either hand shows poor hand.

Double or Redouble shows defensive cards, by responder often is the 4-3-3-3 hand with 13-15 HCP.

New suit length/value showing.

Pass shows balanced hand or semi-balanced hand, not singleton or void in opponent's suit, better than 3M.

Bidding reverts to natural.

Example:

1♥-Pass-2NT-3♠;Pass(balanced or semi-balanced, no short ♠s)-Pass-Double(Defensive)

Major Suit Openings - 2/1 Approach

[2/1 GF]

All 2/1 bids are GF.

[Opener bids shape over 2/1]

- Opener shows shape, bidding 2NT with hand with no other good bid and bad **M** suit, and bidding 2**M** with no other good bid and good **M** suit and 14+.
- Three level new suit rebids show a bit extra shape (5-5) or values (13+), prefer 2**M** or 2NT otherwise.
- 3NT shows a 15-16 HCP hand with 2 in responder's suit.
- Opener's jump rebids are splinters: Example: 1♥-2♣-3♦: club support, singleton or void in ♦.
- Opener's jump rebid of suit shows powerful suit, sets trumps.

[Responder 2/1 3NT rebids]

After 1**M**-2**X**;2**Y**-? 3NT shows a minimum hand, no interest in exploring further. Use 2NT if available with stronger hand to find out more information.

[2/1 Competitive]

They can never play contract undoubled. Doubles are for penalty, passes are forcing and show two-way values.

[Partly Serious 3NT – Mild Slam try]

General rule: If both players know there is a double fit, 3NT is partly serious slam interest, not to play. On the following sequences, 3NT is not to play but artificially shows part slam interest, with an immediate cuebid showing serious slam interest.

1**M**-2**X**;Raise of **X**-3**M**;3NT

1**M**-2**X**;Splinter Raise of **X**-3**M**;3NT

Where 3NT is a partly serious slam try, if instead of bidding 3NT opener makes a cuebid, it shows serious interest. For example 1♥-2♣;3♣-3♥;4♣ is a cuebid in ♣s, serious slam interest.

Major Suit Openings - 1NT Forcing Approach

[1NT Forcing]

The 1NT semi-forcing response can be passed by a first or second seat opener, but only with 11-12 and either 5♠s & 3-3 in the minors (i.e. after a 1♠ opening), or 5♥s & 4♠s (i.e. after a 1♥ opening). If the opponents compete after opener passes, responder will know exactly what to bid. 1NT is semi-forcing by ph and denies 3 in **M** unless very flat hand.

[1NT Forcing Replies]

2♣ shows 4+♣s or 5-3-3-2 with 3♣s & 11-15. 2♦ shows 4+, or 3-5-3-2 or 5-3-3-2 exactly with 14-15 HCP. If 4-5 exactly in the majors, bid longest minor or if 4-5-2-2 exactly 2♣). Responder freely raises 2♦ with 4♦s, since opener will accept GI if 5-3-3-2 since 14-15.

1♥-1NT;2♠ is strong, 16/17+ HCP.

1M-1NT;2NT shows a balanced or semi-balanced hand with 5 or 6 in **M**, 18+, usually 5-4-2-2 shape or 6-3-2-2 or 6-3-3-1 with singleton honor. 3♣ asks which, with 3NT showing 5-4-2-2 with 4♣s – see Cheapest Bid Asking section below. New suits forcing over 2NT.

1M-1NT;3X: strong jump shift, 4+ in **X** or good 3 in **X** & 6 in **M** & an outside singleton.

1M-1NT;3M shows a good suit & good hand.

1M-1NT;3NT shows a raise to 3M that thinks notrump should be fine place to play, but not a solid suit.

1M-1NT;4X: shows a long 7+ **M** suit, shortness in suit bid, slam interest.

1M-1NT;4M shows a long suit, play for game but not great values, about 14-16 HCP.

If playing ETM Multi Victory 1M-1NT;2M shows 13/14-17, 6+ in **M**. Over this new suits at three level are natural, but if in a minor can be a game try in **M** with values in the minor – opener treats as natural & forcing, but if responder corrects to **M** it was a game try. For example 1♥-1NT;2♥-3♣ (natural or game try); 4♣-4♥ (was game try). 1♥-1NT;2♥-2♠ is always a game try since can't have 4+♠s.

[Rebids]

1M-1NT;2X-Pass: Signoff, prefer 2M with 2 in **M** and some values.

1M-1NT;2X-3M: L with 3 trumps or 4-3-3-3.

1M-1NT;2m-2NT: GI, 11-12.

1M-1NT;2X or 2M-new suit: Long suit, less than GI values if on two level, long suit.

1M-1NT;2X-jump to 3Y: Long suit, GI values.

1M-1NT;2X or 2M-jump four level new suit: values/length in suit bid, fit for opener's second bid.

Example: 1♠-1NT-2♥-4♣ (♥ fit & ♣ values/length).

[Delayed 2NT by opener]

1M-1NT;2X-2Y;2NT and 1♥-1♠-1NT-2X-2Y-2NT: 15 to 16, natural bidding afterwards. This is not used in ETM Total Victory after 1M-1NT;2m-2M where 2M is only 5-8 (so opener only bids if 17+ now).

[1NT Forcing Competitive]

After 1M-P;1NT and opponent competes, doubles of suit bids are for takeout by either player, but passable. Responder's double shows about 9 to 11 HCP.

After 1M-P;1NT-any-opener bids second suit, responder's double is for penalty, opener's shows extra values.

Major Suit Openings – Total Victory - Cheapest Bid Asking

[Overview]

Playing Total Victory, after a major suit opening, forcing 1NT response, and a 2NT or jump shift rebid (to the three level) by opener, a rebid by responder of the cheapest suit on the three level is “Cheapest Bid Asking” (CBA). 3♠, if not the cheapest suit, is the usual replacement bid for the cheapest bid, and shows whatever the cheapest bid would have shown – see exceptions below.

[Cheapest Bid Asking]

CBA is used after a major suit opener jump shifts over a forcing notrump response or a 1♠ response to 1♥. The cheapest bid asks opener to describe hand further and confirms a game force. After opener’s reply, responder has two artificial bids available:

- 1) If the opening bid suit cannot be bid below game, then the cheapest suit bid below game in the major suit, not including opener’s second suit, by responder artificial shows the opening bid major suit and some slam interest, often with an original limit raise. For example 1♠-1NT-3♦-3♥(asks)-3NT-4♣(shows ♠s, some slam interest). 1♠-1NT-3♣-3♦(asks)-3NT-4♦ shows the ♠s hand.
- 2) A bid of opener’s second suit on the four level, if a minor, is ORB for that minor. After 1♠-1NT-3♦-3♥(asks)-3NT-4♦ is ORB for ♦s.

A jump to 4NT, or 4NT directly over 3NT, is natural by responder, slam invitational, usually about 11 to 12. If responder cannot bid 2), (4♠ as ORB), then 4NT is RKCB for opener’s second suit, except if opener’s rebid is 4♠, where 4NT is RKCB for the major.

[Suit Replacement for CBA]

When CBA is used, then a replacement is usually available for the loss of this natural bid, which is always 3♠ (regardless if M=♠ or not). After opener rebids 2NT or makes a jump shift then 3♠ shows the suit the CBA is made in. For example 1♥-1NT;3♣-3♠ shows ♦s, since 3♦ bid is CBA, and likewise 1♠-1NT;3♣-3♠ shows ♦s, since 3♦ asks. Finally 1♠-1NT;3♥-3♠ asks, but there is no replacement bid.

[Bad raise in M]

If responder has bid 1NT forcing with a bad raise in M, then over opener’s jump shift or 2NT rebid, responder must jump to 4M. So for example 1♥-1NT;3♦-4♥ shows a bad raise in M (3 to 6 HCP).

[CBA After Opener’s 2NT]

Responder uses 3♣ to ask about opener’s hand.

Continued on next page...

[CBA After Opener's Jump Shift]

Responder uses CBA asking here since uncertain where or how high to play hand. Opener's duty is to show nature of hand: the reason for jump shift. Opener does not bid above 3NT unless shapely hand. New suits at the four level show exactly 4 in opener's second suit, extra shape and a fragment in the suit bid (thus short in the other suit). If opener jump shifted in a minor, 3NT shows a 5-4 hand type and a stopper in **om**. If **m=♣s**, 3**M** shows 6 in **M**, but after 1♠-1NT;3♦-3♥ then 3♠ shows stopper in ♥s. Note opener should bid 2NT instead of three of a minor if 5-4 and either both side suits stopped or two doubletons, so when opener makes a jump shift usually not semi-balanced but at least 5-4-3-1 shape.

- | | | | | | |
|----|---------|----|---------|----|----------|
| a) | ♠ KQJ42 | b) | ♠ KQJ42 | c) | ♠ KQJT32 |
| | ♥ T | | ♥ J | | ♥ J2 |
| | ♦ AKQ92 | | ♦ AKJ9 | | ♦ AK9 |
| | ♣ K2 | | ♣ A42 | | ♣ A4 |

After 1♠-1NT;3♦-3♥ (cheapest suit, bid 3♠ to show ♥s), opener rebids:

- a) 4♦ showing a two suiter.
- b) 3NT showing a power jump shift with a 5-4 and a stopper in ♣s.
- c) 4♠ showing a hand with 3♦s & 6+♠s. With one less ♥ and one more ♦, rebid would be 4♣ showing shapely hand & short ♥s.

After a), the 4♦ response, responder can bid 4♥, the cheapest suit bid to show ♠s and slam interest, for otherwise would just bid 4♠. After b), the 3NT response, responder can bid 4♣, the cheapest suit bid to show ♠s and slam interest. After c), the 4♠ response, the 5♣ response is a cuebid, as the cheapest suit bid only applies if it is below game in the major suit.

For the use of 4NT, after a), the 4♦ response, responder can bid 4NT, RKCB for ♦s. After b), the 3NT response, responder can bid 4♦, ORB for ♦s, or 4NT natural with about 11-12. After c), the 4♠ response, 4NT is RKCB for ♠s.

Major Suit Openings – Total Victory – Improving 1♥-1♠

[Overview – Simple Version]

Playing Total Victory, after 1♥-1♠ in an uncontested auction, there is a key improvement:

1♥-1♠;2♣ is artificial, bid with intermediate.

This is on opposite passed hand as well, but is on in competition only after 1♥-Double-1♠-Pass.

[Improving 1♥-1♠]

After 1♥-1♠, responder rebids:

- 1NT: balanced or semi-balanced, can have a singleton ♠, not with 3♠s. Includes all hands up to good 15 with exactly 4♠s and 5♥s.
- 2♣: 14/15+. One of these hand types:
 - a) good 15-18 with 4+♠s.
 - b) 14-17 with 6+♥s.
 - c) 14-17 with 3 or 4♠s, if 4♠s only 14-15 and not 6+♥s.
- 2♦: As in standard, 5+♥s (often just 5♥s), 4+♦s, not enough for jump shift.
- 2♥: 5+♥s, 5+♠s, up to 15 HCP. 3♦ is now fourth suit forcing to game.
- 2♠: 3/4♠s, limited raise, maximum of 13/14 HCP, if 3♠s with a singleton/void. 2NT asks if just 3♠s, with 3m showing shortness with 3♠s, 3♥ shows 6♥s with 3♠s.
- 2NT: Strong semi-balanced raise, no singleton/void, 18+. 3♠ asks:
 - 3♦: 2-5-4-2 or close to it.
 - 3♥: 6♥s, 2♠s or close to it.
 - 3♠: 6♥s, 3♠s or close to it.
 3NT: 2-5-2-4 or close to it.
 Responder can also bid naturally over 2NT, or bid 3♠ to show ♠s.
- 3X: Standard jump shift/ jump rebid.
- 3♠: Good raise in ♠s. 16-18 HCP or 14-15 with 6+♥s.
- 3NT: 6 great ♥s, stoppers in the minors, short in ♠s.
- 4m: Singleton/void in m, strong hand.
- 4♥: Long ♥s, 4♠s, strong hand. To play in 4♥s with just ♥s, bid 3♦ transfer first.
- 4♠: 4-5-2-2, strong hand.
- 4NT: RKCB for ♠s.

[After 1♥-1♠;2♣]

After 1♣-1♠;2♣:

- 2♦: Normal response, asking opener what hand type held:
 - 2♥: 6+♥s, 14-17, as if bidding went 1♥-1♠;2♥.
 - 2♠: Good raise with just 5♥s, 14-17, if 4♠s only 14-15. 2NT asks if 3 card support, 3m shows 3♠ and a singleton, 3♥ shows a 5-3-3-2 with 3♠s.
- 2NT: 15/16-18 with 5♥s, 4♠s, ♦ stopper. 3♠ now to play, other three level suit bids natural/semi-natural and forcing, 4♠ ORB for ♠s.
- 3♠: 15/16-18 with 5+♥s, 4+♠s, if just 4♠s no ♦ stopper. Suits on three level natural/semi-natural and forcing, 4♠ ORB for ♠s.
- Other: ♥s & ♠s, 15/16-18 and very shapely hand with good playing value.
- 2♥: Awful hand with 2♥s.
 - Pass: 6♥s & 14-15, 15-17 with 5♥s & 4+♠s.
 - 2♠: Good raise, 3/4♠s, 14-17.
 - 3♥: 16-17 with 6♥s.
 - Other: ♥s & ♠s, 15/16-18 and very shapely hand with good playing value.
- 2♠: 6+♠s, weak hand, maximum of 7. Natural bidding now.

[Overview – Improving 1♥-1♠ Transfer Jump Shifts versions]

Playing Total Victory with the Transfer Jump Shifts version after 1♥-1♠ in an uncontested auction, there are two key improvements to improve bidding:

1♥-1♠;2♣ is artificial, bid with intermediate and strong hands.

1♥-1♠;(3♣,3♦,3♥) are transfers.

This is on opposite passed hand as well, but is on in competition only after 1♥-Double-1♠-Pass.

[Improving 1♥-1♠]

After 1♥-1♠, responder rebids:

1NT: balanced or semi-balanced, can have a singleton ♣, not with 3♠s. Includes all hands up to good 15 with exactly 4♠s and 5♥s.

2♣: 14/15+. One of these hand types:

d) good 15+ with 4+♠s.

e) 14+ with 6+♥s.

f) 14-17 with 3 or 4♠s, if 4♠s only 14-15 and not 6+♥s.

2♦: As in standard, 5+♥s (often just 5♥s), 4+♦s, not enough for jump shift.

2♥: 5+♥s, 5+♠s, up to 15 HCP. 3♦ is now fourth suit forcing to game.

2♠: 3/4♠s, limited raise, maximum of 13/14 HCP, if 3♠s with a singleton/void. 2NT asks if just 3♠s, with 3m showing shortness with 3♠s, 3♥ shows 6♥s with 3♠s.

2NT: Strong semi-balanced raise, no singleton/void, 18+. 3♣ asks:

3♦: 2-5-4-2 or close to it.

3♥: 6♥s, 2♠s or close to it.

3♠: 6♥s, 3♠s or close to it.

3NT: 2-5-2-4 or close to it.

Responder can also bid naturally over 2NT, or bid 3♠ to show ♣s.

3♣: Transfer to ♦s, jump shift strength. 3♦ asks:

3♥: 5-5 or better shape.

3♠: 3♠s, 3/4♦s, 5/6♥s.

3NT: 1-5-4-3 or close to it.

4♦: Great 6-5+.

3♦: Transfer to ♥s, jump shift strength. 3♥ asks:

3♠: 3♠s, 6+♥s, often 3♠s.

3NT: 6♥s, short ♠s.

4X: Descriptive with 7+♥s.

3♥: Transfer to ♠s, jump shift strength. 3♠ asks:

3NT: 4-5-2-2 with honors in minors.

4m: singleton/void, very strong hand.

4♥: 4-5-2-2 with great ♥s, very strong hand.

4♠: 4-5-2-2 with great ♠s, very strong hand.

3♠: Good raise in ♠s. 16-18 HCP or 14-15 with 6+♥s.

3NT: 6 great ♥s, stoppers in the minors, short in ♠s.

4m: Singleton/void in m, strong hand.

4♥: Long ♥s, 4♠s, strong hand. To play in 4♥s with just ♥s, bid 3♦ transfer first.

4♠: 4-5-2-2, strong hand.

4NT: RKCB for ♠s.

Over the transfer jump shift responses (i.e. 3♣, 3♦, 3♥), beside asking with the cheapest bid, responder can bid naturally as if over a natural jump shift.

[After 1♥-1♠;2♣]

After 1♣-1♠;2♣:

- 2♦: Normal response, asking opener what hand type held:
- 2♥: 6+♥s, 14-17, as if bidding went 1♥-1♠;2♥.
- 2♠: Good raise with just 5♥s, 14-17, if 4♠s only 14-15. 2NT asks if 3 card support, 3♠ shows 3♠ and a singleton, 3♥ shows a 5-3-3-2 with 3♠s.
- 2NT: 15/16-18 with 5♥s, 4♠s, ♦ stopper. 3♣ now to play, other three level suit bids natural/semi-natural and forcing, 4♣ ORB for ♣s.
- 3♣: 15/16-18 with 5+♥s, 4+♠s, if just 4♠s no ♦ stopper. Suits on three level natural/semi-natural and forcing, 4♣ ORB for ♣s.
- 3♦: 18/19+, 5+♥s, 4+♠s, 3+♦s.
- 3♥: 18/19+, 5+♥s, 5+♠s.
- 3♠: 18/19+, 5+♥s, 4+♠s, 3♠s.
- 3NT: 18/19+, 6♥s, 4♠s, ♦ stopper.
- 4X: 18/19+, 6+♥s, 4♠s, descriptive.
- 2♥: Awful hand with 2♥s.
- Pass: 6♥s & 14-15, 15-17 with 5♥s & 4+♠s.
- 2♠: Good raise, 3/4♠s, 14-17.
- 3♥: 16-17 with 6♥s.
- Rest: Natural with 5+♥s, 4+♠s, 17/18+.
- 2♠: 6+♠s, weak hand, maximum of 7. Natural bidding now.

ETM Total Victory – Total 2/1

[Overview]

ETM Total Victory installs two significant changes to the 2/1 and 1NT forcing structures. The changes are used to help stay low with weak hands, to find more heart fits when 1♠ is opened, to better investigate games and slams, and to reveal less information if just bidding to 3NT.

The first change is that a game force in either minor, or a balanced/semi-balanced game force all start with 2♣. This would at first seem to consume space to unwind hand types, but a careful rebidding scheme that focuses on what is important actual gains in many cases. In addition responder can find out about opener's hand and bid 3NT without disclosing information, a key advantage. The bidding scheme is designed to be the same with either major, and almost the same with either minor, producing many common sequences. While initial use does take some memory work, the common sequences combined with many occurrences, make the method easy to use after the first hurdle.

The second change is a result of the 2♦ response to 1M being freed up for use. This bid is used to fix problem areas in the 1NT forcing structure. The 2♦ response to 1♠ shows ♥s & 10/11+, allowing this suit an easy entry into the auction. The 2♥ response to 1♠ is natural with maximum of 10 and 5/6+♥s. The 2♣ response to 1♥ shows 3+♦s, 9+. In particular it can have 9-10 balanced with doubleton ♥, allowing this constructive hand type a clear way to be shown. Note that by a passed hand 2♣ is Drury and the sequences 1♥-2♦, 1♠-2♦, 1♠-2♥ are natural, the 2♦ bids showing 6♦s. The 1NT forcing changes are still on except that 1♥-1NT;2m-2♥ shows 5-10, while by unpassed hand it is 5-8. None of the changes are on in competition.

Introductory examples of 1M-2♣

a)			
♠ AT872	♠ 2	1♠-2♣;2♦-	2♦ was waiting, 2NT said bid 3NT if
♥ 52	♥ KQ87	2NT;3NT	not shapely and/or 16+, 3NT to play.
♦ QT43	♦ AJ653		Opponents know very little about
♣ AJ	♣ KT2		declarer's hand and opener's best
			minor.
b)			
♠ AQJ932	♠ KT	1♠-2♣;2♠-	2♠ shows 6+♠s, 14+. 3♥ shows GF in
♥ T	♥ A987	3♥;4♠-4♥;4NT-	♠s with ♣ length. 4♣ is a cuebid and a
♦ K62	♦ 43	5♥;6♠	serious slam try (3NT would be with a
♣ AQ3	♣ KJT82		part slam try). Cuebids and RKCB
			used and 6♠ reached.
c)			
♠ AKT93	♠ 64	1♠-2♣;2♥-	4♦ was a splinter in ♦s, slam try with
♥ AT53	♥ KQ87	4♦;4NT-5♠;6♥	♠s and 4+♥s. 4NT was RKCB.
♦ T32	♦ 4		
♣ T	♣ AKQ832		
d)			
♠ 7	♠ KQJ	1♥-2♣;3♦-3NT	3♦ shows exactly 5♥s & 5♠s, 15. 3NT
♥ AJ952	♥ Q7		is to play unless opener is 18+ (will
♦ Q8	♦ AJT62		bid again). Auction consumes space
♣ AKJT8	♣ 32		but so does 1♥-2♦-3♠ in standard 2/,
			and is less accurate.
e)			
♠ 7	♠ Q32	1♥-2♣;3♠-	3♠ shows 16+ with exactly 4♠s &
♥ QJT62	♥ AK8	3♦;3♥-3♠;3NT-	5♥s. 3♦ asked. 3♥ with singleton/
♦ AQ5	♦ KT972	4♦;5♦-6♦	void in ♠s, 3♠ asked if void, 3NT =
♣ AKT3	♣ Q2		no with 16-18. 4♦ is ORB in ♦s, 5♦
			shows 2 keys & Q of ♦s. 6♦s to play.
			Note that 3♠ consumes space but so
			does 2/1 1♥-2♦-3♠ & is less accurate.

[General 1M-2♣]

Note that after 1♥-2♣, the 2♥ or 2♠ responses are switched from normal 2/1 rebids to gain space. This means that 1♥-2♣;2♥ shows 4+♠s, while 1♥-2♣;2♠ shows 6+♥s.

After 1M-2♣:

- 2♦: Either 4+♦s, any strength, 4+♣s less than 16, or 5-3-3-2 with 11-13 HCP (usually doubleton in **OM**). Denies 4+ in **OM**. Not 6 in **M** unless 6-5 or better.
- 2♥: Shows 4+ in **OM**. Even 1♥-2♣-2♥ shows 4+♠s! Denies 6-5+ & 15+ or 5-5 & 18+ if ♠=M. Denies 6-5+ & 17+ if ♥=M.
- 2♠: 6+ in **M**, 14-18, denies 4 in **OM**. Even 1♥-2♣-2♠ shows 6+♥s! 18 promises a singleton.
- 2NT: 5-3-3-2 with extras, about 14-16 HCP, or 6 in **M** and no singleton/void, 18+.
- 3♣: Exactly 4♣s & 5 in **M** & 16+.
- 3♦: 5 in **M** & 5♠s & 15+.
- 3M: 6+ in **M**, 18/19+, not 4+ in **OM**, at most a 4 card minor, must have a singleton. Not 7+M unless 4 card minor.
- 3OM: 5-5 or better in majors with good playing strength. If ♥=M always 6-5+ with 17+. If ♠=M 6-5+ if 15+ or exactly 5-5 if 18+.
- 3NT: 6 in **M**, singleton in **OM**, 3-3 in the minors, 18+.
- 4m: 7+ in **M**, 17/18+, singleton/void in **m**, no other 4 card or longer suit.
- 4♥: If ♠=M, 6-5-1-1 exactly, 18+.
- 4M: 7+ in **M**, 17/18+, no minor singleton, no other 4 card or longer suit.

[Scheme after ...3♣ which shows exactly 4 in a minor scheme]

After opener bids 3♣ to show exactly 4 in a specific minor (or occasionally 6-5+ with 15+), responder can bid 3♦ asking with these replies:

- 3♥: Singleton/void in **OM**. Now 3♠ asks if void, 3NT=no, 4♣=yes. If opener is 16+, 4♦=no with 19+, 4♥=yes with 19+.
 - 3♠: Singleton in **om**.
 - 3NT: No singleton or a singleton ace.
 - 4♣: If opener is 16+ but not 6-5+, this shows a hand with no singleton or singleton ace and really big, 19+.
- If opener can have 6-5+ & 15+ (this only occurs if 3♥ to 3NT all show maximum of 15).
- 4♣: 6-5+, 15-17, not void in **OM**.
 - 4♦: 6-5+, 15-17, void in **OM**.
 - 4♥: 6-5+, 18+, not void in **OM**.
 - 4♠: 6-5+, 18+, void in **OM**.

[Scheme after ...3♦ which shows 5-5 with a minor scheme]

After opener bids 3♦ to show exactly 5+ in a specific minor, responder can bid 3♥ asking with these replies:

- 3♠: Exactly 5-5, singleton/void in **OM**. 4♣ asks if void, 4♦=no, 4♥=yes.
- 3NT: Exactly 5-5, singleton/void in **om**. 4♣ asks if void, 4♦=no, 4♥=yes.

If opener is less than 15 then these bids show:

- 4♣: 6-5-1-1 shape.
- 4♦: 6-5+, void in **om**.
- 4♥: 6-5+, void in **OM**.

If opener is always 15+, 3♠ or 3NT show 15-17 (17 not with void) and these bids are made with 17/18+ (17 with void):

- 4♣: Exactly 5-5, singleton in **om**.
- 4♦: Exactly 5-5, void in **om**.
- 4♥: Exactly 5-5, singleton in **OM**.
- 4♠: Exactly 5-5, void in **OM**.

Bidding after finding shape[RKCB available]

First note that some RKCB will be optional RKCB (ORB) – see upcoming note. Whenever opener has not denied 3+ in a minor or has shown 3+ in a minor, 4 of that minor is ORB unless otherwise defined. A jump to 4NT is always RKCB for the last naturally bid suit if RKCB or ORB for the suit is not available below 4NT. After bids like 1M-2♣;2♠ or 1M-2♣;2NT where the second suit, if any, is not known, a jump to 4NT is RKCB for M. Over an immediate rebid of 3NT or higher over 2♣, 4NT is RKCB for M if not available otherwise.

[Asking Mode by Responder]

We define that Responder is in Asking Mode in sequences when opener either makes an immediate rebid of 3NT or higher over 2♣, or responder asks again after opener's first rebid to 2♣, with one exception where two asks are required: after 1M-2♣;2♦-2♥;2♠, 2NT must be asked first. In these cases responder is often balanced or semi-balanced with possible slam interest, and is said to be in Asking Mode.

[Optional RKCB in Asking Mode]

When responder is in Asking Mode, sometimes responder will be able to rebid 4m as ORB or 4♦ as ORB for ♣s, or 4 of a suit to ask RKCB for a major below four of that major. responder can continue with regular RKCB by making the cheapest bid that is not the trump suit. For example 1♠-2♣;3NT(6-1-3-3, 18+)-4♣(Optional RKCB for ♣s);4♦(relative minimum, perhaps poor controls)-4♥(RKCB for ♣s).

[Additional RKCB by responder]

When responder is in Asking Mode, many times opener will deny length in a suit, which will make bids free to be used as RKCB or ORB as well. The rules for additional RKCB by responder are:

- 1) If opener has shown both majors, 4♣ if available is ORB for OM, and if 4♠ is available then 4♦ is ORB for M, and 4NT is natural, signoff if not a jump. If only 4♦ is available it is ORB for OM, and 4NT is RKCB for M.
- 2) When opener has not shown both majors, the bid of OM is always available as a free bid. In addition if not otherwise described, a bid of four a minor is free where opener has at most two in that minor suit. Finally if opener has shown 5+♦s, then 4♣ is a free bid if otherwise undefined. In these situations:
 - 2a) If no minor bid is free, OM is RKCB/ORB for opener's 4+ minor – if two 4+ minors(!), OM is RKCB for ♣s. If opener's minor is ♦s, and 4♥ is OM then 4♥ is ORB for ♦s. All other cases are just straight RKCB since not four steps below 5m. 4NT is RKCB for M.
 - 2b) If 4♦ is free, and 4♣ is not available, 4♦ is ORB for ♣s, and if ♥=M, 4♠ will be RKCB for ♥s, while if ♠=M, 4♥ will be ORB for ♠s. 4NT would be natural and signoff if not a jump.
 - 2c) If 2a and 2b do not apply, then the cheapest free bid is RKCB for M, and it is ORB unless it is 4♠ bid for RKCB for ♥s. 4NT would be natural, signoff if not a jump.
- 3) When no RKCB is available on four level, if opener has just one suit, 4NT is RKCB for M. If opener has two or more second suits at least four cards long, 4NT is RKCB for the lowest ranking of opener's suits, and cheapest free bid on five level is RKCB for opener's highest ranking suit. So 1♠-2♣;4♥(6-5-1-1, 18+)-?, 4NT is RKCB for ♥s, 5♣ is RKCB for ♠s.

[Games to play]

Unless otherwise described, bids of the cheapest game in a strain are to play.

[Extra values]

Sometimes responder in Asking Mode will signoff in a game but opener will have significant extra values, and by design, often extra shape. In these cases opener will bid again to describe hand naturally. For example 1♠-2♣;2♦-2♥(asks)-3♣(4♣s exactly, less than 16 or 6-5+ with ♣s & 15+);3NT(to play)-4♦ would show 6+♠, 5+♣s, 15+ points, and a control in ♦s.

[1M - 2♣ Responder's Rebids]

- 2♦: Either 4+♦s, any strength, 4+♠s less than 16 or 15+ if 6-5+, or 5-3-3-2 with 11-13 HCP (usually doubleton in **OM**). Denies 4+ in **OM**. Not 6 in **M** unless 6-5 or better.
After 2♦:
- 2♠: Artificial, shows GF with ♦s. Opener now makes call that would have been made on the 2/1 sequence 1M-2♦;?
- 3X: Natural bidding with ♠s, preferred not to bid 2♥ to ask first, 3NT shows extras with 6+♠s, but not great shape.
- 4m: ORB for m.
- 4M: 5♦s, 3+M, GF, no outside control, no extras.
- 2♥: Artificial, asks for further description, usually GF balanced or with ♠s and can handle rebid.
- 2♠: 4+♦s but not 5-5 with 15+. Now all bids but 2NT are natural with ♠s and 2NT asks:
- 3♣: Exactly 4♦s, less than 16, or 6-5+ & 15+. 3♦ asks and other suit bids are value showing with ♦s.
- 3♦: 5+ in **M** & 5+♦s, less than 15. 3♥ asks and other suit bids are value showing with ♦s.
- 3♥: 4♦s exactly, 16+, singleton/void in **OM**. Now 3♠ asks if void, 3NT=no, 4♣=yes.
- 3♠: 4♦s exactly, 16+, singleton in **om**.
- 3NT: 4♦s exactly, 16-18, no singleton or a singleton ace.
- 4♣: 4♦s exactly, 19+, no singleton or a singleton ace.
- 2NT: 5 in **M** & 5♦s, 15-17 OR 5 in **M** & 5♦s & 18+ with singleton/void ♣ OR 5-3-3-2 & 11-13 & not 2 in **OM** – a hand that could have opened 1NT but decided not to. Now all suit bids but 3♣ promise ♠s and show location of values. 3♣ asks:
- 3♦: 5-3-3-2 & 11-13. 3♥ asks exact shape:
- 3♠: Doubleton ♦.
- 3NT: Doubleton ♣.
- 3♥: Exactly 5-5, singleton/void in ♣, 15-17. 3♠ asks void, 3NT=no, 4♣=yes.
- 3♠: Exactly 5-5, singleton in **OM**, 15-17.
- 3NT: Exactly 5-5, void in **OM**, 15-16.
- 4♣: Exactly 5-5, 18+, singleton in ♠s.
- 4♦: Exactly 5-5, 17/18+, void in ♠s.
- 3♣: 4♠s exactly, less than 16 or 6-5+ with ♠s & 15+. 3♦ asks and other suit bids value showing with ♠s.
- 3♦: 5+ in **M** & 5+♠s, less than 15. 3♥ asks and other suit bids are value showing with ♠s.
- 3♥: 5-3-3-2 with 3-3 in minors & 11-13, ♣ value or values. 3♠ asks for stopper in **OM**.
- 3♠: 5-3-3-2 with 3-3 in minors & 11-13, values in **M**.
- 3NT: 5-3-3-2 with 3-3 in minors & 11-13, stoppers in **OM** and ♦s.
- 4♣: Exactly 5-5 with ♦s, 18+, singleton in **OM**.
- 4♦: Exactly 5-5 with ♦s, 17/18+, void in **OM**.
- 2NT: Game going to 3NT checking for extra distribution/values.
- 3♣: Exactly 4♦s, 16+. 3♦ asks shape, other suit bids value showing.
- 3♦: 5 in **M** & 5♦s, 15+. 3♥ asks, other suit bids value showing.
- 3♥: 5+ in **M** & 5+♠s, less than 15 or 18+ & 6-5+.
- 3♠: 5+ in **M** & 5+♦s, less than 15 or 18+ & 6-5+.
- 3NT: Not 5-5+ and not 16+.
- 4♣: 6-5+ with ♠s & 15-17.
- 4♦: 6-5+ with ♦s & 15-17.

- 2♥: Shows 4+ in **OM**. Even 1♥-2♣-2♥ shows 4+♠s! If ♠=M denies 6-5+ & 15+ or 5-5 & 18+. If ♥=M denies 6-5+ & 17+. After 2♥:
- 2♠: Artificial, shows GF with natural ♦s. Opener is expected to bid 2NT with partial or full ♣ stopper and not super shapely (a modest 5-5 or 6-4 is not super shapely). Then responder will rebid as if auction went 1M-2♦;2OM-? in 2/1. Without ♣ stopper but not great ♦ fit or super shape, opener can bid 3♣ to allow responder to describe hand. With ♦ fit opener can bid 3♦, and with super shapely hand or shape & extras can describe hand above 3♦.
- 3X: Natural with GF and ♠s. As if bidding went 1M-2♣;2OM-? In 2/1.
- 4m: Singleton/void in **m**, GF in **om**, 4+ in **OM**, slam try.
- 2NT: Artificial, often GF balanced, asks opener to describe hand.
- 3♣: less than 16 & not 6-4+ or if ♠=M 5-5 exactly & 15+, or if ♥=M 6-5 & 14-16.
 3♦ asks: 3♥: 5-4-3-1 or 5-4-4-0 shape, singleton/void in ♠s, less than 16.
 3♠ asks if void, 3NT=no.
 3♠: 5-4-3-1 or 5-4-4-0 shape, singleton/void in ♦s, less than 16.
 4♣ asks if void, 4♥=no.
 3NT: 5-4-2-2 or if singleton ace 5-4-3-1 shape, less than 16.
- If ♥=M, then:
 4♣: 6-5+, ♠ void, 14-16.
 4♦: 6-5+, ♦ void, 14-16.
 4♥: 5-6-1-1, 14-16.
- If ♠=M, then:
 4♣: 5-5 exactly, singleton/void in ♠, 15-17 (not void if maximum).
 4♦: 5-5 exactly, ♦ void, 15-17.
 4♥: 5-5 exactly, ♦ singleton, 15-17.
 4♠: 5-5 exactly, ♣ void, 16/17.
- If instead of asking with 3♦, responder bids 3NT to play, opener bids again with 5-5 or 6-5 hand, always then having extra values.
- 3♦: Shapely hand with maximum of 14 or 6-4+ (exactly 4) & 18+. Shapely hand is 6-4+, 6-5+ or if ♠=M 5-5 exactly. 3♥ and 3♠ both asks, with 3♥ going beyond 3NT if ♠=M and a 5-5. After 3♥ asks:
 3♠: If ♠=M, exactly 5-5 and less than 15 and 3NT(!) asks shape:
 4m: Singleton in **m**.
 4♥: Void in ♠s.
 4♠: Void in ♦s.
 If ♥=M, 6-4+ (exactly 4 in **OM**), less than 15 and singleton/void in ♠.
 4♣ asks if void, 4♦=no.
- 3NT: 6-4+, (exactly 4 in **OM**), less than 15. If ♥=M, singleton/void in ♦s, and 4♣ asks if void (4♥=no). If ♠=M, 4♣ asks for shortness, 4♦ is singleton/void, 4♥ is ♠ singleton, 4♠ is ♣ void.
- 4♣: 6-5+, less than 15, not void in ♦s. 4♦ asks if ♣ void, 4♥=no.
 4♦: 6-5+, less than 15, ♦ void.
 4♥: 6+ in **M**, 4 in **OM**, singleton/void in ♠s, 18+.
 4♠: 6+ in **M**, 4 in **OM**, singleton/void in ♦s, 18+.
- After 3♠ asks:
 3NT: If ♠=M a 5-5 less than 15. If ♥=M a 6-4 with bad 6 card suit.
 4♣: 6-5+, less than 15, not void in ♦s. 4♦ asks if ♣ void, 4♥=no.
 4♦: 6-5+, less than 15, ♦ void.
 4OM: 6-4 with 18+.
 4M: 6-4 with less than 15.
- 3♥: 5-4-3-1 or 5-4-4-0 shape, singleton/void in ♠s, 16+. 3♠ asks if void, 3NT=no & 16-18, 4♦=no & 19+, 4♠=yes & 16-18, 4♥=yes & 19+.
- 3♠: 5-4-3-1 or 5-4-4-0 shape, singleton/void in ♦s, 16+. 4♣ asks if void, 4♥=no & 16-18, 4♠=no & 19+, 4♦=yes.
- 3NT: 5-4-2-2 or if singleton ace 5-4-3-1 shape, 16-18.
- 4♣: 5-4-2-2 or if singleton ace 5-4-3-1 shape, 19+.
- 4♦: 6+ in **M**, 4 in **OM**, singleton/void in ♦s, 15-17.
- 4♥: 6+ in **M**, 4 in **OM**, singleton/void in ♠s, 15-17.

- 2♠: 6+ in **M**, 14-18, denies 4 in **OM**. Even 1♥-2♣-2♠ shows 6+♥s! 18 promises a singleton.
 After 2♠:
- 3m: Natural, GF, often singleton/void in **m**.
 3♥: GF with ♣s, 2+ in **M**, possible slam try. 3NT now partly serious 3NT.
 3♠: GF with ♦s, 2+ in **M**, possible slam try. 3NT now partly serious 3NT.
 4m: Singleton/void in **m**, GF in **om**, 2/3+ in **OM**, slam try.
 2NT: Asks:
- 3♣: Singleton. Can have 4♦s if maximum and only 6 in **M**. 3♦ asks:
 3♥: Singleton/void in ♣s, no other four card suit. 3♠ asks if minimum or maximum (3NT if minimum, 4♣ if maximum).
 3♠: Singleton/void in ♦s, no other four card suit.
 3NT: Singleton/void in **OM**, minimum, no other four card suit.
 4♣: Singleton/void in **OM**, maximum, no other four card suit.
 4♦: 4♦s, singleton/void in ♣s, maximum.
 4♥: 4♦s, singleton/void in **OM**, maximum.
- 3♦: No singleton. 3♥ asks:
 3♠: 3 in **OM**, with 6 in **M** and 6-3-2-2 shape, 14-15 or if **M**=♥, 16-17.
 3NT: 3♦s, with 6 in **M** and 6-3-2-2 shape, 14-15.
 4♣: 3♣s, with 6 in **M** and 6-3-2-2 shape, 16-17.
 4♦: 3♦s, with 6 in **M** and 6-3-2-2 shape, 16-17.
 4OM: 3 in **OM**, with 6 in **M** and 6-3-2-2 shape, 16-17.
 4M: 7 in **M**, minimum.
- 3♥: 6+ in **M**, 4♣s, 7+ in **M** only if minimum. 3♠ asks for strength and shape (3NT if minimum and 6 in **M**).
 3♠: 6+ in **M**, 4♦s, minimum. 4♣ asks for shape, 4♦ showing singleton/void in ♣s.
 3NT: 3♣s, with 6 in **M** and 6-3-2-2 shape, 14-15.
 4♣: 4♣s, 7+ in **M**, maximum.
 4♦: 4♦s, 7+ in **M**, maximum.
 4M: 7 in **M**, no singleton, maximum.
 4OM: 4♦s, 6+ in **M**, void in **OM**, maximum (if ♥=M, prefer 3♠ response unless great hand).
- 2NT: 5-3-3-2 with extras, about 14-16 HCP, or 6+ in **M** and no singleton/void, 18+.
- 3♣: Asks three card suit, either balanced GF or GF with ♣s or hand with ♦s that wants to ask.
 3♦: 3♦s. After this:
 3♥: Asks doubleton:
 3♠: Doubleton in **OM**.
 3NT: Doubleton in ♣s.
 3♠: Artificial, GF in ♣s without fit for **M**.
- 3♥: 3♣s, 3 in **OM**, doubleton ♦. After this one special bid:
 3♠: Artificial, GF in ♣s without fit for **M**.
 3♠: 3 in **OM**, with 6 in **M** and 6-3-2-2 shape, 18+.
 3NT: 3♦s, with 6 in **M** and 6-3-2-2 shape, 18+.
 4♣: 3♣s, with 6 in **M** and 6-3-2-2 shape, 18+.
 4M: 7 in **M**.
- 3♦: Natural, GF with ♦s.
 3♥: Assumes 14-16 hand type, 3+ in **M**, possible slam interest in **M** and GF with ♣s. 3NT now partly serious 3NT (a mild slam try, an immediate cuebid would be a serious try).
 3♠: Assumes 14-16 hand type, 3+ in **M**, possible slam interest in **M** and GF with ♦s. 3NT now partly serious 3NT.
- 3♣: Exactly 4♣s & 5 in **M** & 16+. 3♦ asks. Special bids over 3♣:
 3♥: Artificial, shows ♦s GF without **M** fit.
 3♠: 3+ in **M**, slam interest in **M** and GF with ♦s. 3NT now partly serious 3NT.
- 3♦: 5 in **M** & 5♣s & 15+. 3♥ asks. 3♠ over 3♦ is artificial, GF with ♦s, no fit for **M**.

3M: 6+ in **M**, 18/19+, not 4+ in **OM**, at most a 4 card minor, must have a singleton. Not 7+**M** unless 4 card minor.

After **3M**, cheapest bid (including **3NT** asks):

3NT: Exactly 6♥s, singleton/void in ♦s, no other four card suit.

4♣: 4+♣s, 6+ in **M**.

4♦: 4+♦s, 6+ in **M**

4♥: If ♠=**M**, exactly 6♠s, singleton/void in ♣s, no other four card suit.

4M: Exactly 6 in **M**, singleton/void in ♣s, no other four card suit.

The hands without a four card suit must be 6-3-3-1 shape exactly.

3OM: 5-5 or better in majors with good playing strength. If ♥=**M** always 6-5+ with 17+. If ♠=**M** 6-5+ if 15+ or exactly 5-5 if 18+.

If ♥=**M**, then **3NT(!)** asks void:

4♣: ♣ void.

4♦: ♦ void.

4♥: 5-6-1-1, 17-18.

4♠: 5-6-1-1, 19+.

If ♠=**M**, **3♠** asks strength/shape:

3NT: 5-5 exactly, 18+. Now **4♣** asks shortness:

4♦: singleton/void in ♦s.

4♥: singleton ♣.

4♠: ♣ void.

4♣: ♣ void, 6-5+, 15+. **4♦** asks if 15-17 (bid **4♥**) or 18+ (bid **4♠**).

4♦: ♦ void, 6-5+, 15-17.

4♥: 6-5-1-1, 15-17.

4♠: 6-5+, ♦ void, 18+.

Examples of 1M-2♣

a)

♠ AT872
♥ 52
♦ QT43
♣ AQ

♠ KQ
♥ KQ87
♦ AK65
♣ JT2

1♠-2♣;2♦-
2♥;2♠-2NT;3♣-
3♦;3NT-4♦;4♥-
4♠;5♥-6♦

2♦ waiting, 2♥ asked, 2♠ showed 4+♦s, 2NT asked, 3♣ showed 4♦s and maximum of 15 or some 6-5 15+, 3♦ asked, 3NT showed 5-4-2-2 or a singleton ace, 4♦ ORB for ♦s, 4♥ with a relative minimum, 4♠ RKCB for ♦s, 5♥ shows two keycards and queen of diamonds, 6♦ to play.

b)

♠ AQJ93
♥ T
♦ KJ643
♣ A3

♠ KT
♥ A987
♦ AQ5
♣ KJ82

1♠-2♣;2♦-
2♥;2NT-3♣;3♠-
4♦;4♥-4♠;4NT-
7♦

2♦ waiting, 2♥ asked, 2NT with 5-5 (♠s & ♥s) 15+ or 5-3-3-2 not 2 in ♥s, 3♣ asked, 3♠ 5-5 & singleton in ♥s & 15-17, 4♦ ORB for ♦s, 4♥ is relative minimum, 4♠ is RKCB for ♦s, 4NT is 0 to 3 keycards, 7♦ to play.

c)

♠ AQJ93
♥ AT
♦ T32
♣ T63

♠ 64
♥ KQ87
♦ AQ4
♣ AKQ8

1♠-2♣;2♦-
2♥;3♠-4NT

2♦ was waiting, 3♠ shows 5-2-3-3 exactly 11-13 & good ♠s. 4NT is natural and slam invite (4♥ would be ORB for ♠s).

d)

♠ AT87
♥ KJ952
♦ Q8
♣ A8

♠ KQ3
♥ Q7
♦ AK76
♣ KJT3

1♥-2♣;2♥-
2NT;3♣-
3♦;3NT-
4NT;5♥-6NT

2♥ show 4+♠s, 2NT asked, 3♣ showed 5-4 with less than 16, or 15+ shapely, 3♦ asked, 3NT showed 5-4-2-2 or with singleton ace. 4NT was slam invite and non-forcing, opener accepted slam invite by showing two aces, 6NT to play.

e)

♠ 7
♥ QJT62
♦ AQ54
♣ AK3

♠ QJ2
♥ AK8
♦ KT9762
♣ 4

1♥-2♣;2♦-
2♠;3♠-4♦;5♠-6♦

2♦ was waiting, 2♠ shows natural GF with ♦s, 3♠ was bid opener would make over 1♥-2♦ (♠ splinter), 4♦ was ORB for ♦s, 5♦ shows two with queen, 6♦ to play.

f)

♠ 7
♥ AJT62
♦ AQ54
♣ T93

♠ A5
♥ 98
♦ KT9
♣ AKJ872

1♥-2♣;2♦-
2♥;2♠-3♠;4♠-
5♦;6♣

2♦ was waiting, 2♥ was asking, 2♠ shows 4+♦s, 3♠ was natural, 4♣ was ORB for ♣s, 5♦ shows 3 keys & no trump queen, 6♣ to play.

g)

♠ AQ872
♥ AQ9
♦ 43
♣ K32

♠ KJ2
♥ T3
♦ AKJ65
♣ T42

1♠-2♣;2NT-
3♠;3NT-4♠

2NT shows 14-16 with 5-3-3-2. 3♠ showed 3♠s & ♦s, 3NT was partly serious (mild slam try). 4♠ was a signoff.

[ETM Total Victory - ♥ showing responses over 1♠]

After 1♠ opener, an unpassed responder can bid 2♦ with:

- GF with 5+♥s.
- GI (11-12) with balanced/semi-balanced with 5♥s.
- GI with 5♥s and 5+ in a **m**, 10/11-12.
- GI with 6+♥s, 10/11-12.

After 1♠, responder can show long ♥s and less than GI values immediately, with a 2♥ response.

After 1♠-2♦ (♥s with at least GI values, 10/11+):

- 2♥: Artificial, not extras, not 6+♠s, still can have ♥ support if minimum or flat, forcing.
- 2♠: Artificial, game forcing with ♥s. Now opener makes bid would make over 1♠-2♥ in standard, but has now limited hand. 3NT over 2♠ shows a hand with 3♥s, but flat & balanced with stoppers in the minors, about 14-15 HCP. 3♠ over 2♠ shows a 5-0-4-4 hand exactly.
- 2NT: 11-12 balanced/semi-balanced with 5♥s. NF.
- 3♠: 5♥s & 5 in **m**, GI, NF.
- 3♥: 6+♥s, GI, NF.
- 3♠: 5+♥s & 4+♠s, like a fit showing jump shift, NF but rarely passed.
- 3NT: 5♥s, balanced hand, to play in 3NT if no ♥ fit.
- 4♠: Singleton/void in **m**, 7+♥s, slam interest.
- 4♥: 7+♥s, about 11-13 HCP (note that 1♠-4♥ also to play, this shows more HCP).
- 2♠: 6+♠s, 14+, establishes GF.
- 2NT: Balanced with 2♥s, extras, about 14-16 HCP, establishes GF.
- 3♠: 16+ with 4+ in **m**, establishes GF.
- 3♥: 3/4♥s, extras, establishes GF. 3NT is now partly serious 3NT.
- 3♠: Great suit, sets trumps, establishes GF, shows slam interest, invites cuebidding.
- 3NT: 17+ balanced with 2♥s that decided to open 1♠.
- 4♠: Singleton/void in **m**, 3/4♥s, extras, slam interest.

After opener's bid of 2♠ or higher, responder can bid naturally, though with a minimum response (less than original GF), places contract in game if already knows best spot.

After 1♠-2♥ (♥5/6s, at most 10 HCP, 5♥s only if willing to play opposite singleton):

- Pass: To play.
- 2♠: 6+♠s, 14-17, never 3+♥s or Hx in ♥s. NF but responder to bid again if game possible.
- 2NT: Artificial, good game invite or better, asks responder to describe hand showing location of values but bidding 3♥ if minimum. If responder bids 3♠, 3♥ by opener GI but NF.
- 3♠: Natural or semi-natural, forcing to at least 3♥, and if bidding goes beyond 3♥, forcing to game. 4♠ by responder is natural but not ORB (not strong enough).
- 3♥: Mild game invite with ♥ fit. Suit bids are cuebids.
- 3♠: 6+♠s, no ♥ fit, 18+. Can only be passed with hand with no ♠ fit and would pass an opening bid.
- 4♠: Singleton/void in **m**, 3/4♥s, slam interest.
- Games: To play.

[ETM Total Victory - 2♦ response to 1♥]

By an unpassed hand, the 2♦ response to 1♥ handles some awkward hands:

- 9-10, balanced or semi-balanced hand with doubleton ♥, less than 4♠s (respond 1♠ otherwise), and 3+♦s (can have longer ♣s).
- Good GI with 6+♦s.
- 4/5+♦s, 4+♥s, values for a fit showing jump in ♦s.
- GF with 5-5 or better minors.
- Game force with 6+♦s and 5+♠s.
- Slam try with long ♦s.

After 1♥-2♦ (3+♦s, 9+):

- 2♥: To play opposite the 9-10 balanced hand. Now responder bids:
 - 2♠: 6+♦s, 5+♠s, GF.
 - 3♣: GF with 5-5 or better minors.
 - 3♦: Good GI with 6+♦s.
 - 3♥: Fit showing jump values with ♦s & ♥s, NF.
 - Other: Value location with slam try and long ♦s.
- 2♠: Artificial, asking hand type:
 - 2NT: 9-10 balanced hand. Now 3♠ is not-forcing, 3♥ strong invite with 6♥s (14).
 - 3♣: GF with 5-5 or better minors.
 - 3♦: Good GI with 6+♦s. Any bid now establishes GF.
 - 3♥: Fit showing jump values with ♦s & ♥s, NF.
 - 3♠: 6+♦s, 5+♠s, GF.
 - Other: Value location with slam try and long ♦s.
- 2NT: Artificial, asking hand type (used when opener should play hand in notrump):
 - 3♣: GF with 5-5 or better minors.
 - 3♦: Good GI with 6+♦s. Any bid now establishes GF.
 - 3♥: Fit showing jump values with ♦s & ♥s, NF.
 - 3♠: 6+♦s, 5+♠s, GF.
 - 3NT: 9-10 balanced hand.
 - Other: Value location with slam try and long ♦s.
- 3X: Natural, establishes GF, asks responder to bid naturally.

[Passed Hand 1M-2♦, 1♠-2♥]

If responder is a passed hand, 1♥-2♦, 1♠-2♦, 1♠-2♥ are all played as natural. 1M-2♦ is a six card or longer suit, 7/8 to 11, NF. 1♠-2♥ is a 5/6 card suit, 8 to 11, usually just five as could have opened 2♥ or 2♠. These bids are non-forcing, but if opener bids 2M (14+, 6 in M) in reply, it requires responder to make another bid, though does not establish a GF. For example 1♠-2♥;2♠ requires responder to describe hand, and in particular raise ♠s to 3♠ or 4♠ with a doubleton ♠ (or jump in a minor with a doubleton ♠ and shortness in the minor bid).

[ETM Total Victory – Modified 1NT Forcing]

[Modified 1NT Forcing – Overview]

ETM Total Victory makes changes for three primary purposes:

- To distinguish responder's balanced hands into three ranges, so opener knows when to try or bid game, and when to stay low. The ranges are 5-8, 9-10, and 11-12.
- When responder has a long minor, to distinguish between GI values and less than GI values.
- When responder has a raise for opener's minor, to distinguish between a good or poor raise, and to show longer trumps or not.
- To allow responder to distinguish between a good or poor limit raise.

[Modified 1NT Forcing – After 1♥ Opening and 2m rebid to 1NT forcing]

The changes to 1NT forcing after a 1♥ opening are minimal since the 2♦ response to 1♥ takes care of the 9-10 balanced hands and the good GI in ♦s. The changes for ETM Total Victory are:

- a) 1♥-1NT;2m-2♥ shows 5-8, usually with a doubleton ♥, though can be 3♥s and 4-6 with a hand that wanted to respond but was uncomfortable bidding 2♥. For this one item it only applies by an unpassed hand – by a passed hand 2♥ shows 5-10.
- b) 1♥-1NT;2m-3m is a poor raise in m, usually 5+ in m but less than 10 HCP.
- c) 1♥-1NT;2m-3♥ is a poor GI in ♥s.
- d) 1♥-1NT;2m-2NT is GI, 11-12, but tends to deny 4 in m.
- e) 1♥-1NT;2♣-3♦ is a poor GI in ♦s.
- f) 1♥-1NT;2♦-3♣ shows 6+♣s, GI values.
- g) 1♥-1NT;2m-2♣ is artificial, showing either:
 - GI in m with 4 or longer in m. With poor raise bid 3m immediately over 2m.
 - A good limit raise in ♥s.
 - If m=♦s, long ♣s but less than GI values.

After 1♥-1NT;2m-2♣, opener bids:

2NT: A hand that would pass a GI with 4 in m.

3m: A hand that would pass a GI with 4+ in m.

3♣: If m=♦, a hand that would pass long ♣s with less than GI values. Do not bid 3♦ over 2♣ if you have this hand.

Other: Descriptive, too much to make any other call.

After these calls, responder makes appropriate call to place contract or describe hand (e.g. 3M = good limit raise).

[Modified 1NT Forcing – After 1♠ Opening and 2m rebid to 1NT forcing]

The changes to 1NT forcing after a 1♠ opening are more complex. All items apply if responder is a passed hand. The changes for ETM Total Victory are:

- a) 1♠-1NT;2m-2♠ shows 5-8, usually with a doubleton ♠, though can be 3♠s and 4-6 with a hand that wanted to respond but was uncomfortable bidding 2♠.
- b) 1♠-1NT;2m-3m is a poor raise in m, usually 5+ in m but less than 10 HCP.
- c) 1♠-1NT;2m-3♠ is a poor GI in ♠s.
- d) 1♠-1NT;2m-2NT is GI, 11-12, but tends to deny 4 in m.
- e) 1♠-1NT;2♣-3♦ is GI in ♦s.
- f) 1♠-1NT;2♦-3♣ shows 6+♣s, GI values.
- g) 1♠-1NT;2m-2♥ is artificial, sometimes called a transfer to ♠s, showing either:
 - 9-10 balanced or semi-balanced, with 2♠s.
 - 9-10 with 5♥s and no other good call.
 - GI in m with 4 or longer in m. With poor raise bid 3m immediately over 2m.
 - A good limit raise in ♠s.
 - If m=♦s, long ♣s but less than GI values.

[After 1♠-1NT;2m-2♥, artificial]

After responder bids 1♠-1NT;2m-2♥, opener rebids:

- 2♠: To play opposite 9-10 but not 5-5+. Now responder:
- Passes with 9-10.
 - Bids 2NT with GI and 4 in m.
 - Bids 3m with 5+ in m and GI.
 - Bids 3♠ with good limit raise.
 - If m=♦, bids 3♣ if long ♣s, less than GI values.
 - Bids 3♦ if om or 3♥ with 5-5 in ♥s and om, 9-10, singleton/void in ♠ hoping to find playable spot.
- 2NT: 5-3-3-2 hand (any doubleton), 14-15 HCP. Now responder:
- Passes with 9 flat.
 - Bids 3NT with good chance to make.
 - Bids 3♥ with 5♥s and 9-10 to allow opener to figure out best place to play.
 - Bids 3m with 5+ in m and GI.
 - Bids 3♠ with Hx or flat limit raise to suggest M on the way to 3NT.
 - Bids 4♠ with good limit raise.
 - If m=♦, bids 3♣ with long ♣s, still little chance for game.
 - If m=♦, bids 4♣ with long ♣s, some chance for ♣ game.
- 3♠: If m=♣, this shows a 5-5+ but minimum values. 3♠ now shows good limit raise but not enough to bid game opposite shapely hand. 3♦ shows 5-5+ in red suits (just 5♥s) & 9-10 looking for best spot to play. Rest natural.
- If m=♦, this shows either a 5-5 with minimum values, or a hand too good for 2♠ or 2NT, but would still want to play in 3♣ opposite long ♣s and weak hand, can be a 5-5 with extras but short ♣s. 3♦ now shows desire to play in 3♦ opposite a minimum 5-5. 3♠ is a good limit raise in ♠s but not enough to bid game opposite shapely hand. 3♥ shows 5-6+ in ♥s and ♣s & 9-10. 3NT shows 5+♦s and GI. Rest natural.
- 3X: Descriptive, serious game interest opposite 9-10, bidding forced to 3NT or 4m.

[Opener's 2M rebid]

Note that with ETM Victory 2M opening showing 10-13 and 6+ in M then 1M-1NT;2M is 14-17. Bidding over 1M-1NT;2M is the same as if opener had opened 2M (though adjusted for opener's extra strength). Since responder cannot have 4+♠s after 1♥-1NT;2♥, then 2♠ is artificial, the equivalent of a natural, NF 2NT over 2♥. Over 2♠, opener makes whatever call would be made over a natural 2NT bid, bidding 2NT if would pass a natural 2NT.

Examples of 1M-1NT;2♣ and 1M-1NT;2M

a)			
♠ AT872	♠ 65	1♠-1NT;2♦-	1NT was forcing, 2♦ natural or semi-
♥ 52	♥ KQ87	2♥;2♠	natural, 2♥ various, 2♠ to play
♦ QT43	♦ K652		opposite 9-10, not 5-5+.
♣ AQ	♣ JT2		
b)			
♠ AQJ93	♠ KT	1♠-1NT;2♦-	1NT was forcing, 2♦ natural or semi-
♥ T	♥ A987	2♥;3♦-3♠;4♠	natural, 2♥ various, 3♦ 5-5+ with
♦ KJ642	♦ Q53		extras, 3♠ suggests Hx (with good
♣ A3	♣ T982		limit raise would bid 4♠).
c)			
♠ AQJT93	♠ 64	1♠-1NT;2♠-	1NT was forcing, 2♠ with 14-17, 3♦
♥ AT	♥ Q7	3♦;4♦-4♠	natural or game try with ♦ values, 4♦
♦ A32	♦ KQT4		natural raise, 4♠ to play.
♣ T6	♣ 87542		
d)			
♠ AT87	♠ KQ3	1♥-1NT;2♣-	1NT was forcing, 2♣ natural or semi-
♥ KJ952	♥ T7	2♠;2NT	natural, 2♠ various, 2NT showed a
♦ 83	♦ Q976		hand that would pass a GI with 4♠s,
♣ A8	♣ KT532		responder passes 2NT with 5♠ since
			not good ♣s and opener could have
			2♠s.
e)			
♠ AQJ93	♠ KT	1♠-1NT;2♦-	1NT was forcing, 2♦ natural or semi-
♥ T	♥ A987	2♥;3♣-3♦	natural, 2♥ various, 3♣ to play
♦ KJ642	♦ Q53		opposite long ♣s and weak hand, can
♣ J3	♣ T982		be 5-5+ minimum or various with
			extras. 3♦ to play opposite 5-5
			minimum.
f)			
♠ AT872	♠ Q	1♠-1NT;2♦-	1NT was forcing, 2♦ natural or semi-
♥ KJ9	♥ QT7	2♥;2♠-3♠	natural, 2♥ various, 2♠ a hand that
♦ A432	♦ 976		would pass 9-10 balanced, 3♠ long ♣s
♣ 8	♣ KJT532		less than GI.
g)			
♠ AT872	♠ 4	1♠-1NT;2♦-	1NT was forcing, 2♦ natural or semi-
♥ 9	♥ AT7	3♠;3♦-3♥;3NT-	natural, 3♠ GI in ♣s, 3♦ with ♦ values,
♦ AJT2	♦ 976	4♠;4♠-4NT;5♦-	3♥ with ♥ stopper or cuebid, 3NT to
♣ A82	♣ KQJ543	6♣	play, 4♠ shows 4♥ was cuebid, 4♠ still
			interested in slam, 4NT RKCB, 5♦ 0
			or 3 keycards.
h)			
♠ A872	♠ KQ3	1♥-1NT;2♦-	1NT was forcing, 2♦ natural or semi-
♥ K9542	♥ T7	2♠;2NT	natural, 2♠ various, 2NT showed a
♦ KJ3	♦ Q976		hand that would pass a GI with 4♦s.
♣ 8	♣ KJ32		

One Notrump Opening – Weak Notrump – 11/12-14 Balanced

[1NT Opening Description]

This shows 11/12-14 balanced, can be 4-3-3-3, 4-4-3-2, 5-3-3-2, 5-4-2-2 shapes (5-4-2-2 with a five card minor), sometimes a six card minor (6-3-2-2 shape). 11 in first or second seat will almost always have a five card or longer suit. In first or second seat never open 1NT with any 4-3-3-3 shape and 11-12. 5-3-3-2 can have a five card major if 11-13 HCP and three cards in the other major. Note that with a balanced hand and good 14 evaluate as 15 and open a suit at the one level – in particular if holding a five card or longer suit normally upgrade hand.

[1NT Structure]

[Overview]

This 1NT structure is designed for weak notrumps. It provides many sequences where responder can describe the hand type. It eschews quantitative game invites (hands that just asks opener to bid game if maximum, pass if minimum without reveal much about hand type), so that aggressive game contracts are reached, but using the extra bidding space the right game contract is played in. For hands not very distributional it provides a slam investigation tool called Jacoby Stayman. Finally the structure provides several ways to ask for a four card major fit, which allows responder to hide information from the opponents.

[Structure]

- 2♣: Stayman, promises a four card major if balanced. 2♣ can be bid with a weak hand.
- 2♦: Jacoby Stayman - Jacoby transfer showing usually 5+♥s (can have ♠s too) or Game Forcing Stayman that must have slam interest if no four card major. Jacoby transfer does not have GI hand.
- 2♥: Jacoby transfer showing 5+♠s. If Jacoby transfer does not have GI hand.
- 2♠: One of three special hands:
 - 1) Game invite with 5+♥s & less than 4♠s – the most common hand type.
 - 2) 5+♥s, 4♠s, GF, planning on showing singleton/void in minor.
 - 3) Singleton/void in ♥s & 4♠s & GF & either 4-4 or 5-4 in minors.
- 2NT: Transfer to ♣s, no four card major, can have ♦s too.
- 3♣: Transfer to ♦s, no four card major.
- 3♦: Singleton/void in a major, three in the other major, 5-4 or 5-4 either way in minors, GF.
- 3♥: Artificial, 6+♦s & exactly 4+♠s, ♦s at least two longer than ♣s.
- 3♠: Singleton/void in ♠s, 4♥s, 4-4 or 5-4 in minors, game forcing or better.
- Game: These game bids to play: 3NT, 4♥, 4♠, 5♠, 5♦.
- 4♣: Transfer to 4♥.
- 4♦: Transfer to 4♠.
- 4NT: Both minors, to play in game, opener picks minor to play in. With quantitative slam try start with 2♦ Jacoby Stayman.

[Game Invite Notes]

The notrump structure does not provide game invite sequences for flat hands, as quantitative game tries are ineffective. Instead when vulnerable at IMPs just bid game with 11 HCP (not 4-3-3-3 shape), asking with one of the various Stayman sequences as necessary. When not vulnerable, or at matchpoints, either bid game with 11 HCP or signoff and hope the opponents come in. Note there is no game invite with a 6 or longer major. Instead either signoff with a transfer, and bid again if the opponents compete, or go to game, using the structure to determine if 3NT or 4M is a better spot. With a long minor, there is a way to invite game but not directly. The structure allows opener to be asked if they have a small doubleton (xx) in a minor, which will make game chances poor. If opener does not have xx, there will good chances of using the long minor as a source of tricks in notrump.

[Style]

When responder has shortness and a GF, responder will attempt to show length and shortness. If no shortness, responder can use one of the Stayman type bids or transfers to determine game contract, or can use Jacoby Stayman to investigate slam possibilities. Note that with a long minor and short in the other minor, the preferred approach to showing the shortness is to start with 2♣ Stayman, for that structure has the ability to show the minor suit shortness below 3NT.

[1NT Opening - Stayman Details]

[1NT-2♣ Stayman]

- 2♦: No four card major. After this:
- 2♥: Signoff with both majors. Opener passes or bids 2♠.
 - 2♠: 5+♠s, GI values. Note that in this sequence can have 5+♠s & 5♥s GI hand so opener will often decline the invite by bidding 2NT instead of passing, so that responder can shape out with any 5-5. 3♦ over 2♠ is artificial, choice of game: responder to bid 3♥ with 4♥s, 3♠ with 5♠s and some shape, 3NT with 5♠s & fairly flat, and 4♠ with 6+♠s.
 - 2NT: Delayed Scanian (DS) – see below.
 - 3♣: Transfer to ♦s, usually GF. After opener bids 3♦:
 - Pass: Signoff – rare since could have passed 2♦.
 - New suit: singleton/void, if at four level must have slam try. 3NT is a singleton/void in ♣s with no or little slam interest and does not promise a four card major.
 - 3♦: GF with ♣s, shapely hand (but see 3♣ rebid for alternative). 3♥ waiting and now a new suit is a singleton/void, if at four level must have slam try. 3NT is a singleton/void in ♦s with no or little slam interest and does not promise a four card major.
 - 3♥: GI with 5/6+♥s, 4♠s.
 - 3♠: GF, singleton/void in ♥s with ♣s & 4♠s.
 - 3NT: To play.
 - 4♣: Gerber.
 - 4♦: Delayed Texas transfer to 4♥.
 - 4♥: Delayed Texas transfer to 4♠.
 - 4NT: Quantitative, non-forcing but slam invitational.
- 2♥: Four hearts, may have four spades. After this:
- 2♠: 5+♠s, less than 4♥s, GI values. 3♦ over 2♠ is artificial, choice of game: responder to bid 3♥ with 3♥s, 3♠ with 5♠s and some shape, 3NT with 5♠s & fairly flat, and 4♠ with 6+♠s.
 - 2NT: Delayed Scanian (DS) – see below.
 - 3♣: Transfer to ♦s, signoff or GF. After opener bids 3♦, responder can pass to signoff, bid on three level to show 4♠s (3♥ with ♥ short, 3♠ with ♣ short), bid 3NT to show long ♦s and short ♣s without 4♠s, or bid on four level to show 4♥s and nature of slam try (4♣ is short in ♣s, 4♦ is no shortness or great suit, 4♥ or 4♠ if short in ♠s).
 - 3♦: GF with ♣s and shapely hand. 3♥ waiting after which responder bids 3♠ to show 4♠s and some shortness, 3NT to show short ♦s without 4♠s, or bids on four level to show 4♥s and nature of slam try (4♣ with no shortness or great suit, 4♦ is short in ♦s, 4♠ if short in ♠s).
 - 3♥: GF, choice of game with 4♥s or slam try with no singleton.
 - 3♠, 4♣, 4♦: Singleton or void, heart support, slam try.
 - 3NT: To play but with 4♠s so opener can correct to 4♠ with fit.
 - 4♥: To play.
 - 4NT: RKCB for hearts.

- 2♠: Four spades. After this:
- 2NT: Delayed Scanian (DS) – see below.
 - 3♣: Transfer to ♦s, signoff or GF. After opener bids 3♦, responder can pass to signoff, bid on three level to show 4♥s and shortness (3♥ with ♣ short, 3♠ with ♠ short), bid 3NT to show long ♦s and short ♣s, or bid on four level to show 4♠s (4♣ is short in ♣s, 4♦ is no shortness or great suit, 4♥ or 4♠ if short in ♥s).
 - 3♦: GF with ♣s, and shapely hand. 3♥ waiting after which responder bids on three level without 4♠s (3♠ with ♠ short, 3NT if short ♦s), or bid on four level to show 4♥s (4♣ is no shortness or great suit, 4♦ is short in ♦s, 4♥ if short in ♥s), or bid 4♠ to show ♠ fit.
 - 3♥: Game try in ♠s with ♥ values.
 - 3♠: GF, choice of game with 4♠s or slam try with no singleton.
 - 3NT, 4♠: To play.
 - 4♣, 4♦, 4♥: Singleton or void, spade support, slam try.
 - 4NT: RKCB for spades.

[Delayed Scanian (DS) 2NT]

Delayed Scanian is a method where responder can check back for a weak suit that the opponents will likely lead, and also check to see if a GI with a long minor will have some play. The latter issue is key – if one holds KQxxxx, then xx in partner's hand is not that useful – the suit can be held up by the opponents and will often have two losers. However KQxxxx and xxx is much better – if the suit splits there is no hold up and even if the suit doesn't split, leading towards the KQ will work if the ace is onside as long as there is an entry. The Delayed Scanian allows one to determine if opener has only xx, or a better holding. After a major suit response to Stayman, Delayed Scanian also allows responder to find out if opener has four or five in the major. The negative response (more like a positive response), denying a weak suit or a five card major, is always 3♥ (not 3NT). The 3NT reply always shows what a 3♥ bid would have meant. The 3♥ response is used to provide responder with a further bid below 3NT.

Here are the sequences:

After 1NT-2♣;2♦-2NT (DS), opener bids 3X with xx in a suit, including Jx in a major but not a minor, except bids 3NT if weak ♥s. 3NT shows xx or Jx in ♥s. 3♠ by responder over 3♥ artificially shows 4-4+ in the minors, no major stoppers.

After 1NT-2♣;2M-2NT (DS), opener bids 3X with xx in a suit, including Jx in a major but not a minor, or bids 3M with 5 in M, except that reverses the meanings of 3♥ and 3NT, so that 1NT-2♣;2♥-2NT;3NT shows 5♥s, and 1NT-2♣;2♠-2NT;3NT shows weak ♥s. After 1NT-2♣;2♥-2NT if opener bids 3♣, 3♦, or 3♥, responder can bid 3♠ with 4♠s, forcing to 3NT but looking for possible ♠ fit. The sequence 1NT-2♣;2♠-2NT;3♥(no weakness, 4♠s only);3♠ shows 4♥s & 3♠s & values all in the majors.

If opener shows weakness in a suit, responder can pass if appropriate, or bid 3NT if not a problem suit, or make other suit bids to suggest other spot instead of notrump. These bids, except for 1NT-2♣;2♥-2NT;3m-3♠, are not forcing, though opener is expected to bid again if not fit or when below game and maximum values held.

[Stayman and Delayed Scanian by passed hand]

By a passed hand, 1NT-2♣;2X-3m is natural, to play. 1NT-2♣;2X-2NT is maximum passed hand, non-forcing, but if opener bids again uses DS replies.

[1NT-2♦ Jacoby transfer/Forcing Stayman]

The Jacoby transfer is changed for responder's rebid so that responder can show some exact hand shapes, and can learn about opener's hand with a Forcing Stayman approach. This section will discuss the transfer type hands. Note that with 5-4 or 6-4 in the majors, or 5-5 or better and less than GI, then use Stayman, but with 5-5 or better and GI exactly use a transfer to ♠s. With 5+♥s and GI use immediate 2♠ response. Can have 4♥s, long minor, nominal signoff but with some values, willing to play at least 3♥s if 4-4 fit found.

After 1NT-2♦, to assist with the Game Forcing Stayman, opener bids:

- 2♥: denies 4+♥s
- 2♠: 4+♥s, denies 4♠s.
- 2NT: 4♥s & 4♠s

Note: This gets the partnership to the three level whenever a 5-4 heart fit exists (i.e. when 2♦ was used as a Jacoby transfer), but in this case the opponents have their own fit. Note after the 2♠ and 2NT responses, there is a 3♦ re-transfer bid available so opener can still play the contract when responder has ♥s and not a great hand.

After 1NT-2♦;2♥:

- Pass: Signoff.
- 2♠: Artificial, GF asking bid for Forcing Stayman – see separate section.
- 2NT: Transfer to ♣s.
- 3♣: Transfer to ♦s.

After 2NT or 3♣ (**m** is minor suit transferred to):

- 3**m**: Denies 4+♥s and 5+ in **m**. Now responder can pass (if had minor signoff hand), shows shape with new suit showing shortness, 3♥ showing 5-5, 4**X** showing 6-5+, with new suit at four level showing void. When ♣s=**m**, 4♣ can be 5-5 only if slam try values.
 - 3♥: 3♥s, 11/12-14, and a hand that does not want to play 3NT opposite any singleton held by partner. New suit bid by responder is now shortness.
 - 4**X**: Cuebid with 3♥s & 5+ in **m**.
 - Other 3**X**: 5+ in **m**, not 3+♥s, best description of location of values.
 - 3♦: Re-transfer showing choice of game with ♥s, with 6♥s or 5♥s and some shape (5-4 usually), or slam try with 6+♥s and no singleton, or slam try with 6+♥s and singleton ♠.
- After 3♦, 3♥ asks hand type:
- 3♣: 6+♥s, singleton/void in ♠s, slam try.
 - 3NT: 5♥s with some shape, choice of game.
 - 4**X**: 6+♥s, no singleton/void, slam try, cuebid.
 - 4♥: 6+♥s, no slam interest.
- Opener can also bid 3NT over 3♦ to show a hand that wants to play 3NT opposite any choice of game with 5 or 6♥s. Over 3NT, 4**m** is a slam try with no singleton void, 4♥ is a passable slam try with 6+♥s and a singleton/void in ♠s, while 4♣ is the very strong slam try with the same thing.
- 3♥: Transfer to ♠s with GF values and both majors at least 5-5. Opener bids 3♣ to ask for description: Now 3NT show 5-5 game going, 4**M** shows 6+ in **M** game going, and 4**m** is a slam try with shortness in that minor.
 - 3♠: GF, 5+♥s, 4+♦s (usually not 5-5), singleton/void in ♣s.
 - 3NT: Choice of game with 5♥s but relatively flat (often 5-3-3-2).
 - 4♥: To play.
 - 4**m**: Singleton/void in suit, 6+♥s, slam interest.

See section on Forcing Stayman for rebid structure after 2♠ and 2NT responses.

[1NT-2♥ Jacoby transfer]

The Jacoby transfer is changed for responder's rebid so that responder can show some exact hand shapes. To help this approach, with 5+♠s and GI values, use Stayman instead of the transfer. This frees up a bid (1NT-2♥; 2♠-2NT) that is used. Note that with 5-4 or 6-4 in the majors, or 5-5 or better and less than GI, then use Stayman, but with 5-5 or better and GI or better use a transfer to ♠s.

After 1NT-2♥:

- 2♠: Denies 4+♠s with 14 HCP unless 4-3-3-3 shape. After 2♠:
- 2NT: Transfer to ♠s.
- 3♠: Transfer to ♦s.
- After 2NT or 3♠ (**m** is minor suit transferred to):
- 3**m**: Denies 4+♠s (unless flat) and 5+ in **m**. Now responder shows shape, new suit showing shortness, 3♠ showing 5-5, 4X showing 6-5+, with new suit at four level showing void. When ♠s=**m**, 4♠ can be 5-5 only if slam try values.
- 3♠: 3+♠s, 11/12-14, and a hand that does not want to play 3NT opposite any singleton held by partner. New suit bid by responder is now shortness.
- 4X: Cuebid with 3/4♠s & 5+ in **m**.
- Other 3X: 5+ in **m**, not 3+♠s, best description of location of values.
- 3♦: Transfer to 3♥ with 5-4 in the majors & singleton or 6-5+ (longer ♠s), GF. After 3♦:
- 3♥: Asks hand type:
- 3♠: Singleton/void in ♠s, 5+♠s, 4♥s, GF+.
- 3NT: Singleton/void in ♦s, 5♠s, 4♥s, GF but not a strong slam try.
- 4♠: Singleton/void in ♦s, 5+♠s, 4♥s, slam try.
- 4♦: Both majors, 6+♠s, 5+♥s, slam try.
- 4♥: Both majors, 6+♠s, 5+♥s, GF but not a slam try.
- 3M: Choice of **M**, not enough to accept GI.
- 3NT: 2-2 in majors, suggests playing notrump.
- 4**m**: Possible slam interest opposite shortness in this minor. Does not promise a control. Responder with no slam interest should bid 4♥.
- 4**M**: To play, enough for game but would not accept slam try.
- After 3**M** or 3NT, responder's bid of 4**m** shows shortness and slam try.
- 3♥: Re-transfer showing choice of game with ♠s, with 6♠s or 5♠s and some shape (5-4 usually), or slam try with 6♠s and no singleton. After 3♥:
- 3♠ asks hand type:
- 3NT: 5♠s with some shape, choice of game.
- 4X: 6+♠s, no singleton/void, slam try, cuebid.
- 4♠: 6♠s, no slam interest.
- 3NT: To play opposite 5 or 6♠s, rebids are like over 3♠ asking.
- 3♠: GF, 5+♠s, 4+♦s (usually not 5-5), singleton/void in ♠s.
- 3NT: Choice of game with 5♠s but relatively flat (often 5-3-3-2).
- 4♠: To play.
- 4X: Singleton/void in suit, 6+♠s, slam interest.

[1NT-2♦ Game Forcing Stayman Structure]

After 1NT-2♦, opener bids:

- 2♥: denies 4+♥s
- 2♠: 4+♥s, denies 4♠s.
- 2NT: 4♥s & 4♠s

After 1NT-2♦;2♥:

- 2♠: The GF Stayman re-ask, all other bids are just ♥ transfers type bids, including 3NT – see the 1NT-2♦ Jacoby transfer section.

After 1NT-2♦;2♥-2♠, Game Forcing Stayman re-ask for ♠ length:

- 2NT: Denies 4♠s.
- 3♣: 4♠s, not 4-3-3-3 or with a five card minor
- 3♦: 5♠s
- 3♥: 4♠s and 5♠s – 4-2-2-5.
- 3♠: 4♠s and 5♠s – 4-2-2-5.
- 3NT: 4-3-3-3

See below for rebid structure after this.

After 1NT-2♦;2♠:

- 2NT: The GF Stayman re-ask, all other bids below game show 4+♥s except for 3♠.
- 3♣: Game try or stronger in ♥s with ♣ values/length. Forcing to 3♥ only.
- 3♦: Retransfer to ♥s showing 4+♥s. Then responder either passes to signoff, bids 4♥ to play game, or bids a new suit to show slam try with location of values, or bids 3NT to show slam try with no singleton/void to show.
- 3♥: GI in ♥s.
- 3♠: Asks opener to bid 3NT, then if responder bids again it is a slam try with ♥ fit, and singleton/void in ♠s. This is how opener can signoff in 3NT without re-asking.
- 4♣, 4♦: Slam try with singleton/void in suit bid.
- Game bids: To play.
- 4NT: RKCB for ♥s

After 1NT-2♦;2♠, 2NT asks ♥ length:

- 3♣: 4♥s, not 3-4-3-3 or a five card minor
- 3♦: 5♥s
- 3♥: 4♥s and 5♠s – 4-2-2-5.
- 3♠: 4♥s and 5♠s – 4-2-2-5.
- 3NT: 3-4-3-3

After opener shows exactly four in a major (**M**), not four in other major (1NT-2♦;2♥-2♠;3♣ and 1NT-2♦;2♠-2NT;3♣), responder bids:

3♦: Asks, may have diamonds. Opener bids:
 3♥: 4♣s. 3♠ asks shape:
 3NT: 4 in **M**, 4♣s, 2♦s
 4♣: 4 in **M**, 4♣s, 3♦s
 3♠: 4 in **M**, 4♦s, 3♣s.
 3NT: 4 in **M**, 4♦s, 2♣s.
 After 3♠ or 3NT, 4♣ is Gerber (asks for aces), 4♦ is ORB for ♦s.
 3**M**: ORB for ♣s!
 3**OM**: ORB for **OM**!
 4♣: ORB for **M**.
 Game bids: To play

After opener shows exactly five in a major (**M**) (1NT-2♦;2♥-2♠;3♦ and 1NT-2♦;2♠-2NT;3♦), implying 3 in **OM**, responder bids:

3♥: Asks:
 3♠: 3♣s, doubleton ♦.
 3NT: 3♦s, doubleton ♣.
 Now 4♣ is ORB for ♣s.
 3♠: ORB for ♦s
 4♣: ORB for ♥s
 4♦: ORB for ♠s
 Game bids: To play

After opener shows a 4 card major and a five card minor:

4 of 5 card minor: ORB for minor.
 Cheapest suit bid not 4 of 5 card minor: ORB for opener's 4 card major.

After opener shows 4-3-3-3 shape (4 in a major). 4♣ is ORB for the major. 4♦ asks for aces (no trump).

After opener shows 4-4 in the majors, this is the rebid structure:

3♣: Asks opener to bid 3♦.
 3♦: Retransfer to ♥s showing 4+♥s. Then responder either passes to signoff, bids 4♥ to play game, or bids a new suit to show slam try with location of values, or bids 3NT to show slam try with no singleton/void to show.
 3♥: GI in ♥s.
 3♠: Asks opener to bid 3NT. Then if responder bids again it is a slam try in ♥s with a singleton/void in ♠s. This is how responder can signoff if 2NT response not good for hand.
 4♣, 4♦: Slam try with singleton/void in suit bid. Even 3♠!
 Game bids: To play.
 4NT: RKCB for ♥s

After 1NT-2♦;2NT(4-4 majors)-3♣(asks for 3♦);3♦, responder bids:

3♥: ORB for ♣s
 3♠: ORB for ♦s
 4♣: ORB for ♥s
 4♦: ORB for ♠s

After 1NT-2♦;2♥-2♠(asks);2NT(no four card major):

- 3♣: ♣s or asking with flat hand.
- 3♦: ORB for ♦s
- 3♥: ORB for ♥s – opener bids 3NT with doubleton.
- 3♠: ORB for ♠s – opener bids 3NT with doubleton.

After 1NT-2♦;2♥-2♠(asks);2NT(no four card major)-3♣(♣s or asks):

- 3♦: 3-3-4-3 or 3-3-3-4 exactly. 3♥ asks which 4-3-3-3, 3♠ shows 3-3-3-4.
- 3♥: 5+♦s, less than 4♣s. 3♠ is ORB for ♣s.
- 3♠: 4-4 or better in the minors.
- 3NT: 5+♣s, less than 4♦s.

After opener's rebid, 4♣ is ORB for ♣s, 4♦ is ORB for ♦s.

[ORB]

In a number of cases in the Jacoby Stayman structure opener will use ORB on the three level without knowing of length in the suit. In this case the negative response to ORB, 3NT, will show a doubleton in the ORB trump suit.

Note that after the sequences that show a four card major, no five card minor, and not four in the other major, opener must have either 3 or 4 in the minor. In this case a negative response to ORB in the minor would deny 4 in the minor, but promise 3. Likewise if opener has shown a five card major, then length in a minor will either be 2 or 3 (5-3-3-2 shape), and a negative response to ORB in a minor would show a doubleton. In both these cases, if opener makes a negative response to ORB in a minor, then 4 of the minor, if available, is regular ORB (negative reply shows poor minimum etc.). If 4 of the minor is not available, then the cheapest suit bid is RKCB for the minor.

[After first ORB – more ORB!]

If responder first uses ORB at the three level and opener bids 3NT (sorry partner, only a doubleton), then responder can continue to use ORB to find minor suit fits. A bid in a minor suit not already asked is ORB, and asks for length if that is unknown – opener bids the cheapest bid to deny the hoped for length and otherwise makes RKCB replies in steps.

[Extended ORB]

After 1NT-2♦;2♥-2♠;2NT-3M(Orb);3NT(only doubleton) minor suit lengths are still not clear – opener can easily have 3 to 5 cards in each minor (and sometimes 2 in one minor and 6 in the other). In this case 4m is ORB asking for five card suit. If partner makes the cheapest call, then 4♠ is ORB asking for 4♦s, and 4♥, if available, is ORB asking for 4♣s. If partner again makes the cheapest call, or made the cheapest call over 4m, 5♣ simply asks for aces, with RKCB answers, but with 5NT available as a signoff.

[Cheapest NT – signoff]

If bidding is at four level, 4NT by responder is a signoff, but since responder has slam interest opener can always make one last try with a great hand (all aces, useful queen). Over 3NT, 4NT is natural invite, asking opener to continue on with very good or great hand – usually opener passes. Likewise if bidding is at the five level, perhaps after RKCB, 5NT is a signoff.

Examples of Jacoby Stayman

a)

♠ AT87
♥ 52
♦ QT43
♣ AQ8

♠ KQ2
♥ KQ87
♦ AK652
♣ 2

1NT-2♦;2♥-
2♣;3♣-3♦;3♠-
4♦;5♣-6♦

2♥ denied 4♥s, 2♠ asks, 3♣ shows exactly 4♠s and denies a five card minor, 3♦ asks, 3♠ shows 4♦s, 4♦ is ORB for ♦s, 5♦ shows 2 keycards + queen, not a poor minimum. Note that responder could have chosen to describe shape to opener instead, starting with 2♣ Stayman.

b)

♠ Q93
♥ AJ5
♦ KT643
♣ A3

♠ AT6
♥ KQ872
♦ A5
♣ KJ2

1NT-2♦;2♥-
2♣;2NT-3♥;4♦-
6♥

2♥ denied 4♥s, 2♠ asks, 2NT shows no four card major, 3♥ is Modified ORB for ♥s, 4♦ shows 3♥s & 2 keycards for ♥s, no queen.

c)

♠ QT3
♥ AT
♦ KQT43
♣ Q63

♠ AK6
♥ KQ872
♦ A5
♣ KJ2

1NT-2♦;2♥-
2♣;2NT-
3♥;3NT-4♣;4♦-
4♥-4♠;5♣-
5♦;6NT

2♥ denied 4♥s, 2♠ asks, 2NT shows no four card major, 3♥ is Modified ORB for ♥s, 3NT shows 2♥s, 4♣ ORB for ♣s, 4♦ denied 5♣s, 5♠ asks for aces, 5♦ shows 1 or 4, 6NT to play.

d)

♠ AT87
♥ 52
♦ Q843
♣ AQ8

♠ K5
♥ KQ873
♦ AJ76
♣ KJ

1NT-2♦;2♥-
2♣;3♣-3♥;3NT-
4♦;4♥-
4♠;5♠;5NT

2♥ denied 4♥s, 2♠ asks, 3♣ shows exactly 4♠s and denies a five card minor, 3♥ is ORB for ♥s, 3NT shows 2♥s, 4♦ ORB for ♦s, 5♦ shows 4♦s and 2 keycards with ♦Q. 5NT to play, 5♠ would ask for kings.

e)

♠ AK87
♥ Q2
♦ T9543
♣ A3

♠ Q52
♥ AK87
♦ AK762
♣ 2

1NT-2♦;2♥-
2♣;3♣-3♦;3♠-
4♦;5♠-5♥;5♠-7♦

2♥ denied 4♥s, 2♠ asks, 3♠ shows exactly 4♠s & 5♦s, 4♦ ORB for ♦s, 5♠ showed two keycards no queen, 5♥ asked for kings, 5♠ showed spade king.

f)

♠ AT
♥ AQ93
♦ QT43
♣ QT4

♠ KQJ2
♥ 87
♦ AK765
♣ A6

1NT-2♦;2♠-
2NT;3♣-3♦;3♠-
4♦;5♠-5♥;5NT-
6♦

2♠ shows 4+♥s and denies 4♠s, 2NT asks, 3♣ shows exactly 4♥s and no five card minor, 3♦ asks, 3♠ shows 4♦s, 4♦ ORB for ♦s, 5♦ showed two keycards and queen, 5♥ asked for kings, 5NT shows none.

g)

♠ AT
♥ AQ93
♦ QT4
♣ T432

♠ KQJ2
♥ 3
♦ AKJ65
♣ K42

1NT-2♦;2♠-
2NT;3♣-3♦;3♥-
3♠;4♠-6♦

2♠ shows 4+♥s and denies 4♠s, 2NT asks, 3♠ shows exactly 4♥s and no five card minor, 3♦ asks, 3♥ shows 4♠s, 3♠ is ORB for ♦s, 4♠ shows 3♦s and two keycards and queen, 6♦ is to play.

[1NT-2♠ Three special hands including GI with 5+♥s and less than 4♠s]

The 2♠ response shows one of three hand types:

- 1) Game invite with 5+♥s and less than 4♠s – the most common hand type.
- 2) 5+♥s, 4♠s, GF, planning on showing singleton/void in minor.
- 3) Singleton/void in ♥s & 4♠s & GF & either 4-4 or 5-4 in minors.

Opener makes one of three replies:

2NT: Would play in 2NT opposite GI with 5♥s.

3♥: Would play in 3♥ opposite GI with 5♥s.

3♣: Does not have 2NT or 3♣ reply, wants to learn more about responder's hand.

Responder's rebids depends on opener's bid:

2NT: Would play in 2NT opposite GI with 5♥s. Responder now bids:

Pass: 5♥s, GI and no five card minor.

3m: 5 in m, GI with 5♥s.

3♥: 6+♥s, GI.

3♠: Singleton/void in ♣s, 4♠s & 5+♥s, GF+.

3NT: Singleton/void in ♦s, 4♠s, 5♥s, GF and at most mild slam interest.

4♣: 4-1-4-4/4-0-5-4/4-0-4-5 exactly, GF.

4♦: Singleton/void in ♦s, 5♥s, 4♠s, slam interest.

4♥: Singleton/void in ♦s, 6+♥s, 4♠s, slam interest, NF.

4♠: Singleton/void in ♦s, 6+♥s, 4♠s, slam going, F.

3♥: Would play in 3♥ opposite GI with 5+♥s.

Pass: 5+♥s, GI.

3♠: 4-1-4-4/4-0-5-4/4-0-4-5 exactly, GF+.

4m: Singleton/void in m, 5+♥s, 4♠s, slam try.

4♥: To play, may have had GI hand that upgraded or GF with 5♥s & 4♠s.

3♣: Does not have 2NT or 3♣ reply, wants to learn more about responder's hand.

3♦: GI in ♥s. Game bids are now to play, while 3♥ now asks:

3♠: 5♥s & 5 card minor.

3NT: 5♥s & no 5 card minor.

4♥: 6+♥s.

3♥: 4-1-4-4/4-0-5-4/4-0-4-5 exactly, GF+. Remember aid: all other bids show ♥s.

3♠: Singleton/void in ♣s, 4♠s & 5+♥s, GF+.

3NT: Singleton/void in ♦s, 4♠s, 5♥s, GF and at most mild slam interest.

4♦: Singleton/void in ♦s, 5♥s, 4♠s, slam interest.

4♥: Singleton/void in ♦s, 6+♥s, 4♠s, slam interest.

4♠: Singleton/void in ♦s, 6+♥s, 4♠s, slam going, F.

[1NT-2NT transfer to ♣s]

Opener always bids 3♣ unless 5♣s or a great hand with 4♣s, in which case opener shows location of values. After 3♣, all bids but 3♥ or 3♠ promise just ♣s. 3NT is mild slam try usually with no shortness. 3♦ shows a ♣ one suiter with major suit shortness - 3♥ asks shortness, with 3♠ showing ♠ shortness, 3NT showing ♥ shortness but at most mild slam interest, and 4♣ showing ♥ shortness and slam interest. Note that with long ♣s and singleton ♦ it is best to respond 2♣ and then show shortness. Jump bids are void showing slam tries, with 4NT being an attempted signoff by opener if made directly over the splinter. The 3♥ and 3♠ rebids by responder special GF bids:

- 3♥: 6+♣s and 4+♦s, with ♣s at least two cards longer than ♦s. Like 1NT-3♥ but ♣s the minor.
- 3♠: 5-5+ or better in the minors. ♣s and ♦s equal length or close to equal length.

Opener bids 3NT with values in the majors, and responder can still make a natural bid of 4m or 5m, or bid 4M to show shortness and a slam try, or bid 4NT with 5-5 slam try and often a singleton honour. 4m by opener over 3♠ is ORB.

[1NT-3♣ transfer to Diamonds]

Opener bids 3♦ unless holding 5♦s or a great hand with 4♦s, in which case opener shows location of values. After 3♦, 3NT is mild slam try, and new suit bids show shortness (note that with long ♦s and singleton ♣ an alternative is to respond 2♣ and then show shortness). Jump bids are void showing slam tries, with 4NT being an attempted signoff by opener if made directly over the void showing bid.

[1NT-3♦ showing singleton/void in a major, 3 in other major, 5-5/5-4/4-5 in minors, GF]

After 3♦, 3♥ asks singleton. 3♠ shows singleton/void in ♠s, all other bids show short ♥s, with 3NT having at most mild slam interest. 3NT is to play opposite either singleton. 3♠ artificially shows a hand that wants to play in 4m opposite just a GF – responder usually bids 3NT with equal minors or better ♦s, or bids 4♣ with better ♣s than ♦s. Responder bids 4M over 3♠ with hand that wants to force to 5m and try for slam.

[1NT-3♥ showing 6+♦s, 4+♣s GF with ♦s at least two cards longer than ♣s]

Opener bids 3NT if not interested in slam at all, 3♠ artificially if at least some mild interest in slam (then 3NT by responder shows only a GF, not a slam hand). 4♦ by either player or 4♣ by opener only is ORB. 4♣ by responder is natural slam try, while 4M by responder shows major suit shortness and a strong slam try. 4NT by responder over 3NT is a slam try, non-forcing.

[1NT-3♠ singleton/void in ♠s, 4♥s, 4-4 or 5-4/4-5 in the minors, game forcing]

3NT, 4♥, 5m is to play. Responder bids on with slam interest or better, though 4m by responder is not ORB. 4m shows that opener thinks best spot is that suit with four of the minor. 4♠/3♠ shows slam interest in ♥s.

[1NT-4♣ Transfer to Hearts]

Opener bids 4♥ unless holding three aces. If holding three aces opener bids 4♦, after which 4♥ is a signoff by responder.

[1NT-4♦ Transfer to Spades]

Opener bids 4♠ unless holding three aces. If holding three aces opener bids 4♥, after which 4♠ is a signoff by responder.

[Why Extra Stayman?]

The structure provides two versions of Stayman. Here is when you might use them when you have a game forcing hand.

- Use Jacoby Stayman (see next) to find a ♥ fit without revealing ♠s if no ♥ fit.
- Use Jacoby Stayman to have responder play the contract if fit found.
- Use Jacoby Stayman to avoid a lead directing double of 2♣.
- Use Stayman to avoid a lead directing double of 2♦ or 3♦.
- Use Stayman to then use Delayed Scanian to find a weakness or when holding a long minor.

[Responding with long minor in Weak Notrump Structure]

Holding a long minor and no four card major, then if not GI values, usually transfer using the 2NT or 3♣ transfer – after opener completes transfer pass if weak, and bid again if game going or better. When you have a long minor and GI values, bid 2♣ Stayman first, then use Delayed Scanian.

Holding a long minor and a four card major, if a weak hand and ♠s then simply transfer to the ♠s ignoring the major. With ♦s bid 2♣ Stayman and then pass 2♦, or transfer to 3♦ if major suit fit not found. With GI values or close to it, bid 2♣ Stayman first, then over reply that does not find major suit fit bid Delayed Scanian.

If holding a long diamond suit, a four card major, and game forcing values, bid Jacoby Stayman 2♦ to investigate or bid 2♣ to check for major suit fit, and if none bid 3NT. With a long club suit, and a four card major, you have two options. First you can bid 2♣ to check for major suit fit, and if none bid 3NT. Second you can bid Jacoby Stayman 2♦ and investigate further.

[5-5 hands in Weak Notrump Structure]

With 5-5 in the minors, weak, transfer to clubs to play, and if doubled for penalty, run to 3♦. Other option when weak is to pass, and then bid later. If GI values or stronger and both minors, bid 2♠.

With 5-5 and one major, if weak, transfer to the major and play there. If GI values & ♥s, bid 2♠. If GI values & ♠s, bid Stayman, and then over 2♦ or 2♥ response bid 2♠. If game forcing values, use Jacoby transfer.

With 5-5 in both majors, if weak bid Stayman, and pass or raise a major suit response, and bid 2♥ over 2♦. With 5-5 in the majors, GI, bid 2♣ and then bid game if opener rebids a major, or bid 2♠ (GI with ♠s, may have ♥s) over 2♦. With 5-5 in the majors, GF+, usually transfer to ♥s, then bid 3♥ transfer to ♠s, though if 6-5 with longer ♠s can transfer to ♠s, then rebid 3♦ transfer to ♥s.

[5-4/4-5 in majors in Weak Notrump Structure]

With less than GI values, bid 2♣ Stayman, then pass opener's major rebid, or bid 2♥ over 2♦. With GI values, bid 2♣, and then raise major suit response to game or if opener rebids 2♦, rebid 2♠ with 5♠s or 3♥ with 5♥s. With GF or better, if 5-4-2-2 or 4-5-2-2, use 2♦ Jacoby Stayman, while if singleton/void, if 5♥s bid 2♠ then show hand type, and if 5♠s, transfer to ♠s, then transfer to ♥s, then show hand type.

Note that the hand type of 4♠s, 5♥s, and GI values is slight problem for the structure. The hand starts with 2♣ Stayman, and if opener bids a major then responder can place the contract. If opener, though, rebids 2♦, then responder again has to decide whether to signoff in 2♥s (showing both majors), or bid 3♥ (GI with 5/6♥s) – this may end up in a 5-2 ♥ fit at the three level, so opener will often bid 3NT over 3♥ with a doubleton ♥.

One Notrump In Competition

When opponents interfere over our 1NT at the two level, with a single-suited overcall in a known suit, or with a two or more suited overcall where only one suit is known, or no known suit:

- We play standard Lebensohl. Slow shows.
- Double is negative and its negative of at least one suit they may have shown. It can be passed with length in the suit doubled. If the opponents make another bid after the double, Garozzo 2/3 doubles are used to show 2/3 in the suit doubled.
- Any suit bid less than 2NT is to play.
- Any suit bid less the overcaller's suit at the 3 level is invitational.
- Cuebidding the overcaller's suit immediately is Stayman, denying a stopper in their suit.
- Any suit bid at the three level higher in rank than overcaller's suit is natural and a game invite.
- 3NT shows 14+ HCP balanced hand and shows half a stopper (jxx, qx) in overcaller's suit.
- 2NT is a relay to 3C, it says nothing about clubs. After the relay responder has the following options:
 - Pass a long hand with clubs.
 - Any suit bid less than overcaller's suit at the three level is to play.
 - 3 of overcaller's suit is Stayman and shows a stopper in their suit.
 - 3 of a suit above the overcaller's suit is natural and game forcing.
 - 3NT shows 13+ balanced HCP and a full stopper in overcaller's suit.

If opponents make an ambiguous bid (no known suit):

- As above, except:
- With balanced hand spread out values when can afford to wait for clarification then pass and later double as optional.
- If wanting to use Stayman, can make negative double first, or must pass and hope for chance to bid again.

If opponents make a 2-suited takeout (with known suits):

- Lebenshol still on.
- Double is negative. It can be passed with length. If opponents bid again, Garozzo 2/3 doubles are used so that next double shows 2/3 in the suit bid.
- Suit bids are to play.
- 3NT bids is to play with stoppers.

When opponents bid over our 1NT above the 2 level:

- Double is negative, but passable. If the opponents bid again
- Suit bids are to play showing a 6 card plus suit and could be a sacrifice.
- Cue bid for takeout, with a strong bias to unbid majors.

When opponents bid over responders 2♣ Stayman at the 2-level:

Opener will bid a 4 card major at the 2-level if possible, otherwise opener will pass and allow responder to clarify. Doubles are for penalties, though responder can pull opener's double with weak hand and short in suit doubled. If opponents double 2♣, see next.

When opponents double partner's transfer or Stayman – ETM General Defense to Double of Transfers and Asking Bids:

Without much values in the suit doubled and a hand better for playing a contract than defending, the hand directly over the double makes the normal response as if the double did not exist. In particular, the hand directly over the double does not pass if holding a doubleton or shorter in the suit bid, unless has already promised shortness in the suit doubled. Otherwise, holding values in the suit doubled and/or a defensive hand, the hand over the double will usually pass. This asks partner to redouble unless void, and if partner then redoubles as requested, the hand directly over the double will then make the bid normally made in reply to the transfer or asking bid. With an exceptional hand the hand over the double can pass the redouble by partner! Like with length in the suit double, the hand under the double can pass out the double knowing that partner will have three or longer in the suit doubled. With Hxxxx or HHxx of the suit doubled (or the best one can have if already denied those holdings) the hand directly over the double can redouble. After this redouble, bidding depends on if the bid double was an asking bid (like Stayman) or a transfer (this includes Jacoby Stayman). If an asking bid, after the redouble partner can pass if appropriate, make natural non-jump bids, which are non-forcing if a game force has not been established, or cuebid the suit doubled to establish a force – bids that would normally be game invitational still stay game invitational. If the bid was a transfer, then system is on, with partner bidding the transfer suit with a hand that does not have enough values for any other bid.

Examples:

1NT-Pass-2♣-Double;Pass-Pass-Redouble-Pass-2♥:	4+♥s, ♣ values.
1NT-Pass-2♦-Double;Pass-Pass-2♥:	5+♥s, not-forcing, ♦ void (redouble if not).
1NT-Pass-2♥-Double;2♠	Accepts transfers, not much in ♥s.
1NT-Pass-2♦-Double;Pass-Pass-Pass	Direct pass of double shows 3+♦s, responder decides to play there.
1NT-Pass-3♦-Double;Redouble	Hxxxx or HHxx in ♦s.
1NT-Pass-2♥-Double;Redouble-Pass-3♣	Transfer to ♦s.
1NT-Pass-2♠-Double;Redouble-Pass-3♣	Cuebid, establishes a force.
1NT-Pass-2♦-Double;Pass-Pass-Redouble-All Pass:	Opener could have AQT8xx in ♦s.

When the opponents balance with a double:

Redouble by either player shows a five card or longer suit. Partner can bid 2♣ to play in the suit (pass or correct). Immediate suit bids by opener or responder show that suit plus higher suit. However opener usually passes or redoubles (instead of bidding a suit) over the balancing double to give responder a chance to pass for penalties when values held.

When the opponents balance with a suit:

Note that 1NT-Pass-Pass-Any;Double is for takeout, and 1NT-Pass-Pass-Any;Pass-Pass-Double is for takeout. Both these doubles are passable if partner has length and values. With a flat hand and little points, responder should run out of 1NT before being doubled, usually bidding 2♣ to escape to a suit contract. With some distribution, responder can pass 1NT even if little values, for if opener now doubles for takeout then responder will have a suit to takeout to. After 1NT-Pass-Pass-Any, opener can afford to double for takeout, for responder will either have values or will have some shape and can bid.

When the opponents double (strength showing or otherwise) – ETM Rescues

[Overview]

When an opening bid of one notrump is doubled for penalties, a method that can find a playable suit contract is needed. This method allows responder to identify the suits to choose from, while still allowing the partnership to catch the opponents if they are the ones in trouble.

The change from other Rescue systems is to reduce the hand types that use Pass forcing to redouble, so that opener can double an immediate 4th hand bid more often. In the method, pass forces to a redouble, either hand that wants to play 1NTXX (or possibly double a runout by opponents), or show strength, or weak with diamonds or both minors, to play at two level only.

Now after 1NT-Double-P-2♣, opener can double for penalties, responder running to 2♦ if weak with diamonds. After 1NT-Double-P-2♦, opener can double for penalties. After 1NT-Double-P-2M, opener can double for penalties if prepared for responder to run to 3♣(both minors, opener can correct to diamonds) or 3♦(diamonds only).

Another idea in the method is to consume bidding space of the opponents. Don't give them the room to sort out the hand type of the double. 1NT-Double-3X or 1NT-D-4X means the same as 1NT-D-2X, but just takes up more room.

Summary after 1NT-Double-?

Pass:	Forces Redouble with values for 1NTXX or two level runout in minors or ♦s.
Redouble:	Forces 2♣ with two level ♣ runout or ♠s and another.
2♣, 2♦:	Suit+♥s.
2M:	To play.
2NT:	Lebenshol, often minor single suiter to play at three level or higher.
3X, 4X:	Like 2X.
3NT, 5♣, 5♦:	To play.
4NT:	Both minors, to play in best minor fit at five level.

Note this special sequence: 1NT-Double-Pass-Any;Any-Any-?, 2NT through 3♥ is a transfer. Thus after passing (to force Redouble if opponents do not bid), responder's rebid of 2NT through 3♥ is a transfer to the next suit bid with an invite or GF hand (strong invite if transfer to major suit). Example 1NT-Double-Pass-Pass;Redouble-Pass-3♦ is a transfer to ♥s. The purpose of these transfers is to put the hand that doubled on lead, often to significant advantage.

Note this use of Garozzo 2/3 doubles: If the auction goes 1NT-Double-Pass-Pass;Redouble-Pass-Pass(Power!)-?, Garozzo 2/3 doubles are now on so the opponents can be caught.

[ETM Rescue Structure - Detailed]

After 1NT-Double-?

- Pass: Asks opener to redouble, either:
- a) A strong hand interested in playing in 1NT Redoubled or at least inviting game.
 - b) A two level signoff with both minors.
 - c) A two level signoff in diamonds
- Redouble: ♠s & another or two level ♣ signoff. Asks opener to bid 2♣ or 2♠.
Opener bid 2♠ with 4♠s and 4+♣s or 3♣s to an honor and some shape.
- 2♣, 3♣, 4♣: ♠s and ♥s signoff. The higher the bid, the more shape held.
- 2♦, 3♦, 4♦: ♦s and ♥s signoff. The higher the bid, the more shape held.
- 2♥, 3♥, 4♥: ♥ signoff at the level bid.
- 2♠, 3♠, 4♠: ♠ signoff at the level bid.
- 2NT: Lebenshol with a three level minor signoff, or both minors willing to play 3♣ if opener bids 3♣. If opener bids 3♣, opener passes with clubs or bids 3♦ with diamonds. Opener can also bid a minor suit at 3♦ or higher as pass or correct - responder passes with only that minor held, or makes a competitive bid otherwise.
For example: 1NT-Double-2NT-Pass;3♦(Pass or Correct)-Pass-4♣(Long clubs, or both minors).
- 3NT, 5♣, 5♦: To play.
- 4NT: Both minors, to play in best minor fit at five level.

After 1NT-Double-Redouble-Pass;2♣-Pass-?:

- Pass: A two level signoff in ♣. May have ♣s and ♠s but passes since no 2♠ bid by opener.
- 2♦, 3♦, 4♦: ♦s and ♠s signoff. The higher the bid, the more shape held.
- 2♥, 3♥, 4♥: ♥s and ♠s signoff. The higher the bid, the more shape held.
- 2♠, 3♠, 4♠: ♠s and ♣s.
- 3♣, 4♣, 5♣: ♠s and ♣s with longer ♣s.

After 1NT-Dbl-Pass-Pass-Rdbl;Pass-?:

- Pass: To play in 1NT Redoubled. Opponents cannot play in undoubled contract now.
- 2♣: Both minors, two level signoff
- 2♦: ♦s, two level signoff.
- 2♥, 2♠: 5+ in major, game invite, not forcing.
- 2NT, 3♣, 3♦, 3♥: Transfer to next suit bid with values. Opener can super accept with fit or maximum.

[ETM Rescues - Tactical Cases]

- 1) After 1NT-Double-Pass-Any, opener can bid including double if can handle sequences. After 1NT-Double-Pass-Pass-Redouble;Any, responder needs to be able to compete with values.

Case 1A: If the bidding is at 2♣ or 2♦ for responder's next bid, the structure remains on. If the bidding is at 2♥ or 2♠ for responder's next bid and opener did not double the major bid, the structure is still on. So:

- a) 1NT-Double-Pass-2♣;Double-Pass-?

Pass with both minors or big hand interested in penalties.

2♦ & above: as if opener had made redouble bid, so 2♦ bid on weak signoff in ♦s, and 2NT would be a transfer to ♣s.

- b) 1NT-Double-Pass-2♦;Double-Pass-?

Pass with both minors or ♦s signoff or big hand interested in penalties

2♥ & above: as if opener had made redouble bid, so 3♦ would be a transfer to ♥s.

- c) 1NT-Double-Pass-Pass;Redouble-2♦-?

Pass with both minors or ♦s signoff.

Double with big hand interested in penalties.

2♥ & above: as if opener had made redouble bid and next hand passed.

- d) 1NT-Double-Pass-2♥;Pass-Pass-?

Pass with both minors or ♦s signoff.

Double with big hand interested in penalties.

2♠ & above: as if opener had made redouble bid and next hand passed. So transfers still on and 3♣ is a transfer to ♦s. A transfer to ♥s would imply short ♥s or doubt about ♥ stopper.

- e) 1NT-Double-Pass-Pass;Redouble-2♠-?

Pass with both minors or ♦s signoff.

Double with big hand interested in penalties.

2NT & above: as if opener had made redouble bid and next hand passed. So transfers still on and 3♦ is a transfer to ♥s. A transfer to ♠s would imply short ♠s or doubt about ♠ stopper.

Case 1B: If opener doubles a 2♥ or higher contract (for penalties in case responder was strong) then the cheapest bid in ♣s (or pass of ♣ bid) is signoff with both minors, and the cheapest bid in ♦s (or pass of ♦ bid) is a signoff with just ♦s. All other suit bids show values and are forcing at the three level or four of a minor. 2NT is a general force, often with a two suiter hard to express. A cuebid in the opponent's last bid natural suit shows shortness and/or asks for a stopper. 3NT is to play. So, for example:

a) 1NT-Double-Pass-2♥;Double-Pass-?

Pass: Big hand penalty interest.
 2S: 5+♠s, game invite
 2NT: Two suiter not including ♥s, forcing
 3♣: Signoff with both minors
 3♦: Signoff with ♦s
 3♥: Short in ♥s, forcing.
 3♠: ♠s, forcing.

b) 1NT-Double-Pass-2♠;Double-Pass-?

Pass: Big hand penalty interest.
 2NT: Two suiter not including ♠s, forcing.
 3♣: Signoff with both minors
 3♦: Signoff with ♦s
 3♥: ♥s, forcing.
 3♠: Short in ♠s, forcing.

c) 1NT-Double-Pass-3♣;Double-Pass-?

Pass: Big hand penalty interest or both minors.
 3♦: Signoff with ♦s
 3♥: ♥s, forcing.
 3♠: ♠s, forcing.
 4♣: Short in ♣s, forcing.

Case 1C: If opener did not double last bid by opponents, and bidding is at 2NT or higher, so start of transfers unavailable, then natural bidding is used with suit bids forcing. So, for example:

1NT-Double-Pass-Pass;Redouble-3♠-?

Pass: weak hand or no good bid.
 Double: Big hand, penalty interest.
 3♦: ♦s, forcing
 3♥: ♥s, forcing.
 3♠: ♠s, forcing.
 3NT: To play.
 4♣: Short in ♣s, forcing.

- 2) After 1NT-Double-Redouble-bid, opener can support spades with them as pass or correct.

For example:

- a) 1NT-Double-Redouble-2♥;2♠ can play in spades with them or in clubs opposite club signoff
- b) 1NT-Double-Redouble-Pass;2♠ - this forces the doubler to rebid on the three level.

- 3) Immediate heart bids gets suit in before higher ranking suits are bid by opponents.

For example: 1NT-Double-2♣(♣s & ♥s)-2♦;2♥

- 4) 4-3-3-3 bidding.

- a) With 4-3-3-3 and four spades

Redouble first (shows ♠s & another or just ♠s). If partner bids 2♣, pass first, but if it is doubled, then redouble (SOS).

- b) With 3-4-3-3 and four hearts

Bid 2♣ shows ♣ and ♥s. If this is doubled, redouble for SOS.

- c) With 3-3-4-3 or 3-3-3-4 and four card minor

Pass forcing redouble, intending to show both minors weak. If 2♣ is later doubled, if holding four diamonds one can decide to redouble for SOS.

Two Club Opening: Strong – 18/19-20 or 22/23+ Balanced or GF no 5+ card major

[2♣ Opening Description]

2♣: Strong, either 18/19-20 balanced, or 22/23+ balanced, or GF with no five card or longer major. Responses are designed to find major suit fit, so open 2♣ instead of 1 level opening if strength appropriate as partnership will not miss a 4-4 major suit fit. Balanced hands can have a five card major.

[2♣ Responses]

- 2♦: Transfer, 4+♥s, can have a longer second suit, including ♠s.
- 2♥: Transfer, 4+♠s, denies 4+♥s, can have longer minor.
- 2♠: No four card major, 1+ HCP or 3-3-5-2 or 3-3-2-5 shapes exactly and 0 HCP.
- 2NT: 0 HCP, no four card major, 4-4/4-3/5-3 in the minors.
- 3m: 6 or longer minor, 0 to 2 HCP.
- 3M: Six card major, 4 of 5 top honors in the suit, can have outside values (will then cuebid if opener signoffs in 3NT or 4M).

[After 2♣-2♦ or 2♣-2♥ Major Suit Transfers]

After 2♣-2♦ or 2♣-2♥ M is the major suit transferred to

- 2M: 18/19-20 balanced, 2 or 3 in M (not 4 or 5), NF.
- 2NT: 22/23-24 balanced or equivalent (e.g. can be 4-4-4-1), less than 4 in M, not 4/5♠s over 2♦.
- 3NT: 24/25-27 balanced or equivalent (e.g. can be 4-4-4-1), less than 4 in M, not 4/5♠s over 2♦.
- 4NT: 27/28-30 balanced or equivalent (e.g. can be 4-4-4-1), less than 4 in M, not 4/5♠s over 2♦.
- 5NT: 30/31-32 balanced or equivalent (e.g. can be 4-4-4-1), less than 4 in M, not 4/5♠s over 2♦.
- 3M: 18/19-20 balanced, 4 or 5 in M.
- 4M: 22/23-24 balanced or equivalent, 4 or 5 in M.
- 3OM: 24/25+ balanced or equivalent, 4 or 5 in M, or if ♥s=M, can be short in ♠s, 4♥s, GF.
- 4m: singleton or void in m, 4 in M, GF. Prefer 3m if long minor and short in other minor.
- 4♥: A jump to 4♥ over 2♥ shows singleton/void in ♥s, 4♠s, slam try.
- 3m: Natural, 5+ in minor, GF, denies 4♠s over 2♦.
- 2♠: Over 2♦, 2♠ shows 4/5♠s, only 5♠s if balanced. Denies 4+♥s. 22/23+ if balanced or if unbalanced GF and longer minor or 4-1-4-4 shape. 3♣ now asks for opener hand type, NT bids showing balanced hands or equivalent except if 22/23-24 balanced bid 3♥ - responder then bids 3♠ to transfer to 3NT. Also over 2♣-2♦; 2♠-3♣, 3♠ shows ♠s and with 4-1-4-4/4-0-5-4/4-0-4-5 bid 3♦ over 3♣. 2♣-2♦; 2♠-2NT shows 0 points, 4♥s, wants opener to place contract.

After 2NT, 3NT, 4NT or 5NT rebids by opener, responder's next bids are transfers, usually showing 5+ in suit bid. With two five card suits make cheapest transfer then bid other suit. After 2♣-2♥ responder has denied ♥s – in this case a transfer to ♥ is used to show ♠s instead, and ♠ transfer bid is used to transfer to NT – see example auctions next. Over the transfers opener usually bids the transfer suit but can choose to make another bid to show hand type. Example auctions:

- | | |
|-----------------------|---|
| 2♣-2♦; 2NT-3♣ | Transfer to ♦s, 5+♦s expected. |
| 2♣-2♦; 2NT-3♥: | Transfer to ♠s, usually 5+♠s & only 4♥s. |
| 2♣-2♦; 2NT-3♦; 3♥-3NT | Shows 5♥s, choice of games. |
| 2♣-2♥; 2NT-3♦; 3♥-3♠ | 5♠s & 5♠s or better. 3♦ transfers to ♠s since 2♥ denies 4+♥s. |
| 2♣-2♥; 2NT-3♦; 3♠ | Opener shows 3♠s. |
| 2♣-2♦; 2NT-3♠; 3♦-3♥ | 5-5+ in the reds (♥s & ♦s). |
| 2♣-2♥; 3NT-4♣ | Transfer to ♦s. |
| 2♣-2♥; 2NT-3♠; 3NT | 3♠ is transfer to 3NT. |

[After 2♣-2♦;2♥]

The sequence 2♣-2♦;2♥ shows 18/19-20 balanced and denies 4+♥s. Responder has 4+♥s and can have a longer second suit, including ♠s. Responder rebids:

- Pass: As if the sequence was 1NT(18/19-20 opening!)-2♦(transfer);2♥.
 - 2♠: The most common sequence: denies 4+♠s and transfers to 2NT. Opener bids 2NT and now all bids are transfers to next suit, 3♥ transferring to ♠s with longer ♠s than ♥s, 3♠ transferring to ♠s with at least 5+♥s.
 - 2NT: 4-4 in the majors, not enough points for game. Opener to place the contract.
 - 3X: The three level bids show both majors. With 4 in one major and 5+ in other major transfer to the longer major. With 5-5 in the majors then with weak majors transfer to ♥s then bid ♠s, but if good majors or longer suits transfer to ♠s then bid ♥s. With 5-5 or better slam interest bid 3♠ directly. With 4-4 in the majors bid 3♣. So:
 - 3♣: 4-4 in the majors, GF.
 - 3♦: 5+♥s, 4♠s, GF.
 - 3♥: 5+♠s, 4♥s, GF if bids again (can pass 3♠ if signoff).
 - 3♠: 5-5 or better in majors, slam interest.
- The 3♣ and 3♠ responses are one of the few times when responder's next suit bid after opener shows a balanced hand is not a transfer.

[After 2♣-2♥;2♠]

The sequence 2♣-2♥;2♠ shows 18/19-20 balanced and denies 4+♠s. Responder has 4+♠s but denies 4+♥s. Responder rebids:

- Pass: As if the sequence was 1NT(18/19-20 opening!)-2♥(transfer);2♠.
- 2NT: 4♠s, not enough points for game. Opener to place the contract.
- 3X: Transfer bids but transfer to ♥s shows ♠s and 3♠ transfer ask for 3NT bid. So:
- 3♣: Transfer to ♦s, usually with 5+♦s.
- 3♦: Transfer to ♠s, usually with 5+♠s.
- 3♥: Transfer to ♠s, with 5+♠s.
- 3♠: Transfer to 3NT.

[After 2♣-2♠]

The 2♠ response denies a four card major. Opener rebids as follows:

- 2NT: 18/19-20 balanced.
- 3♥: 22/23-24 balanced or equivalent (e.g. can be 4-4-4-1).
Now responder bids 3♠ to get opener to bid 3NT.
- 3NT: 24/25-27 balanced or equivalent (e.g. can be 4-4-4-1).
- 4NT: 27/28-30 balanced or equivalent (e.g. can be 4-4-4-1).
- 5NT: 30/31-32 balanced or equivalent (e.g. can be 4-4-4-1).
- 3m: Natural, GF. Major suit bids by responder now show stoppers, jump major bids show singleton or void in major, slam interest.

After opener shows balanced hand, cheapest ♣ bid transfer to ♦s, while cheapest ♦ bid shows ♠s, and major bids show shortness with both minors. This applies also after 2♣-2♠;3♥(22/23-24)-3♠(relay);3NT.

[2♣ opening - after responder retransfers again to the major]

Responder can retransfer to the major on several sequences:

- a) 2♣-2♦;2♥-2♠;2NT-3♦ (5+♥s)
- b) 2♣-2♥;2♠-3♥ (5+♠)
- c) 2♣-2♦;2NT-3♦ (5+♥s)
- d) 2♣-2♥;2NT-3♥ (5+♠)

These sequences can be far more powerful than in standard, as responder establishes a game force with these bids. When opener has 22/23-24, the re-transfer is treated as a GF as it is impossible to know when to stop on a dime. When opener has 18/19-20, responder can pass 2M with a weak hand, so bidding again with 5+ in M shows a desire to go to game.

When responder re-transfers, opener is to bid 3NT (or 3♠ if ♥s=M), not 3M, when opener wants to play 3NT instead of 4M. Now responder can continue with a natural/semi-natural suit 4m bid, or bid 4OM as a slam try in M. If opener bids 3M, responder can cuebid a suit as a serious slam try that shows location of values/length (sometimes the cuebid might not have the ace or king but just has length). 3NT over 3M is a general mild slam try, not serious. It says that slam might be possible if opener has the right hand. Opener is to cuebid length/values with a good hand, or bid 4M if slam unlikely.

[2♣ In competition]

Doubles by either player are takeout. Opener's double, while takeout, is often with a balanced or semi-balanced hand. Direct redoubles strongly suggest playing there, balancing redoubles are for takeout but are passable. Major suit bids by opener show four in the suit and a longer minor.

2♣-Double(♠s)-Pass-Pass;Redouble(takeout but responder can pass with ♣ holding like Jxxx).

2♣-4♥-Pass-Pass;4♠(4♠s and a longer minor – in this case often six or longer in the minor).

2♣-4♥-Pass-Pass;4♠-Pass-5♠(to play in 5♠s if minor is ♠s).

All other bidding is natural.

Two Diamond Opening, Game Forcing Control Ask when no Multi

2♦: Asks for controls, often a five card major or a hand that can play in notrump.

Responder's rebids:

2♥: 0-1 controls (A=2 control, K=1)
 2♠: 2 controls
 2NT: 3 controls
 3♣: 4 controls
 3♦: 5 controls
 3♥: 6 controls
 3♠: 7 controls

Opener's rebids:

- Cheapest suit bid is artificial – always shows GF with 5 or longer ♠s.
- All other non-jump suit bids are natural with five or longer ♥s and suit bid.
- The cheapest jump suit bid (a jump in the suit one higher than responder's rebid) is natural with five or longer ♥s. See example auctions.
- Jump to 3NT (if a jump) is to play.
- Jump suit bids are natural, game forcing.
- Cheapest notrump shows a GF balanced hand – if 3NT and not a jump it is forcing to slam.
- The 2NT system is used a 2NT rebid, while the 3NT system (Stayman etc.) is used over a non-jump 3NT bid.

Example auctions:

2♦-2♥(0-1 controls);3NT:	To play
2♦-2♠(2 controls);3NT	To play
2♦-2♠(2 controls);2NT	Game Force balanced hand. 2NT system now on
2♦-2♠(2 controls);3♣	Artificial, Game Force with 5+♠s.
2♦-2♠(2 controls);3♥	Game Force with 6+♥s
2♦-2♠(2 controls);3♠	Game Force with 5+♥s & 4+♠s
2♦-2♠(2 controls);4♣	Game Force with 5+♥s & ♠s – this is the cheapest jump
2♦-2♠(2 controls);4♦	Natural Game Force.
2♦-2♥(0-1 controls);2♠	Game Force with 5+♠s.
2♦-2NT(3 controls);3NT	Game Force balanced hand, now forcing to slam since not a jump.

Two Hearts/Two Spades Openings, Weak Two Bids when no Multi

2♥, 2♠: Weak two bid, can have outside 4cM but only with decent six card suit.
5 in suit allowed when three of top five honours, not much outside values,
never 5-3-3-2.

[Weak Two Hand Types]

- 1) 5 card suit, not four card major on suit, not 5-3-3-2, 5 card suit is chief feature of hand:
xx AQJxx xx Jxxx
- 2) Standard weak two, half decent 6 card suit: 84 KJT964 Q32 87
- 3) Seven card suit, not great suit, not great distribution: KQ86543 J2 93 T2.
- 4) 6 in major, 5+ in other suit, very offensive, planning on rebidding second suit in competition:
KJ9654 x x QJxxx.

Maximum weak two, not hand type 4: KQJxxx x xx KJxx

Maximum hand type 4: KQTxxx x x KJxxx.

[Responses]

Two level suit bids NF, but constructive.

Three level new suit bids NF, but highly constructive, only pass with weak suit & hand, no fit.

4♣ is Roman Keycard Blackwood (1430) for suit, and after replies and queen ask if necessary, new suit bids are control asks.

[2NT asks]

2NT is used by responder to ask opener to describe hand. After 2NT:

- Non-game new suits forcing by responder.
- Game bids by responder place contract.
- Opener's rebid of suit always shows bad weak-two.
- 4NT is RKCB for opener's suit unless opener raises responder's natural suit bid.

Responses over 2M-2NT:

- 3♣: not bad weak-two, outside singleton or void.
3♦/3♣ asks, 3OM shows singleton there, 3M shows ♣ singleton, 3NT shows ♦ singleton, 4m shows 6-5 minimum.
3M/3♣ asks opener to pass if not good weak two.
- 3♦: not bad weak-two, no singleton or void.
3M/3♦ asks opener to pass if not good weak two.
- 3M: bad weak two (like AJ9672 and little outside).
- 3OM: 4 in suit, decent six card suit (note that 3♣, 3♦, and 3M deny 4 in OM).
- 3NT: very good suit headed by AKJ or AKQ.
- 4m: 6-5, maximum (with minimum bid 3♣ first, then show minor suit next).

[Weak Two in competition]

If opponents make a suit bid over 2NT asking, doubles suggest defensive values, at least Kx or Qxx in the suit doubled (promises a stopper), natural bidding, always pass the interference with a bad weak two. If the opponents double the 2NT, make same reply as usual but

Over suit bids:

- Double for penalty.
- New suits intended as natural and forcing, but may be lead directional.
- 3NT to play.
- 2NT if available invites opener to take further action with good shape and/or values.
- Jump bids are lead directional and fit showing.

[ETM Defense to Double]

- Over double of a weak two use ETM Defense to Double – see competitive bidding section later.

Two Diamond Multi Opening – When Multi Allowed

2♦: Multi, either:

- 1) A weak two bid in ♥s or ♠s, 4 to 9 HCP, but not two of top three honours and an ace (so not AKQ in suit either). Can have a 5 card major if does not consider hand minimum and not 5-3-3-2. Not vulnerable vs. vulnerable open 5 card majors aggressively.
- 2) A game forcing hand with at least one five card or longer major, and not 5-3-3-2.

[2♦ Responses]

- xM: pass or correct. NF, but can have constructive or better hand with long length in M.
If bidding goes 2♦-2♥(p/c);2♠(correct)-3♥ shows constructive hand with long ♥s, NF.
2♦-2♥(p/c);2♠(correct)-2NT is forcing, asking for further description, can have GF in ♥s.
After 2♦-2♠, 2NT by opener is used to show a good weak two bid in ♥s, and thus 3♥ shows a bad weak two bid. See below for other meaning of 2NT (an original game force with ♥s).
- 2NT: 2NT, asks for description, see next section.
When not vulnerable, tend to bid 2M instead of 2NT if small doubleton in M.
- 3m: Natural & forcing to 3NT or 4m. Opener to bid suit under M, or after 3♦ then 3♠ with ♥s.
- 3NT, 5m: To play opposite weak hand.
- 4♣: Transfer me to your major – so responder always plays hand. 4♦=♥s, 4♥=♠s.
- 4♦: Weak hand with both majors – not enough for slam even if partner has a minimum game forcing opening hand - asks partner to bid major suit.
- 4NT: To play in opener's best minor with weak hand opener bids 5♣ or 5♦.

[Showing game forcing hand]

After responder's suit response to show an original game forcing hand, opener bids the following:

- With a game forcing in hearts makes the cheapest notrump bid.
- With an original game force in spades makes any suit bid that is not defined as weak.

Note that the sequence 2♦-2♠-2NT is ambiguous – it is either an original game force in ♥s, or a maximum weak two in ♥s – subsequent bidding will clear this up, since responder will assume the weak two bid in ♥s and signoff at three or four level, and opener with original game force can continue.

After responder's 3NT response or 4NT response, 5M shows an original game force in M. This is forcing to slam. 5NT if not a jump is RKCB.

[5M bid]

Once responder knows opener's major, 5M in a non-competitive auction asks if opener is min or max based on auction to date.

Typical weak Multi Hands with ♠s – Not Vulnerable vs. Vulnerable, not fourth seat

- a) ♠ KJ742 ♥ 873 ♦ 8 ♣ K832
- b) ♠ KQ742 ♥ 3 ♦ 875 ♣ KJ32
- c) ♠ AT942 ♥ 3 ♦ 87 ♣ KJT32
- d) ♠ QJ7432 ♥ 3 ♦ 875 ♣ 732
- e) ♠ AJT742 ♥ 873 ♦ 5 ♣ K32
- f) ♠ AK8742 ♥ 3 ♦ 87 ♣ J632

Typical weak Multi Hands with ♠s – Vulnerable vs. Not Vulnerable, not fourth seat

- g) ♠ KJT82 ♥ 87 ♦ 8 ♣ KQ832
- h) ♠ AQT94 ♥ 3 ♦ 87 ♣ KT932
- i) ♠ KQT742 ♥ 3 ♦ 875 ♣ K32
- j) ♠ QJT982 ♥ 3 ♦ 875 ♣ 732
- k) ♠ AJT742 ♥ 873 ♦ 5 ♣ K32
- l) ♠ AK8742 ♥ 3 ♦ 87 ♣ J632

[Two Diamond – Two Notrump Asks]

[2NT responses]

Weak two bidder considers hand one of three types:

- 1) Minimum, never with two of top three in suit, always 6+ in **M**.
- 2) “Good suit” – 6+ in **M**, suit headed by AK, AQT, AQJ, or KQJ.
- 3) More than a minimum, can have 5 in **M**, but not “good suit”.

After 2♦-2NT

3♣: minimum in ♥s or ♠s, or good suit in ♥s or ♠s.

3♦ asks:

3♥: poor with ♠s or good suit ♠s. 3♠ NF pass with poor ♠s, bid 3NT and above with good suit. 3NT over 3♥ is to play opposite poor ♠s.

3♠: poor with ♥s.

3NT: good suit ♥s, balanced.

4X: good suit ♥s, unbalanced, second suit or extra **M** length.

3♥ pass or correct:

Pass: poor with ♥s.

3♠: poor with ♠s.

3NT: good suit ♥s.

4X: good suit ♠s.

3♠: natural, forcing.

3NT: to play opposite any hand type given.

3♦: ♥s more than a minimum, not good suit ♥s.

3♥ asks hand type:

3♠: 5♥s, short ♠s.

3NT: 5♥s.

4m: good 5-5 or better.

4♥: 6♥s.

3♠: natural, forcing.

3♥: ♠s more than a minimum, not good suit ♠s.

3♠ asks hand type:

3NT: 5♠s

4X: good 5-5 or better.

4♠: 6♠s

3♠: Game forcing opening with 5 or longer ♠s.

3NT: Artificial, game forcing opening with 5 or longer ♥s.

4X: Weak two - good suit ♠s, unbalanced, second suit or extra **M** length.

Once responder knows opener's major, 4NT is RKCB, bids in new suits are to be taken as natural, but returns to **M** can be passed. After RKCB response and before or after any subsequent bidding, cheapest NT and bid in **M** are signoffs. After RKCB responses and queen ask if necessary, new suit bids are control asks (see slam section for replies).

After the strong 3♠ or 3NT response, bidding is forcing to at least the slam level. 4NT is always RKCB.

[Style Note]

Never lead a singleton honor in a major after partner opens 2♦ with weak hand. Opener never has enough to allow the suit to be set up and run.

Two Diamond Multi in Competition – When Multi Allowed

[General competitive rules for Multi 2♦]

All bids retain meaning from 2♦-Pass except where noted.

Doubles of minor suit bids by responder are for penalties.

Doubles of major suit bids by responder are “pass or correct” – opener passes the double with the suit.

Doubles by opener shows suit if a major doubled, can be weak or GF opening. Otherwise if not doubling a major, then doubles show the GF hand, and are takeout oriented but passable.

If double or redouble shows one major, then notrump, cuebid, or minor suit bidding all show a GF opening hand with the other major.

If there is no double or redouble available, besides bids in major suits that cannot be weak (e.g. a jump in a situation where partner can be short), notrump or a cuebid shows GF opening with hearts (can have hearts and spades), and minor suit bidding is natural with GF opening and spades and that minor.

When the notrump bid is used to show GF opening with hearts (or the other major), it is artificial, doesn't imply balanced hand, just no other good bid available.

[If 2♦ doubled in front of responder]

After 2♦-Double-?

Pass: shows ♦s.

Redouble: has own long major or both minors. Opener, if weak is asked to bid 2♥ (with or without ♥s), then will pass with ♥s, bid 2♠ with spades, or bid 2NT, 3♣ or 3♦ with both minors. If opener does not bid 2♥, holds strong hand.

[If 2♦ overcalled, exceptions to general rules for responder]

Double of 2M, 3M overcall: Takeout, passable if opener holds this major, implies GI+ in OM if opener has suit.

If overcall of 3M: Bids in OM not correctable, use 4♣ or 4♦ to play in opener's major.

[2♦-Any-nM-Any Non-Pass]

If nM is 2♥, opener, if weak must pass unless opener's suit is bid in which case opener should double if suit should be led by partner.

Otherwise, if nM is 2♠ or higher, opener, if weak, should still compete if possible with OM.

[2♦-Any-2NT-Double or 3X]

If opponents have bid a major then double or redouble shows that major. If opponents have bid both majors, then for double purposes last bid major is their major. If opponents have bid no major, double or redouble shows ♥s, weak or GF opening. Whatever major is shown by double or redouble, the other major is shown by bidding. With a weak hand and other major, either pass if some length in bid being made, waiting to see if responder can double, or bid OM at three or four level to show weak opening hand and shortness in bid being made. Over double of 2NT, pass shows other major and some values that suggest defending. Examples:

After 2♦-2♣-2NT-3♣: Double = ♠s (their suit), 3♠=♠s, weak, not right to double, pass = weak & ♥s & some ♣ length, 3♥ or 4♥=weak with ♥s & not ♣ length, other bids = ♥s and GF opening.

After 2♦-Double(showing short ♥s)-2NT-3♣: double=♠s, pass=♥s & some ♣ length, 4♥=♥s and no spade length, other=♥s & GF opening.

After 2♦-Double-2NT-3♦: Double = ♥s (♥s if no major), pass= weak & ♠s & ♦ length, 3♠ or 4♠ = weak and short ♦s, other = ♠s and GF opening hand.

After 2♦-Pass-2NT-3♥: Double = ♥s (their suit), pass= weak & ♠s & some ♥ length, 3♠ or 4♠=weak & ♠s and short ♥s, other= ♠s and GF opening hand.

After 2♦-Pass-2NT-Double: Redouble = ♥s (if no major), 3♥=weak & ♥s & bad to redouble, pass = weak & ♠s & suggests defending, 3♠ or 4♠=weak & ♠s, other=GF ♠s.

[2♦-Any-2NT-Any 3NT or higher]

General competitive rules apply.

Two Diamonds Multi – Fourth Seat

2♦ in fourth seat is still Multi, but if weak must have a minor suit is held as well since did not open 2M. Promises enough HCP to want to open the bidding, but not much more, about 10-12 HCP. 2NT response asks for minor, with 3♥ or 3♠ responses showing original game force with that M.

Examples:

Pass-2♦;2NT(asks for minor)-3♣: 5♣s, unknown major.

Pass-2♦;2NT(asks for minor)-3♥: 5♥s, original game force.

Pass-2♦;2♥(p/c)-2♠;2NT: Asks for minor.

Pass-2♦;2♠(p/c)-2NT: Either original game force with ♥s or ♥s & minor. Now 3m by responder is pass or correct.

In competition:

Pass-Pass-Pass-2♦-2♠-2NT(asks)-Pass-3♦(♦s & major)

Goldilocks Two Bids – Two Hearts/Two Spades 10-13 When Multi Used

“Not too big, not too small, just right”

2♥, 2♠: 8/9/10-13, 6+ in **M**. If 9 HCP and only six in **M**, AKQ in suit or KQ in suit & an outside ace. Otherwise if 8/9 HCP, 7+ in **M** and some defensive values. If 4 in **OM**, maximum of poor 12 HCP.

[Goldilock Responses]

new suit: natural, F, 5+ in suit or if 3**m** mild GI in **M** and values/length in **m**. After opener's rebid, 3**M** rebid by responder GI but NF. Over 3**m** opener bids 4**m** if would accept mild GI in **M** and has at least two cards in **m**; now 4**M** shows GI hand, and other bids are cuebids with GF and length in **m**. 2**M**-3**m**-4**M** shows good extras but short in **m**. Other than 2**M**-3**m**-4**m** and 2**M**-3**m**-4**M** as just described, all other bids are natural.
Example: 2♥-2♠-3♠(raise)-4♠(cuebid for ♠s)-etc.

2NT: asks, see next.

3M: mild GI (use 2NT if good GI), but use 3**m** if concentrated values in **m**.

3NT, 4M: to play

jump suits: splinters, slam interest.

4NT: RKCB.

[2NT asks]

After 2**M**-2NT:

- 3♣:** Promises singleton or void in some suit, not 4 in **OM** or more than a dead minimum with 4+ in a minor. After 3♣:
- 3♦ GF re-ask, 3♥ showing singleton **OM**, 3♠ singleton ♠, 3NT and above natural with short ♦. After 3♥ or 3♠ singleton showing bid cheapest suit bid asks for four card minor, 4**M** show 7+ **M** and no four card minor, other free bid (3NT, short suit etc.) showing 6-3-3-1.
e.g. after 2♥-2NT-3♣-3♦-3♥(sing. ♠)-3♠-?, 3NT=1-6-3-3, 4**m**=6+♥s & 4 in **m**, 4**M**=7+♥s.
 - 3**M** asks opener to pass if minimum.
 - 3**OM** asks opener to bid **OM** with 3 in **OM** & minimum, cuebid with 3 in **OM** & maximum, or otherwise bid 3NT or **M**.
- 3♦:** no singleton or void, 6 in **M**. Except for 3**OM**, 3**M** etc. as over 3♣.
3**OM** re-ask, GF unless responder passes opener's rebid:
After 2♥-2NT-3♦-3♣:
3NT: 10-11. 4♣ asks, 4♦=3♦, 4♥=3♠s, 4♠=3♠s.
4**m**: 12-13, 3 in **m**.
4♥: 3♠s, 12-13.
After 2♠-2NT-3♦-3♥:
3♠: minimum, not 3♥s.
3NT: maximum, not 3♥s.
4**m**: cuebid with 3♥s, extras.
4♥: 3♥s, no desire to cuebid.
After 2♠-2NT-3♦-3♥-3♠ or 3NT-4♣ asks: 4♦=3♦s, 4♥=3♠s.
- 3♥:** 6+ in **M**, 4 in **OM**. Never maximum or would not have opened 2**M**.
- 3♠:** 6+ in **M**, 4♠s, not a dead minimum. 4♠ is ORB, other bids for **M**.
- 3NT:** 6+ in **M**, 4♦s, not a dead minimum. 4♦s is ORB, other bids for **M**.
- 4X:** 6-5 two suiter, likely minimum (or would have open 1**M**).
- 4M:** 7-2-2-2 shape.

Note after 3♣ or 3♦ response and re-ask, 4NT is always RKCB for **M**, and cuebids imply support for **M**. When playing Double Roman Keycard Blackwood, it is on if opener has shown a 6-4 or better two suiter, or if has shown a 6-3-2-2, with the 3 card suit the second suit.

[Goldilocks 2**M** in competition]

Over double of a Goldilocks bid use ETM Defense to Double – see competitive bidding section later.

Over suit and NT bids:

- Double for penalty, except if a suit bid just below 3**M** – then double is GI in **M**. (e.g. 2♠-3♥-Double).
- Transfer bids if suit overcall below 3**M**. A suit transfers to the suit above it, with the suit below 3**M** showing a GI in **M**; an immediate bid of 3**M** is just to play. Suits transferred to may be natural or just lead directional values.
- New suits above 3**M** or below 3**M** after a NT overcall are intended as natural and forcing, but are often just lead directional.
- 3**M**, 3NT to play.
- 2NT if available transfers to ♣s.
- Jump bids are lead directional and fit showing.

[Goldilocks can't bear it double]

If responder raises **M** directly or makes a GI in **M** and the opponents bid **OM** then a direct double of **OM** by opener at the second turn to bid shows a hand with a strong ratio of offense to defense outside of **M**.

Examples:

2♥-Pass-4♥-4♠-Double:	Little or no defense to 4♠s except perhaps in ♥s.
2♠-Pass-3♠-4♥-Double:	Can't bear it for ♥s.
2♥-2♠-3♦-4♠-Double:	3♦ invited in ♥s, Double is can't bear it.
2♠-Double-3♥-4♥-Double:	3♥ was GI in ♠s. Double is can't bear it.

Two Notrump Opening – 20/21-22 Balanced.

20/21-22 balanced. 2NT Structure given here.

[2NT Responses]

- 3♣: Stayman, promises a major.
- 3♦: Jacoby transfer 5+♥s, any strength, but bid 4♣ with 5-5 in the majors..
- 3♥: Jacoby transfer 5+♠s.
- 3♠: Relay to 3NT, slam try with a long minor or both minors and unequal length.
- 3NT: To play.
- 4♣: Both majors, at least 5-5.
- 4♦: Ace asking.
- 4♥: Equal length in the minors, 5-5 or better, slam try.
- 4♠: Transfer to ♣s, may have both minors, does not invite slam, either to play or will bid again.
- 4NT: Quantitative, flat shape without four card major, slam invitational but not forcing.
- 5♣: Transfer to ♦s, does not invite slam, either to play or will bid again.
- 5♦: Suit fit ask. Can be used also after 2NT-4♦-reply-5♦.
- 5M: Good trumps in M asks.
- Slams: To play.

[2NT-3♣ Stayman]

After 2NT-3♣ Stayman:

- 3♦: No four card major
- 3♥: Four or five hearts, 3♣ asks for 5♥s, 3NT says no without 4♠s, 4♣ says no with 4♠s. 3♣ can be a slam try in ♥s if followed by a cuebid, or it shows 3♥s & 4♠s.
- 3♠: Exactly four spades, not four hearts. 4♥ is now a slam try in ♠s.
- 3NT: Five spades. 4♥ is now a slam try in ♠s.

After these bids 3NT is to play, 4NT is quantitative slam try, opener accepting with RKCB replies to show number of aces.FIX FIX FIX

After Stayman reply, or after 2NT-3♣;3♥-3♠;3NT, 4m is a natural slam try, 4 cards in a major.

After 2NT-3♣;3♥, with 4♠s and balanced/semi-balanced, responder rebids 3NT, 4NT, or 5NT, 3NT to play in notrump or 4♠, 4NT to invite slam with 4♠s, 5NT to play in 6♠ or 6NT.

After 2NT-3♣;3♦ (no four card major), Smolen at the three level to transfer to the other major:

- 3♥: 4♥s & 5+♠s.
- 3♠: 4♠s & 5+♥s.

After Smolen, opener places the contract and responder bids again with slam try values, or can retransfer to the long major to show 6 or longer: 2NT-3♣-3♦-3♥-3NT-4♥ shows 6+♠s and 2NT-3♣-3♦-3♠-3NT-4♦-4♥ shows 6+♥s.

[Jacoby Major Suit Transfers - 3♦, 3♥]

The bids of 2NT-3♦ and 2NT-3♥ are Jacoby major suit transfers. After the Jacoby transfer opener super accepts with good playing hand for the major with three or longer in the suit. Opener shows the cheapest location of a significant values with the super accept, with 4M showing values in the transfer suit. With a weak doubleton in the major and a long minor opener can try 3NT instead of completing the transfer. Over the super accept or 3NT, a bid of the transfer suit is a retransfer. For example 1NT-3♥;4♠(♠ fit, significant ♠ values)-4♥ is a retransfer to ♠s.

After opener completes the transfer, responder can bid:

- OM:** A bid of the other major is an artificial slam try in the major transferred, usually with 6+ in the suit bid. 2NT-3♦;3♥-3♠ and 2NT-3♥;3♠-4♥ are the slam tries. To use RKCB in the major, first bid **OM**, then bid 4NT.
- 3NT:** Choice of games.
- 4m:** Natural, game going with good distribution or a slam try.
- 4M:** To play.
- 4NT:** Quantitative non-forcing slam invite with 5 in the major.

[2NT-3♠ Relay to 3NT]

2NT-3♠ demands opener bid 3NT. After opener bids 3NT, responder bids:

- 4m:** 4 in this minor, 5 and often 6 or longer in the other minor, slam try.
- 4♥:** slam try with long ♠s.
- 4♠:** slam try with long ♦s.
- 4NT:** 4-4 in the minors, slam try. Opener accepts by showing aces with RKCB replies.
- After this 4NT by either player is not forcing.

[2NT-4♠ both majors, at least 5-5]

2NT-4♠ shows both majors, at least 5-5. 4♦ asks for best major, 4M is to play. With slam try values responder must bid again over 4M or bid above 4M over 4♦.

[2NT-4♦ Asking for aces]

2NT-4♦ asks for aces, modified Roman Redwood (1430) version. After 4♦:

- 4♥:** 1 or 4 aces.
- 4♠:** 0 or 3 aces.
- 4NT:** 2 aces.

After replies 5♠ asks for kings, 5♦ asks for suit fit (see 2NT-5♦ below). 4NT over 4♥ or 4♠ is a signoff if partner has 0 or 1 aces. However opener bids over 4NT with 3 or 4 aces, showing shape.

[2NT-4♥]

2NT-4♥ shows both minors, equal length (5-5/6-6) and a slam try. 4♠ accepts slam interest and asks responder to show best minor, while 4NT, 5♣ and 5♦ are to play, but responder can bid again, with 5M showing a void.

[2NT-4♣ Transfer to clubs, may have clubs and diamonds]

2NT-4♣ is a transfer to clubs, but can have both minors to play at the predetermined level. Opener bids 5♣ if likes ♠s better than ♦s, 4NT if likes ♦s better than ♠s. Over 4NT, responder bids 5♣ with just ♠s, 5♦ with ♦s. If responder bids 5M after opener bids over 4♣, it shows a void in the suit and long clubs with slam try values – 5NT is now a signoff.

[2NT-4NT]

2NT-4NT shows a flat hand without a four card major, slam try but not-forcing. Opener accepts by showing number of aces with RKCB responses (1 or 4 aces, 0 or 3 aces, or 2 aces).

[2NT-5♣ Transfer to ♦s]

2NT-5♣ is a transfer to ♦s and opener bids 5♦. Now 5M shows a void in the suit and makes a further slam try.

[2NT-5♦ suit fit ask, also available after 2NT-4♦-reply-5♦]

2NT-5♦ and 2NT-4♦;reply-5♦ is a suit fit ask, looking for a possible suit contract. Opener bids a four card major with one (5♥s with both), a five card or longer minor, or 5NT with none of those. After 5NT, 6♣ asks partner to pass with 4♣s, bid 6♦ with four, or bid 6♥ with neither. After 5M, 5♠ or 5NT asks opener to bid a minor with 4 or longer, 6M with five, 6♠ (after 5♥) with four, and notrump with neither of these.

[2NT-5M]

2NT-5M asks for decent trumps. Opener bids 6M with KJx or better in suit, passes otherwise.

[Competitive]

Doubles are value showing so partner decides to pass the double or to bid depending on hand.

Three Level and Higher Opening Bids

- 3♣, 3♦:** Six or longer suit (seven usually for 3♦), 4/5-9, not solid seven card suit (open 3NT). Since no weak two bid may have just good six card suit (KQJxxx suits not vulnerable etc.).
- New suits forcing.
 - Game bids to play.
 - **4om** is ORB for opener's suit. After reply and queen ask if necessary, new suits are control asks.
 - Jump shifts are fit showing in competition.
- 3M:** Usually seven card or longer suit 3/4-9. Not AKQ seventh as then open 3NT, and not 9 HCP if playing ETM Multi Victory. **4♣** is ORB, and after any queen ask if necessary, new suits are control asks. New suits forcing, game bids to play, jump shifts fit showing in competition.
- 3NT:** Seven card suit, either AKQ or if a minor AKJ. **4♣** or **5♣** pass or correct. **4♦** asks for shortness. **4M** to play.
- 4♣:** Excellent (for the vulnerability) **4M** preempt in major, with playing value too strong to just open **4M**. **4♦** asks for major suit. **4M** over **4♣** is pass or correct – if **4♣** then pass with spades but bid RKCB responses if ♥s.
- 4♦:** Long broken suit, not much outside. **4M** or 5 of either minor to play, 4NT is RKCB for ♦s.
- 4M:** Preempt but not excellent one (since could open **4♣**). 4NT RKCB. New suits control asks.

Competitive Bidding

[Doubles]

- Doubles are for takeout unless defined. However if the opponents have not shown a suit, then there is nothing to takeout from, so the double of an artificial bid (like Stayman) when a suit has not been shown yet is lead directional.
- Doubles of transfers after their notrump opening are lead directional.
- Double of an artificial limit raise (not constructive) or stronger, shows that suit, except double of a splinter which shows singleton/void in the suit bid is lead directional for highest ranking unbid suit.
- Doubles are takeout of suit opening bids, even 4♠ and higher (but alertable).
- After our direct takeout double (not fourth seat), if responder does not redouble, a cuebid of opener's suit is forcing to suit establishment or game. For example 1♦-Double-Pass-2♦-Pass-2♥ is forcing, and only 3♥ by responder is non-forcing now (suit establishment). However if the double is redoubled or if made by a passed hand, then a cuebid does not promise a rebid, unless the doubler jumps the bidding in reply or cuebids in return.
- After Something-Double-Redouble, double jumps are weak and preemptive, cuebid instead with good hand. Based the level to bid to on the LAW if appropriate.
- If they redouble a takeout double, then 2NT and 4NT are scrambles with two suits; see next section.
- Negative all levels, Responsive all levels (including 1X-Y-nX, where Y is anything).
- Negative doubles: two places to play, or both unbid suits, or long in an unbid major, or at higher levels no good bid to make and then the double is often passed by opener.
- Repeat same suit double by negative doubler for takeout.
- No support doubles at 1NT or higher (and never support redoubles); two level doubles by opener show extra values close to a natural 1NT opening bid, at least KJx in the suit if at the two level, no clear direction, can be passed. Always promises a stopper so responder can bid 3NT. Doubles of 1NT show values.
- Support doubles only at one level after responder has shown a major– shows three card support for responder and promises extras (14/15+). Applies regardless if there has been a takeout double or not directly over the opening. Support double is optional, and shows exactly 3 cards in partner's major and extra values (14/15+). If playing transfers over 1♣ opening, the double shows exactly what completing the transfer would show.
- After 1♣-pass or double-1♦ (if not playing ETM Multi Victory), responder has not shown a major, so then double at one level is not a support double but just show extra values (14/15+).
- Maximal double only when no room for game try bid.
- See the competitive section for these doubles when partner overcalls and responder bids a new suit. If the new suit is forcing then the double shows the unbid suit and a partial fit or a fit & lead directional values in the unbid suit. If the new suit bid is non-forcing, the double is optional, showing the values for a natural 2NT bid or better. In this case (double is optional), 2NT is either a raise (if we have made a major suit overcall) or a takeout bid of responder's suit if partner's overcall was in a minor.

[Lead Something Else Directional Double]

If they cuebid our suit at 3 level or higher looking for a stopper or control or showing a stopper or control, then double says don't lead the suit (reverse from normal). If only one suit bid by partnership, applies to doubles/passes by both partners. If two or more suits bid, applies only to suits bid naturally by the player who is doubling or passing the cuebid. This method applies even after our minor suit opening.

[Our Hand Doubles]

At responder's or advancer's next bid having bid once already in reply to partner's opening or interference, a direct double over a bid is not penalty, but instead says 'this is our hand partner, but I don't have a clear bid'. Partner then takes appropriate action, including passing the double with a hand of defensive nature, knowing the partnership owns the majority of high cards. It is not used when a forcing situation has been created, when passing would then be forcing, and it is not used as a balancing double, to keep the bidding open, where double is takeout, but passable. Examples of Our Hand doubles:

1♦-1♥-1♠-Pass; 2♦-2♥-Double:	"Our Hand, no clear bid"
1♣-Pass-1♥-1♠; Pass-2♠-Double:	"Our Hand, no clear bid"
1♦-Double-Pass-1♥; 2♣-Pass-2♦-Double:	"Our Hand, no clear bid"
1♦-1♥-Pass-1♠; 2♣-Pass-2♦-Double:	"Our Hand, no clear bid"

[Modified Responses to Takeout Doubles]

In order to better distinguish fits, and to keep the bidding low when there is no fit, ETM Victory uses modified responses to takeout doubles when a jump is available to two of a suit. When a jump is available to two of the suit, responses in the suit are as follows:

1 of suit: 0 to 10 with 4 card suit (or 3 if have to bid the suit), or 0 to 5 with five card or longer
 2 of suit: 5 to 10 with a 5 card or longer suit, 5 points only with KQ or AJ in the suit.
 3 of suit: GI with 5 card or longer suit, 11 to 12 if just 5 cards in the suit.
 cuebid: some 4 card suit and 11 or more or strong hand without any other good bid.

In suit competition these bids are still on if 1 of the suit is still available, however one of the suit shows 5/6 to 10 with a four card suit exactly, pass with less.

Examples:

1♣-Double-Pass-2♠:	5/6 to 10, 5+♠s.
1♦-Double-Pass-3♠:	GI, 5+♠s.
1♦-Double-Pass-1♠:	0 to 10, usually just 4♠s if 6/7 to 10.
1♣-Double-1♥-1♠:	6 to 10, exactly 4♠s.

[Redoubles]

- Redouble is always strong on a pure power auction. Otherwise redouble is always get out/show doubt/SOS if in balance seat (will play contract if pass instead). Directly over double, redouble is value showing if opponents double is to get them in/keep them in the auction (takeout, lead directional, negative etc.), and is get out/show doubt/SOS if the intent of the double is to kill us.
- Passing an opponent's redouble of partner's double is to play there, except when partner has made an initial takeout double of a natural non-weak opening suit bid at the 1 or 2 level, where pass says pick a suit partner. So 1♥-Double-Redouble-Pass says pick suit, but 1♥-1♠-2♥-Pass-Pass-Double-Redouble-Pass says lets play there.
- Passing an opponent's redouble of your own double is just waiting (e.g. 1♦-Double-Pass-Pass-Redouble-Pass).
- After a double of a cuebid, Redouble by either player shows first round control. Pass by the non-cuebidder is waiting, but denies first round control.

[Optional Double Approach]

When the opponents make a bid that is very unlikely they will play in, it is possible to use a two step approach to showing either a penalty double or an optional double. With the penalty double type hand (typically not flat, and either no fit or extra power), first make a strength showing double or redouble over their bid. Then either you or partner may be able to double their subsequent bidding, showing a real penalty double. With an optional double type hand (typically flat hand with a partial or mild fit), first pass, then make a subsequent double to show optional values and shape, where partner can decide whether to bid or pass.

Examples:

1♥-Pass-2♥-Pass;Pass-Double-Pass-2♠;Pass-Pass-Double:	Optional.
1♥-Pass-2♥-Pass;Pass-Double-Redouble-2♠;Pass-Pass-Double:	Penalty.
1♠-2NT-Pass-3♣;Pass-Pass-Double:	Optional.
1♠-2NT-Double-3♣;Pass-Pass-Double:	Penalty.

[2NT and 4NT Scramble After Double]

When the opponents have bid spades only and partner has made a takeout double, a non-jump bid of 2NT or 4NT by advancer is a scramble with two of the three unbid suits, uncertain which to play. This applies whether or not the opponents have raised spades before or after the double. It does not apply when the opponents have opened a weak two in spades, where 2NT is Lebenshol. If one could have made a responsive double instead, it shows a hand too weak for the double.

When advancer makes the scramble bid of 2NT or 4NT, the takeout doubler in reply is to bid the lowest suit if does not like highest suit, or otherwise bid the best of two lower suits:

- | | | | |
|----|---------|----|---------|
| a) | ♠ 6 | b) | ♠ 6 |
| | ♥ K65 | | ♥ KT65 |
| | ♦ AQ875 | | ♦ AQ875 |
| | ♣ J975 | | ♣ J97 |

After 1♠-Pass-2♠-Pass;Pass-Double-Pass or Redouble-2NT;Pass, hand a) bids 3♣ in reply to 2NT, since does not want to play 4-3 heart fit. The 2NT bidder will now bid 3♦ with ♥s & ♦s, and pass with ♣s & ♥s or ♣s & ♦s (in the latter case this will be the second best fit but will be fine). On the same auction and 2NT bid, hand b) bids 3♦ in reply to 2NT, the best of the two lower suits when doesn't mind playing the highest suit. The 2NT bidder will now bid 3♥ with ♥s & ♣s, but pass with ♦s & ♣s or ♥s and ♦s.

The scramble is used in two other cases:

- 1) As a 2NT scramble (not 4NT) after the opponents open 1♥, and raise to 2♥ before or after the double. So 1♥-Double-2♥-2NT is a scramble, as well as 1♥-Pass-2♥-Double;Pass-2NT.
- 2) In any situation where partner has made a takeout double with three unbid suits, and they have redoubled, then a bid of 2NT, jump or not, is a scramble with two possible places to play and a generally weak hand. 2♥-Double-Redouble-2NT is a scramble, not Lebenshol. 1♠-Double-Redouble-2NT is a scramble, often 5-4 in two suits. Example:

♠ 6
♥ KT97
♦ 976
♣ KJ874

After 1♦-Double-Redouble, advancer jumps to 2NT as a scramble, hoping to shut out opponent's spades and/or diamond fit and play best suit contract at the three level.

[ETM Defense to Takeout/Negative Double]

The ETM Defense to Takeout/Negative double is used in two cases:

- 1) Over double of our natural weak two or 10-13 opening (not Multi 2♦).
- 2) When the opponents make a opening and then make a negative double over our simple overcall, or jump overcall to the two level or three of a minor.

Note for the below – if just showing lead directional values must then have a raise for partner.

After their double:

- Redouble is transfer to cheapest suit bid, showing lead directional values or length in the cheapest suit. For example 2♠-Double-Redouble shows ♣s.
- Suit bids are transfers showing lead directional values or length in suit above (e.g. 2♥=Dbl=3♣ shows diamonds or lead directional diamond values).
- Suit below our suit is a raise of the bid suit, and cannot be passed as it can be quite strong as a cuebid type raise. If we made a simple overcall, this raise promises constructive values or better. If we made a jump overcall or weak two bid, this raise strongly suggests our suit be led.
- Jump bids are fit showing and lead directional.
- After a weak two bid or jump overcall, a direct raise of suit denies interest in any one suit being led.
- After a simple overcall, a direct raise is non-constructive, just identifying fit and consuming bidding space.
- After a weak two bid or jump overcall, 2NT asks for shortness, 3NT showing no shortness but extras.
- After a weak two bid or jump overcall, 3NT is “impossible”, inviting a sacrifice (bid 2NT or transfer first if you need to bid 3NT).
- After a simple overcall and negative double, notrump bids are natural.
- With good/great values pass first, then double next chance to bid. This is not pure penalty double but just shows good/great values.

Examples:

- 1♣-1♠-Double-Redouble: Transfer to ♣s with long ♣s or lead directional values and ♠ raise.
- 1♦-2♥-Double-2♠: Transfer to ♣s with long ♣s or lead directional values and ♥ raise.
- 2♥-Double-Redouble: Transfer to ♠s with long ♠s or lead directional values and ♥ raise. Note that these defense applies whether 2♥ can be weak two bid in ♥s or 10-13 with 6+♥s.
- 1♥-2♦-Double-2♠: Transfer to ♣s with long ♣s or lead directional values and ♥ raise.
- 1♥-2♦-Double-3♣: Constructive raise in ♦s or better.
- 1♥-2♦-Double-3♦: Weak raise of ♦s.
- 1♦-2♥-Double-3NT: Suggests a sacrifice at the five level if the opponents bid 4♠ or 5 of a minor.
- 1♦-1♥-Double-Pass;2♦-Pass-Pass-Double: Good/great values, up to partner to make decision.

[Garozzo 2/3 Doubles]

When in a forcing pass situation below game and our side has shown the majority of the high cards, the following approach is recommended in carefully defined situations:

- Direct double shows 2 or 3 cards in the suit doubled and interest in possible penalties.
- Direct pass shows either 1 or 4+ cards in the suit doubled.
- Cuebids show void in the suit bid.
- Direct bids are descriptive, with non-jump bids often just having minimum values.

After the direct double, partner can pass with length too, or can bid if short. After the direct pass, partner can double with either length or shortness (but not extreme shortness), and partner will figure out what to do - if in doubt the player with shortness does not double but bids instead.

Garozzo 2/3 doubles are great after our redoubles.

Examples:

1♣-Double-Redouble-1♥;Double	2 or 3 hearts, extras.
1♣-Double-Redouble-1♠;Pass	1 or 4+ spades.
1♥-Double-Redouble-1♠;2♥	6+ hearts, minimum hand, often 2/3 spades.

Competitive Bidding After Our Suit Opening, Particular Cases**[After Competitive Bidding, and Opener's One Level Rebid, System still on]**

If there has been competitive bidding (overcall, double), but opener's rebid is still made on the one level, then, assuming a pass over opener's rebid, system is still on. For example, after 1♦-1♥-Double-Pass-1♠-Pass, 1XYZ is still used.

[2NT Raise for Overcaller's Major Suit in Competition]

When our overcaller or opener has shown a major suit, 2NT is an artificial raise when bid over any non-pass in all cases. In this case 2NT is a useful raise {useful = decent constructive to limit values} with 4+ trumps, or 3+ trumps if the opponents have bid ♠s only and last bid is 2♠. Bidding over this is natural, with suits below 3M used as game tries. Examples:

1♥-1♠-2NT:	Useful with 4+♥s.
1♦-1♠-Double-2NT:	Useful with 4+♠s.
1♠-2♥-2♠-2NT:	Useful with 3+♥s. This means that 3♥ over 2♠ is less than useful.

Competitive Bidding After Our Suit Opening, Particular Cases Continued

[2NT Lebenshol by Opener, Double by Opener with 2NT type values]

After 1X – any by opponent (can be pass) – any non-pass by responder – two level by RHO of opener, then double, which is penalty oriented, includes a standard strong notrump rebid or equivalent values (about 14/15-18 balanced), and 2NT is Lebenshol like. It is a form of Good/Bad 2NT, asking responder to bid 3♣ (unless holding extras), where opener will pass or bid to signoff.

Examples:

1♣-1♥-Dbl-2♥;2NT:	competing to 3 level, not extra values.
1♣-1♥-Dbl-2♥;3♣:	extras, would bid 2NT if weaker.
1♣-1♥-Dbl-2♥;Dbl:	like a 2NT rebid or equivalent.

[2NT Lebenshol by Opener if responder passes]

After 1X – any by opponent (can be pass) – pass by responder – two level by RHO of opener, double is takeout oriented, but 2NT is still Lebenshol like, to play on three level without showing extra values.

Examples:

1♣-1♥-Pass-2♥;2NT:	competing to 3 level without extra values; double would be takeout.
1♦-1♠-Pass-2♠;3♣:	extra values, with weak hand & both minors would bid 2NT to compete. Double instead of 3♣ here would be takeout.

[2NT Lebenshol Only by Opener at first rebid]

2NT Lebenshol is only used by opener, not responder, and is only used on opener's first rebid in competition. 2NT otherwise is either natural when possible, or takeout/unusual when not possible to be natural. Only have our major suit overcall can 2NT be used as a raise (see later).

[Except for Opener's 2NT as above, Opener Bids are Standard, but jumps show shape, not always power]

Except for the 2NT Lebenshol treatment discussed above, opener's rebids follow standard bidding. With a power hand, when possible, opener first cuebids opponent's suit (or doubles their notrump or redoubles) then shows shape. Jump bids show a bit less high card points than in non-competitive situations, and are often based more on shape. For example: 1♦-Pass-1♥-1♠;4♣ is a splinter in clubs in support of ♥s, but can have bit less values than if no 1♠ bid by the opponents.

[Heavy Two of a Minor]

One of the advantages of playing a weak notrump based system is one can bid opener's minor knowing that opener either has length or extra values. The Heavy Two of a Minor response is designed to take advantage of this, both to catch the opponents in penalty situations when they arise and to have opener play the notrump contract when holding a strong balanced hand. In addition it allows responder to compete on hands that are hard to bid in standard, since they lack a four card major for a negative double or a long suit to bid or a great fit for partner's minor.

Two of a minor in competition shows 7/8 to 11 with at least three in the minor, and denies four or longer in an unbid major (if holding this make a negative double or bid the major). It can have a hand that would bid 2NT in standard. If is not offensive oriented in the minor - in this case prefer a jump raise or a cuebid limit or better raise.

After two of a minor if the opponents do not bid, 2NT by opener shows 14/15 to 16 with a stopper, 3NT shows 16/17 to 18 with a stopper, and a cuebid shows 14/15+ hand, often without a stopper. With a minimum unbalanced hand opener just passes two of a minor, while with extra values opener can show shape or jump bid to show a singleton or void in the suit bid.

If the opponents bid below 2NT then it establishes a force on the partnership to either double the opponents or bid to at least 2NT. This is a key advantage of the method and will result in good penalty opportunities.

Example sequences:

1♣-1♥-2♣-Pass;Pass	A minimum unbalanced hand, even if responder has just three clubs there will be usually an eight card fit (or sometimes a playable 4-3 fit).
1♣-1♠-2♣-Pass;2NT	14/15-16, balanced or equivalent, stopper in spades.
1♦-1♠-2♦-2♠;Pass	Forcing, invites partner to take appropriate action.

When playing Heavy 2 of a minor, a direct jump to 2NT bid shows 12+ balanced, and is forcing to at least three of opener's minor. A 1NT bid shows 7/8 to 11 with stopper or stoppers in the opponents suit and often two or less in opener's minor. A non-jump 2NT bid still shows about 11 to 12. A direct 3NT bid shows 12 to 14 with lots of stoppers.

It is recommended to play Garozzo 2/3 doubles with the forcing passes - see above. When this method is used over the Heavy Two of a Minor, the direct double is made with 14/15+ balanced or semi-balanced hand. With unbalanced minimum with 2 or 3 in the opponent's suit opener just bids three of the minor. For this opener must have at least five in the minor since with 4-4-4-1 then one never has 2 or 3 in the opponent's suit.

Examples:

1♣=1♠=2♣(Heavy)=2♠;Double	14/15+ balanced or equivalent, 2 or 3 spades.
1♦=1♠=2♦(Heavy)=2♠;Pass	1 or 4+ spades.
1♦=1♥=2♦(Heavy)=2♥;3♦	5+ diamonds, minimum hand, often 2 or 3 hearts.

[Bidding over 1NT natural overcall, after 1m opening]

Pass: Nothing to say.

Double: 8+, opener passes if balanced, but can bid if light and/or distributional.

2m: Takeout with either majors or major & a minor – responder uses pass or correct bidding - will correct [bid again] if partner bids suit not held.

3m: To play.

New suit two level: to play.

2NT: Too distributional to double, strong hand, forcing to 3NT.

3 level new suit: fit for m + values/length in suit bid.

3NT: to play.

[Bidding over 1NT natural overcall, after 1M opening]

Like over 1m, except 2M is natural, 2NT shows constructive raise with four+ trumps, 3M weak.

[Over Double by Opponents of our major suit opening]

- a) 1♥-Double-1♠ is natural, forcing, 1♠-Double-2♥ is natural, non-forcing.
- b) 1NT is natural, about 7-10 HCP. Prefer 1NT to 2♣ with semi-balanced hand, but run out if doubled.
- c) 2♣ shows no fit, and long ♣s and/or ♦s, non-forcing, maximum of 9 HCP. Opener can pass with ♣s or without them if expecting long ♣s by responder. 2♦ or 3♣ is pass or correct, and double by either player is takeout, redouble by either player shows length in suit doubled.
- d) 2♦ shows a constructive raise to 2M, usually three trumps.
- e) 2M shows non-constructive raise, usually three trumps.
- f) 2NT shows limit raise or better, usually four or longer trumps – system on (as if no double).
- g) Fit showing jumps promising values and trump length to play in cheapest bid of M.
- h) 3M is preemptive.
- i) Redouble shows values (10+) but not flat 10+ with spread out values and partial/mild fit (pass then double next). After redouble, double by either partner shows both length and strength but can be pulled if super short. After redouble, play Garozzo 2/3 doubles (see section above). Redouble after major suit opening is forcing to 2M (or to double of opponent's bid).
- j) Pass followed by double shows the hand too flat to redouble at first with 10+ HCP. Gives partner the option of passing or bidding.

[Over Double by Opponents of our minor suit opening]

- a) Suits forcing @ 1 level, 1♦-Double-2♣ non-forcing.
- b) 1m-Double-?: 2m is heavy, 2NT is very weak raise, 3m is 4 to 8, preemptive but with some values.
- c) Redouble shows values (9+), but not flat with spread out values/length and no partial/mild (pass the double first). After redouble, play Garozzo 2/3 doubles (see section above). Redouble after minor suit opening is forcing to 2NT (or forcing to double of opponent's bid of course).
- d) 1NT shows 4-4 in the majors, flat hand or short in opener's minor, 7 to 10.
- e) Pass followed by double shows the hand too flat to redouble at first. Gives partner the option of passing or bidding.
- f) Single jump shifts useful, double jump shifts below game fit showing. Game bids to play.

[ETM Multi Victory - Over Double by Opponents of minor suit opening]

Recommended method after opponent's double our minor suit opening playing ETM Multi Victory or ETM Total Victory.

After 1♣-Double, System on except:

- 2♣ is Heavy raise in ♣s (8-11), 3-4♣s usually.
- Redouble is values (9+). Garozzo 2/3 doubles now on.
- 1NT is 4-4 in the majors, flat hand or short in ♣s, 7 to 10.
- Rest of system on including 1♦=♥s, 1♥=♠s etc. However since 2♣ response unavailable (it is natural here), with 4♥s & 5+♠s respond 1♥=♠s, then if opener bids 1NT, bid 2♦ asking for 4/5♥s.

After 1♦-Double, System on except:

- Redouble is values (9+). Garozzo 2/3 doubles now on.
- Flip flop in majors at one level: 1♥ is a transfer to ♠s. Bid 1♥ with 4-4 in the majors. 1♠ rebid by opener shows 4♥s! 1♠ by responder over double shows ♥s. Raises of majors still on, and if opener rebids 1NT, system still on.
- 1NT is 4-4 in the majors, flat hand or short in ♦s, 7 to 10.
- 2♦ is Heavy raise in ♦s (8-11), 3-4♦s usually. With a Useful Transfer to ♥s, bid 1♠ instead which shows ♥s.

[Bidding over their two suiter, general]

Double shows values (9/10+), implies likely interest in penalty of one or both of their suits. NT bids are natural, 2NT always a raise (see 2NT raises described later). With a hand that wants to make a cooperative double (e.g. Hxx in suit doubled and a partial/mild fit for opener), pass first then double next (e.g. 1♥-2NT-Pass-3♦; Pass-Pass-Double: cooperative).

e.g. ♠ 82 ♥ A76 ♦ AQ2 ♣ JT876

After 1♠-2NT responder knows opponents unlikely to play in clubs, so passes 2NT, then doubles 3♦ to show flat hand. Opener can pass the double if opponents in misfit or no good fit.

[Unusual vs. Unusual when two suits known]

Cheapest to bid known suit is forcing with lower ranking unbid suit, other known suit is forcing with higher ranking unbid suit, jumps in known suits are singleton/void showing, bids in unknown suits are NF, to play, jumps shows extra shape.

[Two suiter but only one suit known]

Bid in known suit is forcing with in opener's suit: limit raise or better. New suits are NF, jump in known suit shows singleton/void + fit, jump in unknown suit shows length + fit, double with values if need to force and not enough fit for opener's suit for other bid.

[Two suiter but no known suit]

New suits are NF, jump in unknown suit shows length + fit, double with values if need to force and not enough fit for opener's suit for other bid.

[2NT/4NT Scramble after they bid 1M-Pass-2M, n♠-Pass-4♠, or open 4♠]

After 1M-Pass-2M by the opponents, 2NT direct or in balanced is a two suited scramble, hand not appropriate to double. See section on doubles for scramble description and responses. Likewise after any spade opening-Pass-4♠ or a 4♠ opening, 4NT is the scramble in both seats.

[Our Non-Jump Suit Overcalls]

7/8+ @ 1 level, 10+ @2 level etc. (the higher the level, the better the hand). Flat hands tend to not overcall without a reason, distributional hands attempt to get into the bidding.

One level major suit overcalls do not promise honours in suit, just 5+ length, 8+ points.

[After our minor suit overcall]

- Only one cuebid, in opener's suit, shows limit+.
- A jump cuebid below 3NT asks overcaller to bid 3NT with a stopper.

[After our major suit overcall]

- Jump raise to three of major always weak, preemptive.
- Always two cuebids if both below three of major, otherwise one cuebid and it is always limit+.
- If opener's suit can be bid on two level, then two cuebids are in opener's suit (at two and three levels). If opener's suit cannot be bid on two level, then two cuebids are in opener's suit and responder's suit (if one).

Assuming there are two cuebids (both can be made below three of major):

- First cuebid is constructive or better than a limit, second cuebid is limit (but with flat hand double a notrump bid). So 1♣-1♥-Pass-2♣;Pass-2♥-Pass-3♥ shows better than a limit raise, but still NF.

[Over all our suit overcalls]

- Non-jump new suits natural & non-forcing, but constructive, and includes "known suits" shown by responder's negative double – however see ETM Defense to Doubles section for transfer bids.
- The cheapest cuebid in opener's suit sometimes (but rarely) has to be used with a hand with no other good bid and values too strong to express otherwise.
- Double of notrump bid shows values.
- Double of a forcing suit bid by responder shows the unbid suit + partial fit for overcall suit or lead directional values in unbid suit + fit for overcall suit.
- Double of a non-forcing suit bid is optional with penalty interest, showing the values for a natural 2NT bid or better. In this case 2NT, if available, is a major suit raise if a major suit overcall, or takeout of responder's suit if a minor suit overcall. For example: 1♣-1♦-2♠(weak jump shift)-2NT is takeout of ♠s, double with real 2NT bid. With 1♣-1♥-2♠-2NT, 2NT shows 4+♥s, useful values.
- Game bids in overcall suit can be to make or as a sacrifice or hoping the opponents bid again with a trap hand.
- Game bids to play (except see 3NT "Impossible" in the ETM Defense to Doubles).
- Single jump shifts below game over minor suit overcalls are natural, invitational.
- Below game jump shifts over major suit openings and double jump shifts over minor openings are fit showing.
- A non-jump bid in responder's suit is natural (!), often a good place to play if spot cards and tenaces over responder, doesn't promise much high cards (6 to 10 or so), but playing value.

[1NT Replacement Cuebid after Artificial Opening]

If the opening bid is artificial (precision diamond, strong club etc., but not 1♣ opening that can be 4-4-3-2), then 1NT, if available, takes the place as the cuebid, and bids of opener's "suit" are natural.

Examples:

- 1♣(strong)-1♥-Pass-1NT(like a cuebid, forcing, asks).
- 1♦(precision, could be 2)-1♠-Pass-2♦(natural).
- 1♣(natural)-1♥-Pass-2♣(cuebid).
- 1♦(natural)-1♠-Pass-1NT(natural).

[Responder's Suit Replacement Cuebid if Above 1NT after Artificial Opening]

If the opening bid is artificial (precision diamond, strong club etc., but not 1♣ opening that can be 4-4-3-2), and 1NT is not available, then responder's suit (i.e. the suit shown if suit shown artificially) takes the place as the cuebid, and bids of opener's "suit" are natural. If no suit shown, and bidding above 1NT, then there is no replacement cuebid, and advancer must make do, using double or redouble if possible to show values.

[After One Level Suit Opening, partner passing, and responder raising or bidding notrump]

- Double is takeout, more aggressive after opponent's raise if short in their suit. 2NT is two suited scramble over double no matter what opener does.

Examples:

- 1♥-Pass-2♥-Double;Pass-2NT: two suited scramble, often both minors.
- 1♠-Pass-1NT-Double;Pass-2NT: two suited scramble, often 5-4 in two suits.
- 1♥-Pass-1NT-Double;2♦-2NT: still two suited scramble, ♠s and ♣s.

- Cuebid of opener's suit is like direct cuebid, two suited takeout.
- 2NT is for lower two unbid suits, distributional takeout.
- Overcalls like in direct, except see next note about cuebid.
- After overcall or double always only one cuebid, showing limit+ if overcall. Cuebid is either the suit opened and raised, or if no suit raised, the last suit naturally bid.

Examples:

- 1♥-Pass-1NT-2♣;Pass-2♥: cuebid, last suit bid naturally.
- 1♥-Pass-1NT-2♣;2♦-2♥: natural, 3♦ is now cuebid.
- 1♣-Pass-2♣-2♥;2♠-3♣: cuebid, ♣s bid and raised.
- 1♦-Pass-1NT-Double;2♣-2♦: natural, 3♣ would be cuebid.
- 1♦-Pass-2♦-Double;2♥-3♦: cuebid since ♦s bid and raised, 3♥ would be natural, likely expecting more ♦ bidding.

- If opener bids after our major suit overcall, 2NT is used as a raise like overcall in direct seat.
- After overcall or double, direct doubles are for penalties, reopening doubles of suits for takeout, and doubles of notrumps and direct redoubles show values.

Examples:

- 1♥-Pass-2♥-Double;3♥-Double: penalties.
- 1♦-Pass-2♦-Double;2♥-Double: penalties.
- 1♠-Pass-1NT-2♠;Double-Redouble: values.

[Direct 1NT Overcall – not in sandwich position]

Natural (15/16 to 18 balanced), complete 1NT system on.

[After Both Opponents have bid suits, partner passing (Sandwich Position)]

Double:	Takeout, but tends to deny 5 in the higher unbid suit if 1NT available.
1NT:	Sandwich NT with at least 5 in the higher unbid suit, at least some values (a poor double upwards).
Cheapest bid in opener's suit:	5-5, weak takeout.
Other bids in opponents suit(s):	Natural, extra values if a jump in responder suit, preemptive if a jump in opener's suit. Note that a bid in responder's suit is natural, often a good place to play if spot cards and tenaces over responder, doesn't promise much high cards (6 to 10 or so), but playing value.
2NT:	Takeout with lower two unbid suits, 6 or longer in lower ranking suit, distributional, less values than 1NT or double.
Rest:	The usual.

Example after 1♣-Pass-1♥-?:

Double:	Values, usually only 4♠s.
1NT:	Values, 5+♠s, 4+♦s, or just 5+♠s and too strong to overcall 1♠.
2♣:	5+♠s, 5+♦s, weak hand.
1♠, 2♦:	Natural overcall, tends to deny other unbid suit.
2♥:	Natural, long suit.
2♠, 3♦, 3♣, 3♥:	Natural, preemptive.
2NT:	Weak with 6+♦s, 4♠s.

Note that when the 1NT bid shows 5+ in a major (only sandwich auction where it doesn't is 1♥-Pass-1♠-1NT, where 1NT shows a takeout with 5+♦s, 4+♠s), then 2NT is used as a raise over any non-pass just like after any major suit overcall. For example 1♦-Pass-1♠-1NT(takeout 5+♥s, 4+♠s); 2♦-2NT, then 2NT shows 4+♠s & useful values.

[Doubles and Redoubles after Sandwich Bid]

Direct doubles are for penalties, balancing (reopening) doubles of suits for takeout, doubles of notrumps and direct redoubles show values.

Examples:

1♦-Pass-1♥-1♠; 2♦-Double:	penalties.
1♦-Pass-1♥-1♠; 2♦-Pass-Pass-Double:	takeout.
1♦-Pass-1♠-2♣; Double-Redouble:	values.
1♣-Pass-1♠-1NT; Double-Redouble:	values.

[Example Sandwich Hands]

♠ KQ763
 ♥ 2
 ♦ KJ542
 ♣ T3
 Bids 1♣-Pass-1♥-2♣.

♠ KQJ76
 ♥ 2
 ♦ AJ54
 ♣ T43
 Bids 1♣-Pass-1♥-1NT (this is a minimum for this).

♠ KQJ7
 ♥ 2
 ♦ AJT42
 ♣ T43
 Bids 1♣-Pass-1♠-Double.

♠ KQ76
 ♥ 2
 ♦ KJT542
 ♣ T3
 Bids 1♣-Pass-1♠-2NT

[Cuebid Rule after Sandwich Overcall, Double, 1NT or 2NT]

The last naturally bid suit by the opponents is the only cuebid suit.

Examples:

1♦-Pass-1♠-Double;Pass-2♦:	natural, 2♠ would be cuebid suit.
1♦-Pass-1♥-1♠;Pass-2♥:	cuebid, 2♦ would be natural.
1♦-Pass-1♥-1♠;2♦-2♥:	natural, 3♦ would be cuebid, last naturally bid suit.
1♣-Pass-1♥-2♦;Double-3♣:	natural, 2♥ would be cuebid.

[Sandwich - Jump raise below game rule]

After they make any non-weak opening, next hand passes, responder bids, and fourth hand, the sandwich bidder, makes a call, then any jump raise below game of any suit shown by the fourth hand is semi-preemptive, often based on a good fit & shape, not HCP. Use a cuebid or other call with good values.

Examples:

1♦-Pass-2♦-Double-Redouble-3♠:	semi-preemptive.
1♥-Pass-2♥-Double-Pass-3♠:	semi-preemptive.
1♣-Pass-1♠-Double-Redouble-4♦:	semi-preemptive.
1♠-Pass-2♣-Double-Pass-4♦:	semi-preemptive.
1♦-Pass-1NT-2♦(majors)-Double-3♥:	semi-preemptive.

[Cuebids and Jump Overcalls after their one level opening]

- Note: We employ Top Michaels and Unusual Unusual for two reasons:
- 1) We can show a limited 6-5 or better hand at the three level taking away the opponents bidding space.
 - 2) We only provide the opponents one immediate cuebid, so they can not describe some hand types as well compared to over two-suited bids where both suits are known.

Direct Cuebid: Top Michaels – top unbid suit and another unbid suit, wide ranging only with both higher ranking suits, limited (8-12 HCP) if top & bottom (if more than 12 HCP and top & bottom, either just overcall, double, or if very distributional use double jump cuebid at the four level – see below).

After Top Michaels, 2NT by advancer promises game interest, overcaller (cuebidder) bids accordingly. Bids in suits overcaller might have by advancer are pass/correct - to play in overcaller's second suit at that level if holding suit bid (e.g. 1♥=2♥=Pass=3♦ means pass with diamonds, bid 4♣ or something else with spades and clubs). If the overcaller doubles later without advancer having bid anything, it shows considerable extra values and promises the two higher ranking unbid suits. Example: 1♠-2♠-4♠-Pass; Pass-Double shows ♥s & ♦s with considerable extra values.

Jump to 2NT: Unusual Unusual – shows the middle unbid suit and another unbid suit. If the other unbid suit is the top suit, the hand is limited (maximum of about 12 HCP) and shapely – always 6-5 (either way) or better. If the other unbid suit is the bottom suit then the hand can be weak, medium, or strong, but with medium prefer overcall if unlikely to miss game if partner will pass overcall. Examples:

- 1♠-2NT: ♥s and either ♠s or ♦s. If ♠s limited with 6-5 or better.
 1♦-2NT: ♥s and either ♠s or ♣s. If ♠s limited with 6-5 or better.
 1♥-2NT: ♦s and either ♠s or ♣s. If ♠s limited with 6-5 or better.
 1♠-2NT: ♦s and either ♥s or ♣s. If ♥s limited with 6-5 or better.
 1♦-2NT-Pass-5♣; Double-5♥: 6+♥s and 5+♠s. If only 5♥s bid 5♠.

Bids of the known suit is to play. Bids of the lower possible suit are always pass or correct. The only bid of the higher possible suit that is pass or correct is any bid of the higher suit below the cheapest cuebid. Otherwise the cuebid is used to learn further details of overcaller's hand, and the bid of the higher possible suit is natural. If 2NT is doubled, redouble shows own long suit to play at cheapest level.

Jump Three Level Direct Cuebid in Major: Ask for stopper for notrump, shows long running suit, no stopper. Example: 1♥-3♥ asks for stopper.

Jump Direct Cuebid in Minor: Preemptive with this suit. Examples: 1♠-3♣ or 1♦-3♦.

Jump (often double jump) cuebid (their suit) at four level or higher:

Top & bottom suits, game going hand, very distributional. 1♦-4♦ or 1♥-4♥ both show ♠s & ♣s (top and bottom), while 1♠-4♠ shows ♠s & ♦s, and 1♠-4♠ shows ♥s & ♣s.

Jump Overcall: Preemptive. When vulnerable shows some playing value and at least one defensive trick (e.g. not QJTxxx and out). 2NT, when available, asks for singleton, and overcaller's reply of 3NT shows no singleton but extras. New suits non-forcing, use cuebid to F. 4♣ is ORB, except if clubs is overcalled, then 4♦ is ORB (on only if no competition).

[Competition over jump overcall]

Like over a weak two bid opening. See the ETM Defense to Doubles above.

Choice of Strain Cuebids

The Choice of Strain Cuebid, abbreviated as COS-Q, is a bidding tool that is invaluable in competitive bidding auctions. It can help find the best game or partscore in a competitive auction. It does not ask partner to do anything specific. Instead it tells partner that decent values are held, that at least two possible strains are available, and, based on the information so far, the cuebidder cannot determine what strain to play in, or perhaps notrump. Over COS-Q, partner will then bid the suit that seems to be the likely appropriate strain; the COS-Q bidder will correct if it was not one of the options, or make a stronger bid with higher interest. Opposite a COS-Q, which may be an overbid in a competitive auction just trying to find the best place to play, partner is not to make slam try unless having considerable extra.

The COS-Q is available under these circumstances:

- No clear fit has been established for the partnership.
- The opponents have bid exactly one suit.
- It is either made at the four level, or when one hand can still be very strong and the other hand has made a non-forcing bid or has passed, such that their hand is limited to less than game invitational values.
- The cuebid is below at least two of the partnership's possible strains. If made by the player who first opened, overcalled, or doubled, it must be exactly the second call by the player.
- If made by the partner of opener or overcaller, must not be the first bid by responder/advancer, not including any pass before the opening bid or overcall was made. In this case (the first bid) an immediate cuebid would show a fit for opener or overcaller.
- After a takeout double, advancer can make a COS-Q bid at either the first or second times to bid.

Examples:

♠ AQT85	♠ 94	Bidding: 1♠-2♦-Double-3♦;4♦(COS-Q)-Pass-4♥.
♥ KQT	♥ A9865	If responder had one more club, one less heart, would bid 5♣.
♦ T	♦ 987	If responder had ♠ K4 ♥ A986 ♦ 987 ♣ Q542, 4♠ would be bid.
♣ KJ87	♣ A54	
♠ AQT8	♠ 94	Bidding: 1♦-Double-Pass-1♥;Pass-2♦(COS-Q)-Pass-2♥.
♥ KQT	♥ 98653	If responder had one more club, one less heart, would bid 3♣.
♦ T2	♦ 987	If responder had 4-4 in majors, 2♠ could be bid.
♣ AK87	♣ Q54	
♠ AKT8	♠ Q94	Bidding: 1♦-Double-Pass-1♥;Pass-2♣-Pass-2♦(COS-Q);Pass-2♠.
♥ KJ	♥ A865	
♦ T2	♦ 9875	
♣ AKT87	♣ Q5	

[Competitive Miscellaneous]

- a) Anytime our first bid is notrump over the opponents bidding, the notrump structures are always on. Over 2NT bids, the 2NT structure is played (2NT opening bid structure). Over 1NT or 3NT, the 1NT overcall structure is played. Note that the 1NT structure is used after balancing 1NT, so 1♣-Pass-Pass-1NT-Pass-2♣ is Stayman). Balancing notrump shows 11-14 over minors, 10-14 over majors. Balancing jump to 2NT shows 18-20. For example 1♦-Pass-Pass-2NT.
- b) After fit has been established, and they interfere, a new suit bid is not a slam try (though can have extra values), but instead shows hand shape and value location in order for partner to make decision if opponents continue to bid. If opponents do not bid again, the partner of the new suit bidder can cuebid to show working values in case partner does have extra values. If the opponents bid again, then the decision shown over the competition defines the hand held (double with defensive values, pass with in-between, bid with good hand for partner etc.).
- c) See the ETM Defense to Double section. This is used after simple overcall or jump overcall to two level or three of a minor. Note that after jump overcall and negative double 3NT becomes “impossible”, and is used to show a raise to game in partner’s suit with little or no defense, suggesting possible sacrifice may be necessary. More likely to be used when not-vulnerable for two reasons: first, sacrifice is more likely when white, and second, if partner passes out 3NT by mistake, 50 a trick is a small penalty.
- d) Double of freely bid 3NT – lead dummy’s suit that has not been supported by declarer (if two suits then higher ranking), or if none then lead highest ranking suit that a lead directional double has not been possible in. For example 1NT-Pass-3NT-Double asks for ♠ lead, but 1NT-Pass-2♠(♣ transfer)-Pass;2NT-Pass-3NT-Double asks for ♥ lead, since could have doubled 2♠ with ♠s.
- e) Double of a freely bid slam – same principles as double of 3NT above – either dummy’s unsupported suit or if none the highest ranking suit.
- f) Double of a splinter which shows singleton/void in suit bid – lead directional for highest ranking unbid suit – useless to double of splinter suit since at most one trick there.
- g) Doubles to watch for after you overcall:
 - A double of a forcing suit bid by responder shows the unbid suit & partial fit for overcall suit or a fit and lead directional values in unbid suit.
 - A double of a non-forcing suit bid by responder is optional, showing the values for a natural 2NT bid or better. Example 1♦-1♠-3♥(weak jump shift)-Double: optional.

ETM Total Victory Swaps and Transfers

[Overview]

ETM Total Victory methods provide for the use of transfers and swaps (exchange of bids) in order that major suits can be bid lower, to gain bidding space to describe hands better, and to place the overcaller on opening lead into our opening hand. These methods

[Application Note]

There is symmetry between what to do after both partner's suit overcall of a suit opening, and when the opponents make a suit overcall of your side's suit opening. In both cases two suits have been shown and two suits have not, and there is a cuebid available. Thus in both cases you have the option of employing either transfers, where a bid shows another suit, or swaps, where the meanings of bids are switched, though you may choose to do so or not to do so based on different reasons. One primary reason of employing transfers or swaps after the opponents overcall is to place the overcaller on lead. A primary reason of transfers or swaps after our side's overcall is to gain useful bidding space.

[Definitions]

- Transfer: You make a bid or call just underneath your suit to show your suit. The ETM Defense to Doubles uses transfers. For example after 1♦-1♥-Double-?, Redouble by advancer is a transfer to ♠s, and 1♠ is a transfer to ♣s. Transfers usually either show the suit or can be lead directional in the suit transferred to with a fit for partner.
- Swap: You exchange the meanings of two bids. For example, as discussed below, after 1♣-1♠-?, 2♦ shows ♥s, and 2♥ shows ♦s. In swaps the meanings of the bids stay approximately the same, although the lower of the two bids can be made with a little less than normal (since can now stop lower), and the higher of the two bids needs to be a little more disciplined.

[Basic Rules for when transfers/swaps apply or not]

Here is what needs to be for transfers and swaps to apply:

- It is our turn to bid as responder or advancer, and it is responder's or advancer's first turn to bid after the opening bid.
- The bidding is not at 4♦ or higher.
- At most two suits have been bid or shown and notrumps has not been bid (Jacoby transfer then might apply but are not considered here).
- If the opponents have opened the bidding, their responder has either passed or doubled.
- If we have opened the bidding, the opponents have either made a single suited overcall or doubled.
- If two suits have been bid, the cheapest call cannot be a bid of the unbid major when there is only one unbid major.

If these apply, then there will be some form of transfer, swap, or special method employed. Now one has to figure out what using the following checklist.

[Checklist]

Checklist Order:

1. Last bid their negative double – ETM Defense to Double used.
2. Both majors not shown.
If last bid suit was ♣s use transfer, otherwise swaps in majors.
3. Both majors shown.
If we opened then (optional) special negative double to show ♦s, otherwise swaps in the minors.
4. Only one unbid major.
If their takeout double of our major, 2♦ used as raise. If we overcalled and cuebid is cheapest call then transfers. Otherwise swap bids to show major cheaply.

[Checklist Details]

Remember checklist only applies if basic rules met.

1. Last bid their negative double.

Play ETM Defense to Double, where redouble starts transfers.

2. Both majors not shown.

2a) If the last suit bid was ♣s, use transfers.

So after 1♦=2♣=Pass=?, play 2♦ shows ♥s, 2♥ shows ♠s, and 2♠ is a cuebid. After 1♦=2♣=?, play that 2♦(!) shows ♥s, 2♥ shows ♠s, and 2♠ shows what a bid of 2♦ over 2♣ would have shown. Note that this method after 1♦=2♣=? works principally since responder will want to make a negative double with a four card major, so responder without a four card major will normally either have sufficient ♦s to raise to risk a raise to the three level, or have club length to pass 2♣.

Other examples:

1♦=3♣=Pass=3♦ shows hearts.

1♦=3♣=3♣ shows hearts. Same principal as over 1♦=2♣=?.

1♣=Double=1♦ shows hearts.

2b) Otherwise.

Swap the majors so that we can play ♠s at this level. So after 1♣=1♦=Pass=?, play 1♥ shows ♠s, and 1♠ shows ♥s.

After 1♣=1♦=? play 1♥ shows ♠s and 1♠ shows ♥s.

Other examples:

1♣=3♦=3♥ shows ♠s.

1♣=2♦=Pass=2♠ shows ♥s.

1♦=Double=1♠ shows ♥s.

Examples of Swaps and Transfers – Both Majors Not Shown

a)

♠ AT87
♥ 52
♦ KT432
♣ AQ

♠ KQ2
♥ KQT87
♦ 65
♣ JT2

1♦-(2♣)-2♦;2♥-
3♣;3NT

2♦ was transfer to ♥s, 2♥ accepted, 3♣ asked for a stopper, a slight stretch based on source of tricks in ♥s.

b)

♠ AQJ3
♥ T
♦ KJ643
♣ A32

♠ KT
♥ A987
♦ T52
♣ 8754

1♦-(Double)-
1♠;1NT

1♠ shows ♥s, 1NT 14/15-16, in this case best rebid.

c)

♠ AQ3
♥ AT2
♦ J3
♣ AT642

♠ 64
♥ KQ987
♦ 94
♣ QJ83

1♣-(2♦)-2♠;4♥

2♠ shows 5+♥s, 4♥ to play.

3. Both majors shown.

3a) We opened the bidding in a major (so they must have bid the other major).

Optionally, play a special “negative” double, where the double shows the equivalent of the cheapest bid in ♦s, or a negative double with both minors (so 4/5+♦s and 4+♣s). So the double shows natural ♦s, and if a minimum hand will also have ♣s. Opener treats the double as negative, except does not jump raise in ♣s unless very shapely, but instead cuebids with game interest. The cheapest ♦ bid is then used as an artificial raise in our major. After our 1♥ opening, the ♦ bid provides a way of raising ♥s without going beyond the next level. After our 1♠ opening, the ♦ bid provides of providing two types of ♠ raises to the next level – in this case the ♦ bid shows a raise with 3 trumps, while the ♥ cuebid shows a raise with 4 trumps.

Examples:

1♥=1♠=Double: Special negative double with ♦s.
 1♥=1♠=2♦: Constructive raise in ♥s.
 1♥=1♠=2♥: Non-constructive raise in ♥s.
 1♥=2♠=3♦: Limit raise in ♥s.
 1♥=2♠=3♥: Less than limit raise in ♥s.
 1♠=2♥=Double: Special negative double with ♦s.
 1♠=2♥=3♦: Limit raise with 3♠s.
 1♠=2♥=3♥: Limit raise with 4♠s.

3b) They opened the bidding with a major, and we overcalled the other major.

In this case swap the meanings of the minors, so that cheapest ♣ bid shows ♦s, cheapest ♦ bid shows ♣s. Examples:

1♥=1♠=Pass=2♣: Shows ♦s.
 1♥=1♠=Pass=2♦: Shows ♣s.
 1♥=2♠=Pass=3♦: Shows ♣s.
 1♠=2♥=Pass=3♣: Shows ♦s.
 1♠=2♥=Pass=3♦: Shows ♣s.
 1♠=3♥=Pass=4♦: Shows ♣s.

Examples of Swaps and Transfers – Both Majors Shown

a)			
♠ AT	♠ 42	1♥-(1♠)-	Double was a special negative double – shows ♦s so frees up 2♦ to be used for ♥ raise. Natural bidding afterwards.
♥ QJT52	♥ K8	Double;2♦-	
♦ QT43	♦ AK652	3♣;3♦-3♥;3NT-	
♣ A3	♣ QJT2	4♣-4♥	
b)			
♠ AQJ93	♠ KT2	1♠-(2♥)-3♦;3♥-	3♦ showed ♠ limit raise with 3♠s. 3♥ asked for stopper then 4♣ showed mild slam interest based on ♥ shortness.
♥ T	♥ AQ7	3NT;4♠	
♦ QJ643	♦ T5		
♣ A3	♣ KJ862		
c)			
♠ AQJ93	♠ 64	(1♥)-1♠-2♦;2♥-	After 1♠ overcall, 2♦ shows ♣s, 2♥ was cuebid, 2NT with stopper.
♥ AT	♥ K32	2NT;3NT	
♦ Q32	♦ 654		
♣ T63	♣ AKQ82		

4) Only one unbid major.

4a) We opened a major and they doubled.

The 2♦ bid used as a raise in order to add definition to our major suit raises in case of competition. In this case 2♣ shows a long minor, either minor, non-forcing, weak hand with long suit.

Opener's non-jump minor suit bids are now pass or correct, and opener can pass 2♣ if seems likely responder has ♣s or opener has ♣s. 2♦ is used to show a constructive raise in M. Examples:

1♥=Double=2♣: Long ♣s or ♦s, non-forcing, weak hand.

1♥=Double=2♦: Constructive raise in ♥s.

1♥=Double=2♥: Non-constructive raise in ♥s.

1♠=Double=2♣: Long ♣s or ♦s, non-forcing, weak hand.

1♠=Double=2♦: Constructive raise in ♠s.

1♠=Double=2♠: Non-constructive raise in ♠s.

4b) We opened the bidding and they overcalled.

Now swaps are employed (remember this is as long as the unbid major is not the cheapest bid), so that the unbid major can be bid easily.

Examples:

After 1♦=1♠=?, play 2♣=hearts, 2♥=clubs.

After 1♥=4♣=?, play 4♦=spades, 4♠=diamonds.

4c) We overcalled and a cuebid in the opponent's suit is not the cheapest call.

Use swaps in order to be able to bid the major easily.

After 1♦=1♠=Pass=?, play 2♣=♥s, 2♥=♣s.

After 1♥=2♣=Pass=?, play 2♦=♠s, 2♠=♦s.

4d) We overcalled and a cuebid in the opponent's suit is the cheapest call.

Employ transfers up to the point where they do not transfer to the next level of bidding. The cuebid is in the non-overcalled suit that cannot or does not need to be a transfer.

Examples:

After 1♠=1♠=Pass=?, 2♣=♦s, 2♦=♥s, 2♥=cuebid.

After 1♥=2♦=Pass=?, 2♥=♠s, 2♠=cuebid (since if 2♠ was a transfer it would transfer to the next level of the bidding).

After 1♦=1♠=Pass=?, 2♦ shows ♥s, 2♥ is the cuebid.

After 2♥=3♦=Pass=?, 3♥ shows spades, 3♠ is the cuebid.

Note that in cases where a swap or transfer is bid, and the next cheapest bid is not the suit shown but is instead a cuebid, then the cuebid is Choice of Strain cuebid, not sure where to play the contract, while other bidding is more definite. For example, after 1♦=1♠=Pass=2♣ (shows ♥s), 2♣ would be wanting to play in ♠s, 2♥=would be quite willing to play in ♥s, and 2♦ would be choice, perhaps a partial fit in ♥s.

Examples of Swaps and Transfers – One Major not shown

a)			
♠ AJT72	♠ 43	1♠-(Double)-2♣	2♣ shows either minor, long suit, weak hand. Opener passes 2♣ - if responder has ♦s, opponents have huge fit in other suits.
♥ 52	♥ T876		
♦ QT43	♦ 5		
♣ A3	♣ QJT762		
b)			
♠ AQ92	♠ T6	1♦-(1♠)-2♣;2♥	2♣ shows ♥s, 2♥ accepted the transfer.
♥ T2	♥ AJ987		
♦ KT643	♦ 95		
♣ A3	♣ KJ82		
c)			
♠ AQJ93	♠ 64	(1♦)-1♠-2♣;2♥	2♣ was a transfer to ♥s.
♥ AT	♥ KQ8743		
♦ T32	♦ 987		
♣ T63	♣ 84		
d)			
♠ AQJ93	♠ 64	(1♣)-1♠-2♦;2♥	2♦ was a transfer to ♥s.
♥ AT	♥ KQ8743		
♦ T32	♦ 987		
♣ T63	♣ 84		
e)			
♠ AQ92	♠ T6	1♦-(1♠)-2♥;3NT	2♥ shows ♥s (note with 4♥s, responder would make a negative double). 3NT is a shot.
♥ T2	♥ AJ7		
♦ KT643	♦ 95		
♣ A3	♣ KJ8652		
f)			
♠ AQJ93	♠ 64	(1♣)-1♠-2♣;2♦	2♣ was a transfer to ♦s.
♥ AT	♥ 765		
♦ T32	♦ KQ8754		
♣ T63	♣ 84		
g)			
♠ QJT52	♠ 42	(1♣)-1♠-2♣;3♣-3♥;3NT	2♣ was a transfer to ♦s. 3♣ a cuebid, 3♥ with ♥ values, 3NT with a ♣ stopper.
♥ AT	♥ KJ8		
♦ QT43	♦ AK652		
♣ A3	♣ JT2		
h)			
♠ QJT52	♠ 42	(1♣)-1♠-2♦;2♥-2♣-3♥;4♥	2♦ was a transfer to ♥s, 2♥ only with minimum overcall, 2♣ a doubleton usually & NF, 3♥ with real ♥s, 4♥ to play.
♥ AT3	♥ KJ862		
♦ T432	♦ AK65		
♣ A	♣ T32		

[Swaps and Transfers – Follow-ups]

After a minor suit opening and a swap or transfer, opener may rebid in notrump. If opener rebids 1NT (if available), then the ETM Total Victory methods are played over the 1NT rebid, as if there was no competition. If opener had to rebid 2NT, since 1NT was not available, then all transfers are played:

- every suit bid on the three level is a transfer to the next suit.
- If the opponent's suit is not ♣s, a transfer to the opponent's suit (or cheapest suit if two suits) shows ♣s, and 3♠ is a cuebid for the opponent's suit.

Examples:

1♦-1♠-2♣(♥s)-Pass;2NT-Pass-3♦(transfer, 5+♥s)-Pass;3♥-Pass-3NT(choice of game).

1♣-1♠-2♥(♦s)-Pass;2NT-Pass-3♣(transfer, 5/6+♦s)-Pass;3♦-Pass-3♠(well stopped?)-Pass;3NT.

1♦-1♠-2♣(♥s)-Pass;2NT-Pass-3♥(transfer to ♠s, so shows ♣s)-Pass;4♥.

[Swaps and Transfers – Competitive]

There will be frequent doubles of Swap or Transfer bids. Over these doubles the ETM General Defense of Transfers and Asking Bids is employed. With a hand better for playing a contract than defending the hand bids immediately. With a hand holding values in the suit doubled and/or a defensive hand, the hand over the double will usually pass. This asks partner to redouble unless void, and if partner then redoubles as requested, then bidding can continue as if the Swap or Transfer just occurred. Examples:

1♦-1♠-2♣(♥s)-Double;Pass(defensive)-Pass-Redouble(not void)-Pass;2♥(completes transfer).

1♦-1♠-2♣(♥s)-Double;2♥ (completes transfer, not defensive hand).

1♥-2♣-Pass-2♦(♠s);Double-Pass(defensive)-Pass-Redouble(not void);Pass-3♣ (6+♠s, no ♠ fit).

1♥-2♣-Pass-2♦(♠s);Double-3♣ (6+♠s, no ♠ fit, not defensive).

1♣-2♦-2♥(♠s)-3♠(a good 3♠ bid, could bid 2♠ to show a non-defensive hand).

1♣-2♦-2♥(♠s)-Double;Pass(defensive)-Pass-Redouble(not void);Pass-Pass-Pass – perhaps 16/17-18 balanced with ♥ AQT83 of ♥s.

A redouble shows values/length in the suit double so that the redoubled contract will be playable opposite xxx or Hx in the suit and not a very weak hand. The redouble is passed with the appropriate hand, or partner makes the bid that would have been made if the cheapest signoff was bid instead of redouble. For example after 1♦-1♠-2♣(♥s)-Double;Redouble-Pass-?:

2♦: Would have passed 2♦ if opener had bid 2♦ over 2♣.

2♥: Would have bid 2♥ if opener had bid 2♦.

Above 2♥: As would have been bid if opener had bid 2♦ or 2♥.

An example hand for redouble on above sequence: ♠ QT5 ♥ T3 ♦ AK65 ♣ AQT2.

Defenses

Vs. 1NT - Mello

Mello is used in both direct and balance seats. It is major oriented designed for primarily for IMP scoring, though works okay at matchpoints too. If a strong hand and short in a major, not too distributional, the idea is to pass first, then when the opponents bid a major, double for takeout.

- Pass: No other good bid, can be strong if at most a doubleton in one major. Pass then double of a major suit bid is takeout. Pass then double of a minor suit bid is penalty.
- Double: Major(s) 4-3, 4-4, 5-3, 5-4, 5-5 etc., 11+ HCP, if 4-4 a hand that would make a takeout double of a minor suit opening. If 4-3 or 5-3 a hand with extras in HCP and/or playing shape so that if partner bids the three card major a playable contract is still reached.
- 2♣: Major and a minor. Limited hand up to about 15 HCP. If minor is ♣s, often 5+ in major or 6+♣s, while if minor is ♦s, can be 5-4 either way.
- 2♦: Good 5+♥s, or, when allowed, any suit with extra values (HCP and/or playing value). Can have a side suit four card major if long minor & extra values.
- 2♥: Both majors, at least 5-4 and often 5-5 or better, very limited, maximum of 11 HCP.
- 2♠: Single suited 6+♠s or good 5+♠s, limited, maximum of 14 HCP.
- 2NT: Both minors wide ranging (decent suits), or strong 5-5+ major/minor two suiter hand.
- 3X,4m: Preemptive, but the weaker the notrump bid, the better the preempt is.
- 3NT: Big hand based on source of tricks, often long minor.
- 4M: To play.

[After major showing double]

After majors showing double, advancer can bid:

- Pass: Lead your best suit if we play 1NT doubled or redoubled.
- Double: Penalty, but if of minor, partner is to pull with distributional majors (good 5-5+).
- 2m: Pass if at least partial fit, otherwise bid.
- 2M: To play. This applies to the cheapest bid in a major in competition.
- 2NT: Asks for further description. 3m by doubler shows takeout double hand with shortness in om.
- 3m: Natural, forcing.
- 3M: GI, good fit.
- 3NT: To play based on longer minor, stopper in other minor.
- 4m: 4♣ transfers to 4♥, 4♦ transfers to 4♠.
- 4M: To play.

By the hand with both majors, bidding is natural except if partner has only passed then a double of a minor suit is takeout, showing extras and not too distributional, and is passable by partner. For example 1NT-Double-2♣(to play)-Pass;Pass-Double is both majors, takeout of ♣s, extras (14/15+), not too distributional, and passable by partner if ♣s held.

[After 2♠ - Limited natural overcall]

- Pass: most often bid.
- 2NT: Asks for singleton. If no singleton, 3NT shows extra values.
- 3X: Natural, to play.
- 3♠: Game Invite
- Games: To play.
- 4♣,4♦: Singleton/void, ♠ fit, slam try.
- Redouble: If responder doubles, redouble is SOS (very short in ♠s).

[After 2♣ - Major/Minor limited overcall]

After 2♣ overcall:

- Pass with long ♣s and no game interest or a hand that can guess partner's minor is ♣s and wants to play there.
- Non-jump bids are pass or correct – pass if holding the suit or bid cheapest suit held if not.
- 2NT asks for minor suit and shows values – overcaller shows major with a maximum. After overcaller's response in a suit, bids in a suit overcaller might have are pass or correct. A bid in a suit overcaller cannot have is natural and forcing if below game.
- Jump bids below game are natural & forcing.
- Game bids to play and are not pass or correct.
- If opponents bid a suit at any level, double is negative, passable if suit is the held, but otherwise overcaller to show hand type, bidding notrump if bidding at ♠s to show only 4♥s. Example: 1NT-2♣-2♠-Double; Pass – overcaller passes with spades, but bids 2NT with 4♥s hearts & a minor, or 3♣ or 3♦ with that minor and 5+♥s.
- If responder bids 2NT Lebenshol, double by advancer shows general values, invites overcaller to compete.
- If 2♣ overcall is doubled by opponents, all bids are the same except pass is pass or correct, overcaller to pass with ♣s, and redouble says have own long suit so bid 2♦ and will pass with ♦s or bidding suit.

[After 2♥ - Both majors very limited]

Pass: ♥s equal or better than ♠s, no game interest.

2♠: To play.

2NT: Asks for shortness, if no shortness bid longest major, ♥s if equal length.

3m: To play.

3M: Game invite.

Games: To play.

4m: Singleton/void, slam interest in one or both majors.

[After 2NT – Both minors or strong hand with 5-5+ Major-minor]

3m: To play. Now 3♦ shows ♦s & a major. 3M always shows M & ♣s. 3NT shows M & ♦s, extra values, if 3♦ was available. 4M shows long major & a minor.

3M: To play opposite both minors.

Games: To play opposite both minors. Overcaller must bid again if strong hand and major & minor.

4m: Game invite opposite both minors. 4M is now natural, non-forcing.

[After 2♦ - ♥s any strength or extra value with any suit]

Advancer with weak hand normally makes one of these calls:

2♥: Denies 4♥s.

2♠: 4+♥s, denies 4♠s.

3m: Shows shortness in m with both majors.

With a good hand advancer normally bids 2NT to find out overcaller's hand type.

Here is the full structure:

2♥: To play opposite ♥s if overcaller doesn't have much extra values. Denies 4♥s. Overcaller bids:

2♠: 5+♠s, extra values, non-forcing.

2NT: 4♠s, longer minor, extra values, forcing. 3m is now pass or correct.

3m: Long minor, extra values, non-forcing.

3♥: 6+♥s, extra values, non-forcing.

3♠: 6+♠s, close to game going values, non-forcing.

Games: To play.

4m: Long minor, close to game going values, non-forcing.

2♠: Shows 4+♥s but denies 4+♠s, no game interest opposite ♠s & extra values. Now overcaller bids:

Pass: 5+♠s, extra values.

2NT: Artificial, game try with 4+♥s.

3m: Long minor, extra values, non-forcing.

3♥: To play in ♥s.

3♠: 6+♠s, close to game going values, non-forcing.

Games: To play.

4m: Long minor, close to game going values, non-forcing.

2NT: Asks for description of overcaller's hand, game interest.

3m: Long minor, extra values, may have four card major. Game forcing.

3♥: Minimum ♥ overcall.

3♠: 5+♠s, extra values, game forcing.

3NT, 4m: Natural with ♥s, extras.

Suit Games: Natural with very long suit.

3m: Weak hand, shortness in suit bid, 4+ in both majors, if short in both minors bid 3♠.

Non-jump minor: Long minor, extra values, no four card major, forcing.

3M, Game bids: To play.

Jump to 4♦: Long ♦s, close to game going values.

Jump suit bid: Natural with 5+ suit (6+ in minor), forcing.

Games: To play. Generally prefer to bid 2NT first to determine overcaller's hand type.

In ACBL General Convention Chart, 2♦ must show a known suit so it shows ♥s. Now bidding is like over 2♠ overcall, except advancer bids 2♥ with weak hand instead of passing 2♦.

[After weak notrump 1NT-Pass-2♣]

After weak notrump (maximum of 15 or weaker), double of Stayman or transfer shows KQxx or better in suit doubled + values. Subsequent doubles by either player are then penalty. Pass of Stayman or transfer and then double next round shows values, takeout oriented but the suit responder bid first (for Stayman or Transfer) not good enough to have doubled first time.

Example: 1NT(weak)-Pass-2♦-Pass;2♥-Pass-Pass-Double shows values for not great ♦s, takeout in ♠s and ♣s.

[Over natural 2NT or 3NT openings (not gambling)]

As over 1NT, but suit quality better and hand based on playing value. Example:

2NT(20-21)-3♣: Still major & minor, but likely 6-5 or great 5-5.

Vs. Opening Preempts

- Takeout doubles and Lebenshol, all seats. Lebenshol, then suit bid that could have been bid at lower level shows less length than immediate bid (e.g. 2♥-Double-Pass-2NT-Pass-3♣-Pass-3♠: GI, likely 4♠s), and is GI if bid below game. After 2♣-Double-Pass-2NT; Pass-3♣-Pass, 3♥ would be NF with ♥s, since no lower signoff, and 4♥ would show game going hand with 4♥s. Lebenshol is not on if takeout doubler is a passed hand.
- If they bid an asking bid (like 2NT) or a new suit, double is takeout of opener's suit. If possible pass first, then double next to show an optional double (e.g. 2♥-Pass-2NT-Pass; 3♥-Pass-Pass-Double is optional, should be passed for penalties with balanced hand).
- Double of 4♠ is takeout, non-jump 4NT is any two suited takeout.
- Jump to 4♣, 4♦ over weak two in major, shows that minor and other major, F to 4M.
- Jump to 4♣ over weak two in diamonds shows ♣s & a major, forcing to game. 4M to play, 4♦ asks major.
- 4♣ over 3♣ shows ♦s + M, forcing to 4♥ or higher, 4♦/4♣ asks major, while 4M is to play.
- Jump to 4♦ over 3♣ shows both majors.
- Cuebid @ 3 level asks for stopper, usually with long other suit.
- Cuebid @ 4 level if otherwise undefined shows two suited hand that could not otherwise have been bid. So 2♦-4♦ shows both majors, 2♥-4♥ shows both minors.
- 2NT is 15-18, 2NT system on.
- 3NT is more than 2NT if available, to play otherwise, 1NT overcall system on over 3NT.

Defense to Transfer Openings

General defense to transfer opening bids, like NAMYATS. Cuebid is a bid in the suit shown by the opponent's opening, not suit currently being bid.

Pass:	no good bid or waiting, next double is optional, values.
Double:	takeout, next double still takeout but extras. Partner's doubles are for penalties after this double.
Cuebid @ 2 or 4 level:	if non-jump then two suited takeout, if jump see "all other bids".
Cuebid @ 3 level:	asks for stopper.
2NT:	15 to 18, 2NT system on.
3NT:	more than 2NT if available, to play otherwise, 1NT system on over 3NT.
All other bids:	as if natural suit opening made in the suit shown by the opponent's, in the lowest possible bid above the bid actually opened. For example if 2♦ opening showing weak two in ♥s, treat it as if 2♥ opening: thus a jump to 4♣ would show ♣s + ♠s – in this case it would show a distributional hand wanting to show both suits immediately, since can also bid 2♥ as two suited takeout.

Defense to 3NT Gambling

Double: Value showing (15+). See section on After a Strength Showing Double for further bidding.

4♣: game forcing strong takeout but never just both minors, likely for both majors. 4♦ asks for a five card major or if none, longest minor.

4♦: a weak takeout, distributional hand, often three suited with both majors or just both majors. Can be passed with long ♦s.

4♥, 4♠, 5♣, 5♦: natural, long suit, not good enough to double.

4NT: both minors, hand not good enough to double. 3NT bid likely based on long major.

Over 4♣ or 4♦, if advancer bids a suit not held, the 4♣/4♦ bidder corrects to cheapest suit held. For example 3NT-4♣/4♦-Pass-4♥-Pass; 4♠ denies hearts, and shows ♠s plus a minor.

Defense to 2NT For the Minors

Directly over 2NT or if 2NT passed by responder:

Pass: No bid.

Double: Strength Showing Double, see See After a Strength Showing Double for follow up.

3♣: Strong takeout for the majors, 12+ HCP, can be 5-4. 3♦ asks for best major.

3♦: Weak takeout for the majors, 5-5 or better, about 8 to 12 HCP.

3M: Natural overcall, NF.

3NT: To play, good values but not appropriate for penalties. 1NT system on over 3NT.

4m: Game going hand, singleton or void in suit bid, at least majors.

4M: Natural, good playing value based on shape.

Over partner's suit bids, the cheapest bid in a minor is the ordinary cuebid suit. The other minor suit cuebids are slam tries.

After 2NT-Pass-a minor bid, doubles by either partner are takeout, major bids natural, cuebid in either minor shows a major suit takeout too distributional to risk bidding a double. After 2NT – Pass – a major bid, doubles are optional, showing some length and strength in suit doubled plus other major, the rest as over a minor bid. After 2NT-Pass-3NT or higher notrump, bidding as over 2NT, but one or more levels higher so extra values and/or shape for each bid. For example 2NT(minors)-Pass-3NT-4♦ is a weak takeout for the majors, but has the distribution and some values to have play for the four level.

Junkyard Defense vs. Flannery, Roman etc.

This defense, named Junkyard by Richard Pavlicek, provides a simple general defense method used against opening two level bids that do not promise a specific one suited hand. It can be used as well as a replacement defense to Multi vs. Multi, and against higher level multi suit opening bids.

2X - ? or 2X-Pass-Bid-?

Pass:	nothing to bid at moment, after pass all doubles of suit bids by either partner are takeout.
Double of notrump or directly over 2X:	value showing, 15+. See After a Strength Showing Double below for follow up.
Double of suit bid except not directly over 2X:	takeout.
2NT:	balanced 15-18, 2NT system on.
3NT:	more than 2NT if available, otherwise to play, 1NT system on over 3NT.
New suit if not in opener's promised 5+ suit:	natural, overcall. New suits force if below game, and a bid in opener's promised 5+ suit (if any) is a cuebid.
Jump new suit if not in opener's promised 5+ suit:	natural, good suit, good hand. A bid in opener's promised 5+ suit (if any) is a cuebid.
Cuebid in opener's promised 5+ suit (if any):	takeout for other three suits.
Jump cuebid in opener's promised 5+ suit (if any):	takeout with a strong two suiter.

[After a Junkyard Strength Showing Double]

After a strength showing double, whether next player bids or not:

Pass:	length in suit currently being bid, or if partner still has a call or last bid is notrump, weak with no other bid. See below for continuations.
Double:	<u>takeout</u> of suit currently being bid, but values and not void and rarely a singleton in suit bid so passable with length. If double of notrump shows values.
Redouble:	length in suit bid, value showing.
New suit:	non-forcing, natural.
Jump new suit:	natural, 6+ in suit, GI if below game, to play if in game but promises some values.
Cuebid in bid suit:	singleton or void, takeout with shortness in suit bid.
2NT if available, 4NT:	scramble with two suits to play not including bid suit.
3NT:	to play, system not on since 3NT here is a response.

If advancer passes, then bidding like above for either partner (in context of original bids), including:

- the first double of a suit by either partner is for takeout, but after advancer does not pass or opener makes a penalty double, later doubles are for penalty;
- double of notrump bids are for penalty;
- new suits are non-forcing;
- jump new suits non-forcing but extra length and values;
- cuebid in currently bid suit takeout with singleton or void in suit;
- notrump bids to play (2NT scramble only at advancer's first bid).

Rumble vs Big One Club

[Rumble – Introduction]

Rumble is used against strong artificial forcing strong one club openings. Rumble is the most aggressive in-your-face method you can effectively play against strong one club.

[Rumble – Structure]

- Pass: Not short in either minor, at least 2-2 in the minors vulnerable, at least 3-3 in the minors not vulnerable.
- Double: 3/4♠s (4 if vulnerable), another 4+ suit, often three suited.
- 1♦: 3+♠s & 5+ in a major.
- 1♥: 3+♥s & another 5+ card suit.
- 1♠: 3+♠s & 5+ minor.
- 1NT: 5+ minor and 4 cards in another suit except ♠s, not 5-4 exactly in minors (bid 2♣).
- 2♣: 4+♠s & 5+ in either ♦s or ♥s, OR not vulnerable only, weak two suiter, 5+♦s & 5+♥s.
- 2♦: 4+♦s & 5+ in either ♥s or ♠s OR not vulnerable only, weak two suiter, 5+♥s & 5+♠s.
- 2♥: 6+♥s, OR, not vulnerable only, weak two suiter, 5+♠s & 5+ in a minor.
- 2♠: 6+♠s, OR, not vulnerable only, weak two suiter, 5+♠s & 5+♦s.
- 2NT: Two suiter with good distribution & some values, at least one major, may have both.
- Higher suit jumps: Preemptive, long suit, not necessarily weak.
- 3NT: Both majors or both minors, wild distribution.
- 4NT: Both minors, wild distribution.

With a strong hand (14/15+): overcaller makes lowest possible call that fits hand type, then doubles at next turn to bid or shows hand type. For example: 1♣-Double-1♥-Pass; 2♦-Double: Strong hand with 3/4♠s but no other long suit except ♦s since now could bid it here. A strong hand will always make a bid on the one level, not including 1♠, or jump in notrump. Thus suits bids of 1♠ or 2♣ or higher always limited overcalls. In addition, the closer you are to 14/15+ then tend to pick a one level opening if describes hand well.

The 1♠, 1NT, 2♣ or 2♦ style forces responder to bid consuming bidding space if bidding the one suit that cannot be held. For examples: 1♣-1♠-2♥ (opponents lose bids 1NT, 2♦, 2♠), and 1♣-2♦-3♣ (losing bids 2♥, 2♠, 2NT). If instead responder bids one of the lower suits it helps the partner of the overcaller to determine what the overcaller has. For example: 1♣-1♠-2♣-?, overcaller likely has 3-4♠s & 5+♦s. Likewise if responder bids cheaply over the 1♦ and 1♥ overcalls, or double, it may help define overcaller's hand type to advancer. Examples: 1♣-1♦(3+♠s & 5+major)-1♠: this makes it more likely to have 5+♥s. 1♣-1♥(3+♥s & another 5+ suit)-1♠: likely 5+ in a minor (and only 3♥s since could have bid 1NT).

Subsequent bidding:

- Objective: To force opener to rebid as high as possible – the weakness of artificial forcing openings is that opener has not bid naturally yet – by consuming space it becomes difficult to show complete hand type and strength.
- Approach: Bid to the 3 level on an eight card minor fit or nine card major fit. Use pass or correct bids to find right spot while keeping opponents confused as to suits held or not held. The key to Rumble is to use the high frequency of eight card or better minor suit fits when the opponents have their own fit to hinder the opponents in finding their fit and/or appropriate level to play at.
- Followup: Overcaller does not bid again, even with distribution, unless constructive or better values held (possible game interest). Notrump bids and doubles are used to show considerable values and/or strong game interest. Note that bidding again with weak hands seems to help the opponents find their way (since if we have a fit then they have a fit & points).

Over all bids if 1NT or 2NT is available, then the cheapest notrump is artificial and forcing, and is used to ask - it implies some game interest. When the cheapest notrump is available as an ask, all other responses are non-forcing, and game bids are to play.

Over suit bids at 3♣ or above, new suits are forcing, and 3NT is to play.

After 1♣-Pass not vulnerable, showing 3-3 or better in the minors, the hand in fourth seat (advancer, the partner of the pass) is to jump to 3 \mathbf{m} with 5 or 6 in the minor, reaching the eight card minor suit as fast as possible. At vulnerable, where pass only promises 2-2 or better in the minors, advancer can jump to 3 \mathbf{m} with 6 in the suit. After 1♣-Pass, whether vulnerable or not vulnerable, subsequent bidding is natural, with 1NT as a cuebid if available and 2NT as a jump showing a two suiter of some sort. Over the jump to two notrump bids pass or correct bids are used to find a suit fit. For example 1♣-Pass(2-2 if vulnerable)-something-2NT-Pass-3♣(can play in ♣s so 3+♣s). 2 \mathbf{m} by advancer over the pass shows 4 in the minor, 5+ in a major, asks partner to pass with four, correct to cheapest suit with two or three in minor e.g. 1♣-Pass-any-2♣ shows 4 in ♣s, 5+ in a major.

Over 1♣-2NT or 1♣-3NT, all suit bids are pass and correct, opener to jump with substantial extra values & super distribution.

After bids where the overcaller can have different hand types pass or correct responses are used. These are bids that ask partner to pass if the suit bid is held, or to bid naturally and cheaply if the suit is not held. If a suit bid is doubled, pass says to pass with the suit bid, redouble is SOS with own long suit, asks partner to make the cheapest bid possible. If the opponents double a multiple meaning bid, then new suits are natural and non-forcing, pass asks partner to pass holding that suit, and redouble asks for pass with only just that suit (otherwise make cheapest natural call). If the opponents bid a suit, double says pass if this suit is held, otherwise bid naturally.

After an overcall or double, if partner bids a suit that is not one of the possible suits to be held, it is not pass or correct but simply a natural non-forcing suit bid. Example: 1♣-2♣-Pass-2♠: natural, long ♠s, NF.

1♣-Pass-1♦-Double is for the majors, but decent hand held, since partner often not long in either major.

Examples:

1♣-1♥(3+♥s)-pass-2♥:

To play, overcaller will only bid again with constructive values.

1♣-1♠-pass-2♠:

Pass with ♠s, bid 2♦ with 5+♦s and 3+♠s.

1♣-1♠-pass-2♦:

Pass with ♦s, bid 2♠ with 3+♠s and 5+♠s but bid 2♥ on the way if 3+♠s & 5+♠s and 3♥s.

1♣-1NT-pass-2♦:

Pass with 5+♦s, bid 2♥ with 4+♥s & 5+♠s, bid 2♠ with 3-1-4-5 hand, and bid 3♣ with 4-5 in the minors but not 3♠s..

1♣-Double-pass-3♣:

To play in ♣s if 4+♠s – otherwise 3♦ with 4+♦s or 3♥ with majors.

1♣-Double-Pass-2♠:

To play, double promises 3 or 4♠s (4 if vulnerable).

1♣-Double-Pass-1NT:

Asks for second suit.

1♣-Double-Pass-1♦:

To play if second suit ♦s, otherwise bid 1♥ if 4+♥s or 1♠ if 4+♠s.

1♣-1♦-Pass-3♣:

To play, since overcaller promises 3+♠s.

1♣-2NT-Pass-3♣:

Pass with ♠s & a minor wild hand but not a lot of extras.

1♣-2♥(not vul)-Pass-2♠:

To play if overcaller has ♠s and a minor, 5-5 weak hand.

1♣-1♠-Double-3♣:

Common jamming auction: to play in 3♣ if 5+♠s, otherwise bid 3♦ if 5+♦s. Opener has to rebid on three level.

1♣-1♥-Double-3♣:

To play if 5+♠s, otherwise bid 3♦ if 5+♦s or 3♥ if 4+♥s, 5+♠s, or 3♣ if just 3♥s and 5+♠s.

1♣-Pass-1♥-3♣:

First note that responder can not double or redouble the pass – they must play their system. Here 3♣ is to play with 5+♠s not vul, 6+♠ vul.

1♣-2♣(not vul)-Pass-3♣:

To play opposite 4+♠s & 5+ in a red suit. If weak 5-5 in reds, overcaller now bids 3♦.

Slam Conventions

Blackwood & Gerber

For Gerber first reply is 0 or 4 aces, other replies up the line.

4NT and 4♣/4♦ when keycard asking always uses 1430 style responses:

Roman Keycard Blackwood (14302525), Roman Keycard Gerber over preempts (1430).

Trump suit rules:

- If two suits agreed, trump is suit the RKCB bidder raised.
- If no suit agreed, last suit bid (i.e. shown if transfer etc.) is trump (but if no real suit bid like after fourth suit forcing, then no king of trumps and still 1430).
- If two possible suits, highest ranking suit is trump (1♦-2♦(Majors)-Pass-4NT is for ♠s).
- If no suit has been bid by partnership 4NT is still 1430, but no king of trumps.

Autowood: when partner signoffs of in 5 of trump suit after asking via RKCB, bid slam with 3 or 4 keycards automatically, however does not apply when it was completely impossible from the previous bidding to hold 0 or 1 keycards originally.

Queen Ask: Cheapest non-trump suit bid over 14/30 responses asks for queen; return to trump suit denies it. (e.g. 1♠-4NT-5♣-5♦-5♠ would deny queen). Show specific kings to accept. 5NT can show queen but deny any specific kings if it is possible to bid any specific king under six of trump suit. Otherwise 5NT shows queen and a specific king that cannot be shown at five level or at six level under six of trump suit.

Void Showing: Excessive jumps in response to RKCB show useful voids: six level suit bid shows void in suit and 1 or 3 keycards, six of trump suit shows higher ranking void and 1 or 3 keycards. With one key card use discretion – one can decide to bid 1st step first instead. 5NT shows 2 keycards and useful void. Free bids at five level (e.g. when 4♣ was RKCB) also show 1 keycard and useful void. Further non-trump bids by the Blackwood bidder ask for the King in the bid suit.

5NT after RKCB: is specific King ask, and promises all first round controls.

Six level bids after 4NT: If partner could have established a fit with a forcing bid, but did not, then six level bids are natural (e.g. 1♠-4NT-5♥-6♦ shows long diamonds, to play). If partner establishes a fit (or had no way to establish a fit), then uses 4NT, six level bids ask for something useful in the suit bid, often looking for a third round control.

After Interference – Always DEPO/REPO – and bids keep their same bidding

If the opponents interfere after 4NT ace/keycard asking, holding a first or second round control in the opponent's suit shown by the interference make normal response if still available. Otherwise double or redouble with an even number of keycards, pass with an odd number (DEPO, REPO). So 1♠-Pass-4NT-5♦-5♥ shows two keycards, not the spade queen, and a first or second round control in ♦s.

ORB – Optional Roman Blackwood

[Overview]

Optional Roman Blackwood (ORB) is used when Blackwood can be employed below game in the trump suit, and if minor is the trump suit, at least four steps below game in the minor suit (so if ♣s are trump, 4♦ is okay as ORB if defined as such). ORB allows the partner being asked to show keycards to decline to answer. If partner declines to answer, the ORB bidder can ask again to insist on an answer. When partner declines to answer, one of two things will be shown. If partner must have a fit in the trump suit, since previous bidding has indicated length there, then partner declines to answer keycards with a poor minimum relative to the bidding. If partner might not have a fit in the trump suit, partner declines to answer with no fit for the trump suit.

[ORB Responses]

ORB uses a modified set of replies, based on the 1430 model:

1st step: The negative response: poor minimum or no fit depending on the bidding.

2nd step: 1 or 4 key cards

3rd step: 0 keycards (not 3!)

4th step: 2 keycards, no queen of trumps or extra length

5th step: 2 keycards, queen of trumps or extra length

6th step: 3 keycards, no queen of trumps or extra length

7th step: 3 keycards, queen of trumps or extra length

5NT: (if not a step) – 2 or 4 keycards, useful void.

6X: odd number of keycards, useful void.

5NT or 6X are not used if uncertain slam should be safe.

After all of these replies except for the 1st step, the normal RKCB re-asks (for queen of trumps or specific kings) are available.

If ORB is made below 3NT, then the 1st step, or negative response, is always 3NT, and the 2nd thru 7 steps are made starting at the bid above the ORB bid, but ignoring 3NT. So for example if 3♥ was ORB, 3♠ would be the 2nd step (1 or 4 keycards), 3NT would be the negative bid (1st step), and 4♣ would be the 3rd step etc.

After the 1st step (if not 3NT) the cheapest suit bid that is not game in the trump suit is RKCB. Also if 4 \mathbf{m} was used as ORB for \mathbf{m} , then 4NT is a signoff, and the next cheapest suit bid asks for 3 or more keycards – without 3 or more keycards one must bid 5 \mathbf{m} , and with three keycards, the bid above 5 \mathbf{m} is made, and with four keycards the bid two steps above 5 \mathbf{m} is made. If 3NT was the equivalent of the 1st step, then ORB or RKCB is again available on the four level.

[4 \mathbf{m} ORB]

If in a game forcing auction, a player has bid \mathbf{m} as natural, then 4 \mathbf{m} is ORB for \mathbf{m} , unless otherwise defined. The auction must be game forcing, either because a game force has already been established, or the auction is a strength showing auction so that 4 \mathbf{m} would be forcing anyways, thus producing a game force. It is not used on game try auctions, or any sequence where 4 \mathbf{m} would be non-forcing.

[ORB Examples]

1♦-2♠(limit+ in ♦s);3♠-4♦(ORB);4♥(poor minimum)-4♠(RKCB);5♦(2 keycards, no queen)-6♦.

1♣-2♠(limit+ in ♣s);3♣-4♣(ORB);4♥(1 or 4 keycards, not poor minimum)-4♠(queen?);5♣(no).

2♥(10-13)-2NT(asks);3♦(no singleton/void)-4♣(ORB);4♥(1 or 4 keycards).

1NT-2♣;2♠-3♣(♦s);3♦-3♥(short ♣s);3NT-4♦(ORB);4♥(no fit, 2♦s)-4NT(to play)

Exclusion Blackwood

Exclusion Blackwood allows for the asking for aces while holding a void.

Rules:

- 1) The Exclusion bid is higher than game in the trump suit.
- 2) The bid is a jump.
- 3) The Exclusion suit bid must not have been bid or shown naturally by either partner including via a takeout or negative double.
- 4) Trumps are defined by RKCB rules.
- 5) Replies to Exclusion Blackwood are the same as to RKCB, with 1st step = 1 or 4, 2nd step = 0 to 3 etc., except in reply to the ask, the ace of the void suit is ignored.
- 6) If 4/5 of a suit is Exclusion, then after reply, cheapest of 5/6 of suit or 5NT is Specific King ask (like 4NT-reply-5NT), ignoring the king of the void suit.

Lying Blackwood

Sometimes a player, who has already limited their hand, may use Blackwood (RKCB etc.) as a slam signal, and expect partner to lie in reply if not enough for slam. Thus partner can deduct from the keycards held when replying to Lying Blackwood to keep out of slams (like bidding 5♣ with 2 keycards and the queen of trumps). Examples:

- | | |
|----------------------------|--|
| 1♦-1♥;2♠-3♦(GI);3♠-4NT: | Lying Blackwood for ♦s, partner is limited by GI 3♦ bid. |
| 1♣-1♠;2♣-3♠(GI);3♠-4♣;4NT: | Lying Blackwood for ♣s, partner is limited by 2♣ rebid. |
| 1♥-1♠;2♠-4♥;4NT: | Lying Blackwood for ♥s, 2♠ limited the hand. |

Six of partner's suit does not show a void (in a higher suit), but just what five of the suit would have shown if holding great hand, and didn't want to get passed there. Examples:

- | | |
|-------------------------|--|
| 1♣-1NT;2♣-2♠;4♣-4NT;6♣: | 4 keycards and did not want to bid 5♣ (1 or 4) in case passed. |
| 1♦-3♦;3♥-4NT;6♦: | 3 keycards and did not want to bid 5♦ (0 or 3) in case passed. |

Grand Slam Try and 5NT Pick a Slam

5NT without RKCB & trumps not known & not a double jump is pick a slam.

5NT without RKCB & trumps can be assumed to be known or it is a double jump is graded Grand Slam Try, asking for honours, with the higher the reply the better the hand:

Trumps:	♣	♦	♥	♠
1 st step (6♣)	Not two of top three honours.	None of top three honours.	None of top three honours.	None of top three honours.
2 nd step (6♦)	---	A, K, or Q.	Q or extra length.	Q or extra length.
3 rd step (6♥)	---	---	A or K.	A or K, no extra length.
4 th step (6♠)	---	---	---	A or K plus extra length.

With two of the top three honours bid above 6 of trump suit, or 7♣.

Jump to suit above 5 of established trump suit: Grand Slam Try with replies like ♠ are trumps in steps.

For example: 1♥-4♥-5♠ is Grand Slam Try.

Lonely Q

The Lonely Cuebid (Q) is a version of the “Last Train” convention. For the Lonely Q approach the following conditions are necessary:

- trump has been established via a raise, perhaps a splinter or fit showing bid;
- no cuebidding has taken place already;
- there is only one cuebid possible before game in the suit is reached, or there is no cuebid possible but there is one bid available.

In this case, the only cuebid possible becomes the lonely Q – it is not a cuebid in the suit, but a general slam try, the last try before game in the trump suit is overshot. In the case where there is no cuebid possible, but a bid available, the bid is taken over as the lonely Q.

Examples:

1♠-4♦(short ♦s);4♥: Lonely Q, last try before 4♠.

1♥-2NT(L+);4♣(♣s&♥s)-4♦: Lonely Q, last try before 4♥.

Leads & Defensive Carding

[Leads & Follow-up Carding]

Leading partner's suit:

- Standard (fourth best spot & honor) leads.
- If you raised partner's suit, a high spot card shows minimum expected length and no honor in suit. For example after 1♥-2♥, and the opponents come in, a high spot card from the 2♥ bidder would show 3♥s & no honor.
- Leading "partner's suit" does not apply if you bid the suit first and partner raised it.

[Against suit]

Spot cards leads - against suit 3/5:

- From odd number lead lowest card.
- From doubleton lead highest card.
- From even number, four cards or longer, lead 3rd highest except if 4 cards suit must have honor in the suit (T or better) to lead 3rd. If xxxx, lead highest if not the nine, if highest is the nine lead second highest.

Count honour A, K or Q leads against suit:

- AK without the Q, lead A from even number of cards in suit, K from odd, 1st trick only.
- With AKQ lead Q, then lead A from even remaining cards, K from odd remaining.
- With KQ, lead K if holding odd number in suit, Q if holding even number.
- Against suit slams, A for attitude, K for count.
- Partner signals attitude in response to these leads.

If touching honors but not AK or KQ use Rusinow (2nd lowest honor) if not partner's suit:

- J from QJ holdings.
- T from JT or KJT. T is optional from JTx(x) – can also lead spot card.
- 9 from KT9, QT9, T9.
- Play next of a lower honor suggests an odd number in the suit. If T is lead from JT9(x), the play of the nine next suggests odd number, the play of the J suggests even number.

If leading trump, usually lead low, the ace, or top of touching honors. High spot trump tends to suggest something unusual about hand, trying to clue partner in.

[Against notrump]

Spot cards lead – against notrump – attitude:

- With 2 honors in the suit (T an honor), lead lowest card.
- With 1 honor in the suit, lead 2nd lowest card. If the suit is returned by partner, playing the lowest card next promises a significant honor.
- With no honors in the suit, lead 3rd lowest card.
- With xx in a suit, lead low.
- With 3 honors in the suit and either lead an honor, or if holding not appropriate lead small.

Honors cards against notrump – A is spec, K is power, Rusinow from touching.

- Against notrump A leads, shows AKx or AKxx type holding, asks for attitude.
- Against notrump K shows power holding, AKJx(x), KQTx etc., asks for unblock or attitude.
- From AKQx(x), lead Q then A next to get a remaining count card from partner.
- From KQJx(x) can lead J and play K next to get a remaining count card from partner.
- A from AK With 2 honors in the suit (T an honor), lead lowest card.
- With touching honor lead, leading lowest of touching honors – so J from QJT, T from JT9, KJT or AJT, 9 from T98, AT9, KT9, QT9.
- With KQxx(x) and lead lowest card (showing two honors) or Q to not give up a trick (but may block suit).

[Foster Returns]

Foster returns against notrump and when breaking a new suit through declarer and dummy has no honor:

- A card promises one higher or two lower cards in that suit.
- Leading a jack promises no near card so J7x or worse.
- Since 9 is correct from J9x, T9x, or 9xx, play the x from 9x and the z from 9zyx.

[General after opening lead]

Against suit or notrump after lead switch to attitude (low from something, high from nothing) through dummy (when opening leader is on lead again), but see Foster returns if through declarer in suit weak in dummy.

[Carding]

General rule:

Show partner what they need to know. Don't show declarer what they need to know.

Upside down attitude and count.

Standard suit preference. Trump plays usually suit preference unless important otherwise to keep cards. Weird trump plays (middle-high-low) wake up signal to partner for something weird.

Attitude signals on leads and shifts, until first discard made, unless this count situation:

Important count case: notrump, partner leads a spot card, dummy has three or longer in the suit, and third hand cannot beat dummy's card played, which will win the trick. Third hand then shows count in the suit, not attitude.

Attitude on first discard in a suit, then remainder count, may be false if going to help declarer.

See switch signal below where count is known or irrelevant.

Defense with stiff in dummy on lead: suit preference or middle to continue.

Defense on honor lead from likely shortness to partner's bid long suit (5+) – partner's card is suit preference or middle if no suit preference.

If partner leads A of your long suit, K says continue, J says unusual preference shift.

If partner leads K of your long suit, Q says continue, T says unusual preference shift.

When playing an honor to force declarer to play a higher one, play second highest first from touching honors. Thus from QJT play the jack first.

In situations where suit preference does not work because there are three outstanding suits (e.g. partner lead a trump), low first shows preference to obvious shift suit (see below) and high then lower for the other two suits, using second card played to show suit preference if possible.

First suit discards:

Low discards shows likes suit,

High cards show do not like suit

After first discard, remainder count in suit (using upside-down), unless partner wins trick and needs suit preference, or partner leads a suit and needs attitude.

[ETM Switch Signal]

- 1) When following to opponents suit where count is not important – use Switch signal.

High not including useful honor = switch recommended - shows a concentration of values in a suit.
Low = neutral.

If High first, next spot card is suit preference if possible.

If Low first, next card is Highest Left to ask for suit led, up-the-line to continue to be neutral.

- 2) In situations where count is important:

From even play low, then next card play high if like suit led, otherwise up-the-line.

From odd play high, then next card to indicate best suit preference.

- 3) In situations where count or switch signal is uncertain:

If an even number play low, then either next lowest to remain neutral or high to encourage suit led.

If an odd number and want a switch, play highest, then show suit preference.

If an odd number but do not want a switch, play middle then on next card play lower if count still important, and higher if count was not important.

[Obvious Shift]

Obvious shift principle:

Attitude to partner's opening lead works like this:

Low card – likes it or cannot stand obvious shift.

High spot card – likes obvious shift.

Unusual high card – shift to un-obvious suit (rare).

Obvious shift rules, in order of priority:

1. Not suit led.
2. Never trumps.
3. Never suit head by AKQ, KQJ, QJT, or AKJT.
4. In suit contract, never dummy's singleton or void, except if singleton and slam contract.
5. Never a natural suit bid by declarer, unless bidding shows it likely defenders hold seven or more cards in suit. If never a natural suit bid by declarer eliminates all suits, then use alternative rule: never declarer first bid suit.
6. The opening leader's bid suit (not led) is the obvious shift.
7. If the opening leader has bid no suit or two suits, any suit bid by the leader's partner.

If these rules do not settle it (e.g. when the defense has both bid two or more suits or not bid any suits), use the following.

Against suit contracts:

1. Weak three card suit holding in dummy if can be shift.
2. Shortest non-singleton/void suit (except if slam, singleton suit okay).
3. If two equal length suits, look at number of honours.
4. If equal length, equal number of honours, the one with fewer points.
5. If suits still equal, check out spots.
6. If suits identical, lower ranking is obvious shift.

Against notrump:

1. Dummy's shortness suit that can be obvious shift.
2. If two equally short, use suit rules 3 to 6 above.

The Total Victory Test

Preparing to use Total Victory in a big tournament? Take the Total Victory Test to remind you of some complex auctions. Cover up the right side of the page, then do the auctions one by one, revealing the answer.

#	Auction	Meaning
1	1♣-1♠;2♣-2♥;2♣-2NT;3NT	1♣ denied a four card major, 2♣ shows an unbalanced ♣ opening not strong enough for another call – often 5+♣s but could be 4-4-1-4. 2♥ was an artificial GF with ♦s, 2♣ was waiting, and 2NT showed nature of GF.
2	1♥-1NT;2♦-2♥;2NT-3NT	1NT was semi-forcing, 2♦ could be 3, 2♥ was 5 to 8, 2NT was still interested.
3	1♣-3♥;3♣-3NT;4♣-4♠	3♥ was a fit showing jump shift in ♣s. 3♣ was to play. 3NT said had not-so serious slam try, 4♣ a cuebid, 4♠ nothing more to say.
4	1♠-2♣;3NT-4♣;4♦-4♥;5♦-6♣	2♣ asked, 3NT showed 6-1-3-3 and 18+. 4♣ was ORB. 4♦ declined to show keys. 4♥ insisted. 5♦ showed 2 keys and ♣ queen.
5	1♣-1♦;1NT-2♣;2♥-2♠;2NT-3NT	1♦=♥s, 1NT=16/17-18, 2♣ asks, 2♥ shows 5♠s (5 in OM), 2♠=GF with ♦s, 2NT asks, 3NT=2-4-5-2 mild slam try.
6	1NT-2♦;2♠-2NT;3♠-4♣;4♥	2♠ shows 4+♥s, denies 4+♠s. 2NT asked, 3♠ shows 4♥s & 5♠s. 4♣ is ORB for ♥s. 4♥ shows decent hand and 1 or 4 keycards.
7	1NT-2♦;2NT-3♣;3♦-3♥;3NT	2NT shows 4-4 in the majors, 3♣ is a puppet to 3♦, 3♥ is ORB in ♣s, 3NT shows a doubleton ♣.
8	1♥-1NT;2♦-2♠;3♣	1NT semi-forcing, 2♠ artificial with various good hands or long ♣ signoff. 3♣ to play opposite ♣ signoff.
9	1♠-2♦;2♥-2♠;3♣-3NT	2♦=5+♥s, 10/11+. 2♥ waits, not 15/16+ hand. 2♠ artificial, GF in ♥s. Rest natural.
10	1♥-2♦;2♠-3♣;4♣-4♦;4NT	2♦=3+♦s, 9+. 2♠ asks hand type. 3♣ shows GF with 5-5 in minors. 4♣ is ORB. 4♦ declines. 4NT to play.
11	1♥-2♣;2NT-3♣;3♥-3♠;3NT	2♣ asks. 2NT 5-3-3-2 with 14-16 or 6+♥s & 18+ with no singleton/void. 3♣ asks, 3♥ shows 3-5-2-3 exactly 14-16. 3♠ artificial, GF in ♣s.
12	1♠-2♣;2♠-2NT;3♣-3♦;3♥-3NT	2♣ asks. 2♠ with 6♠s, 14-18, denies 4+♥s. 2NT asks. 3♣ shows a singleton/void. 3♦ asks, 3♥ shows ♣ singleton/void.
13	1♥-2♣;2♥-4♣;4♠	2♣ asks. 2♥ shows 4+♠s. 4♣ splinter with, singleton/void in ♣s, ♦ GF, 4+♠s (usually 4).
14	1♦-1♠;2NT-3♣;3♥-4NT;5♣-6♠	2NT shows 6+♦s, 17/18+ or 15-17 with 3♠s. 3♣ asked. 3♥=3♠s & 17/18+. 4NT RKCB. 5♣=1 or 4.
15	1♣-1♥;2♠-2NT;3♦	1♥=♠s. 2NT asked. 3♣ shows 3♠s & short in ♦s.
16	1♣-1♥;2♦-2♥;2♠-3♣	1♥=♠s. 2♦ reverse with ♣s & ♦s. 2♥ artificial weak bid (fourth suit forcing or 2NT whichever is cheaper). 2♠ shows 2/3♠s. 3♣ shows ♣ fit, weak hand.
17	1♦-2♣;2♥-2♠;2NT-3♣;3♦-3♥;3NT	2♣ 9+, can be GF ask. 2♥ establishes GF, unbalanced without ♣ fit or 14/15-16 balanced with major & minor. 2♠ asks. 2NT=balanced. 3♣ asks. 3♦=♥s. 3♥ asks. 3NT shows 4♥s & 4/5♦s, 14/15-16 balanced.

#	Auction	Meaning
18	1♣-1♥;2♠-3♠;3♦-4♦;4♥-4♠	2♠ minimum with fit. 3♠ Total try. 3♦ asks which type of try. 4♦ is slam try in ♠s with ♦ values/length. 4♥ is the lonely Q, only cuebid below game.
19	1♣-1♥;2♣-2♥;2♠-2NT;3NT	1♥=♠s. 2♥ signoff in ♠s or any GF (Gadget). 2♠ to play opposite signoff. 2NT GF.
20	1♦-1♥;2♦-2NT;3♠-3NT	2NT is forcing since no Gadget available. 3♥ which goes beyond 3♦ shows extras with ♠ values.
21	1♣-1♦;1NT-2NT;3♠-4♠;4♥-4♠	2NT=4-4 in majors. 3♠ establishes fit. 4♠ shows shortness, slam interest. 4♥ cuebid.
22	1♦-2♦;2NT-3♦;4♠-4♦;4♥	2♦ is a Useful Transfer to ♥s. 2NT asked. 3♦ a retransfer with no singleton/void, either minimum or close to game going or better. 4♠ is ORB. 4♦ declines, so minimum hand.
23	1NT-2♥;2♠-3♠;3NT	2♥ transfer. 3♠ shows singleton/void in ♠s, 5+♠s, 4+♦s (often 5-4).
24	1♥-1♠;2♣-2♦;2♠-3♠;3♠-4♠;4♠	2♣ is various 14/15+ hands. 2♦ asks. 2♠ shows good raise to 2♠, 13/14-16. 3♠ is a Total try. 3♠ says would not accept game try in ♠s with ♣ values/length. 4♠ is a slam try with ♣ values/length.
25	2♥-3♦;4♦-4♥	2♥ is intermediate. 3♦ is natural GF or game try in ♥s with ♦ values/length. 4♦ natural and 4♥ shows game try hand.
26	1♠-1NT;3♦-3♠;3NT	1NT semi-forcing. 3♥ would be cheapest bid asking or 3♠ shows ♥s, not 6+ since would have responded 2♦ or 2♥.

Opening Four of a Minor Showing an Unspecified Solid Major

4 clubs shows a solid major, at least AKQxxxx, with an outside Ace or King 4 diamonds shows a solid major without an outside Ace or King Responder's major-suit bids are pass or correct 4 diamonds by responder is constructive.

Defense:

In direct seat: All Bids Natural Double = T/O of their major (could be as little as 11 HCP) Double then Double when their fit is found = T/O 16+ HCP Pass then double is takeout 4NT = minors

In third seat: All Bids Natural Double of 4 diamonds is lead director. Double of 4 of a major is takeout of opener's major or lead director of other major. (opener will clarify by passing or correcting) Pass then double is takeout 4NT = minors

Opening Four of a Minor Showing an Excellent preempt in an unspecified Major

4C shows excellent (for the vulnerability) 4 of a major preempt, with playing value too strong to just open 4 of a major. 4D asks for major suit. 4 of a major over 4C is pass or correct – if 4S then pass with spades but bid RKCB responses if Hs.

Defense: same as above.

NOTE: THIS AND THE FOLLOWING MATCHES CONTAIN INFORMATION FROM THE ACBL DEFENSE DATABASE AND IS NOT COPYRIGHT BY ETM. IT IS PROVIDED SO YOU HAVE DEFENSES AVAILABLE TO THE OPPONENTS AS PER ACBL REGULATIONS.

Basic Concepts vs. Artificial Preempts

[Used only in option 2]. Direct double of a bid below 2NT shows 13-15 (balanced or semi-balanced) or a strong hand. Any other double which is your side's first non-pass call is for takeout. After an overcall when their suit is unknown, bidding the cheaper minor is an artificial force (like a cuebid). If the preempt could be either strong or weak, assume the weak meaning. **[Not Used in Option 1]**

Defense to MULTI 2♦ Opening

Revised 7/10/02

Note: Players must have both options available for their opponents.

Option One

Double = Takeout of spades. Respond as you would to a double of a weak 2-bid, including lebensohl, if used.

2♥ = Takeout of hearts. Respond as to a double of a weak 2-bid, including Lebensohl, if used.

Pass, then double = Light takeout of suit DBL'd.

2♠, 3♥ = NAT. A response in other major is a cuebid, jumps natural.

2N = 16-18. Respond as to a 2NT opening.

3m = Natural

3♠ = Strong and natural, 4♥ response is a cuebid.

4m = 5+/5+ in the suit bid and a major. 4♦ over 4♣ asks for the major; 4♥ over ♦

4♦ = pass if hearts or correct to spades.

The following doubles are for Takeout

2♦ - P - 2M – Double. Responses same as after weak 2-bid

2♦ - P - 2M - P - P - Double Lebensohl applies if used.

2♦ - P - 2♥ - P - 2♠ - Double

After 2♦ - P - 2M

Double = takeout

2N = 15-18. Respond as to 2N opening.

3M or 4M = Natural

4m = 5+/5+ in that minor and a major. 4♦ over 4♣ asks for the major; 4♥ over ♦ = pass if hearts or correct to spades

After 2♦ - P - 2♥ - DBL - ♠

Double = Penalty opposite takeout of hearts.

3♥ = Natural assuming doubler is short in hearts.

3♠ = Cue bid asking for spade stopper.

After 2♦ - P - 2♥ - P - 2♠ - P - P -

Double = takeout of spades (same responses as 2♠ -P-P-DBL)

After 2♦ - P - P same as after a weak 2-bid in Diamonds

Option Two

Immediately over 2♦:

DBL = 13-15 BAL or any strong hand

Note: with a T/O DBL of a major, Pass planning to DBL on the next round; with a strong hand, DBL directly since 2♦ may be passed.

2M = NAT. Response in other major is cuebid, jump other M is NAT.

2N = 16-18. Respond as to a 2NT opening bid.

3 of a minor = NAT.

3M = Strong (other major is a cuebid).

4 of a minor = 5⁺-5⁺ in suit bid and a major. 4 (♦/4♣ asks; 4♥/♦ = pass or correct). Note, added suits

(2♦) P (2M/3M/4M):

DBL = T/O

All bids are NAT - Even 3M, 4M

(2♦) Pass (2M) Pass

(Pass) DBL

T/O of bid Major

(2♦) DBL (2M) Pass

(Pass) DBL

18⁺

(2♦) Pass (2♥) Pass

(2♠) DBL

T/O of Spades

Responses to all these doubles are the same as after a double of a weak 2-bid. Lebensohl applies if you normally play it after (2M) - DBL – (Pass).

(2D) Pass (2M) ?

4 of a minor = 5⁺-5⁺ that minor + a major. (4♦ over 4♣ asks for Major; 4♥ over 4♦ = P/ Correct)

2 NT = 15-18 (respond as to 2N opening)

3M or 4M = NAT

(2♦) Pass (2♥) DBL

(2♠) ?

DBL = Penalty opposite T/O of hearts

3♥ = NAT, assuming that doubler is short in hearts

3♠ = Cue bid, asking for stopper

(2♦) Pass 2♥ Pass

(2♣) Pass (Pass) ?

DBL = T/O of spades (respond as to opening 2♠ -P-P-DBL)

(2♦) DBL (2M) ?

(where 2M is P/C)

DBL = BAL, at least INV values; if FG stopper only in bid major. Does not deny a 4-card major.

2♠ = NAT.

2NT → 3♣; signoff or FG w/ minor.

3♣ = Stayman, FG, continuations as after 2NT-3♣

3♦ or 3♥ = Transfers, at least INV

3♠ = Both minors, FG.

3NT = 11-15 HCP, stopper in both majors.

4 of a minor = Strong invitation.

4M = NAT.

4NT = Blackwood.

(2♦) DBL (2M) 2NT

(P)

3♣ = 13-15 BAL

3♦, ♥, ♠ = 18+, NAT, FG

3NT = 18-23, NAT

(2♦) DBL (2M) 2NT

(P) 3♣ (P) ?:

3♦ = to play

3♥ = clubs, game-forcing

3♠ = diamonds, game-forcing

3NT = BAL with stopper only in major opponent did not bid

(2♦) DBL (Pass or RDBL) ?

(where P/RDBL shows or tends to show diamonds):

2M = To play

2NT = Clubs (forces 3♣ with 13-15, then 3♦ = forcing club 1-suiter, others NAT, with clubs)

3♣ = Stayman, game-forcing, continuations as after 2NT - 3♣.

3♦ or 3♥ = Transfers, at least INV.

3♠ = Game forcingART, FG, no ♦ stopper.

3NT = 11-15, stoppers in both majorsNAT

4 of a minor = Strong invitation.

4M = NAT.

4NT = Blackwood.

(2♦) DBL (3X) ?

DBL = PEN.

Suit = One round force.

4X = Cuebid

(2♦) Pass (Pass) ?

Bid as over a weak 2D.

Generic Suggested Defense to Transfer Type Bids

I. x to show a overcall of the bid suit, bid the suit transferred into as takeout of that suit.

II. x for 13-15 bal or 19+ without 3 cards in all unbid majors; Later x's by advancer are takeout; Later doubles by transferer shows 19+ bal; Bid the suit transferred into as takeout; Higher bids should be as if the suit transferred into was actually bid.

*III. Kaplan Inversion: Off after third and fourth seat openers 1H-P-1S: showing 0 to 4 spades, 5-12 HCP - similar to a forcing NT **Defense:** double shows a one spade overcall; 1NT takeout of Hearts; everything else as if 1H-P-1NT.*

*IV. 1H-P-1NT shows 5+ spades, forcing. **Defense:** double = minors; everything else as if 1H-P-1S.*

V. Transfer responses to naturalish 1C [can be 17-18 balanced]. **Defense:**
1C-P-1D,1H (transfers to H,S respectively); double shows a one level overcall in the transfer suit; bidding the transfer suit is takeout of clubs and responder's suit (1C-P-1D-1H is T/O of Clubs and Hearts); All other bids are as if the auction had gone: 1C-P-1H,1S

VI. 1C-P-1S(Diamonds or balanced, no 4 card major) **Defense:** double shows a one spade overcall; 1NT Natural; 2C Majors (then 2D asks better major); 2D Natural.

Transfers – Specific Cases

Jump transfer responses over minor opening

2D, 2H: Constructive to game going values (not much stronger) with 6 or longer in major suit transferred to.

Defense:

Double = suit doubled, as if overcall in that suit.

Transfer to suit = Takeout of that suit, good hand as can wait, then double next time for takeout.

Bid of three of bid suit: As if a jump overcall in this suit.

Rest = As per partnership agreements, natural if no agreement.

Bergen Switch

After a minor suit opening and a spade overcall below 3NT, the cheapest bid in the unbid minor shows hearts, while the cheapest heart bid shows the unbid minor.

Defense to cheapest unbid minor shows hearts:

Double = Suit doubled, so the equivalent of a natural bid of that unbid minor.

Cheapest heart bid = However the partnership would play a cuebid in hearts. If no agreement then it is a cuebid for spades.

Cheapest bid in the unbid minor: Equivalent to however the partnership plays a jump bid in the unbid minor. If no agreement it shows a weak hand and long length in the unbid minor.

Rest = As per partnership agreements, natural if no agreement.

Defense to cheapest heart bid shows the unbid minor:

Double = Suit doubled, so the equivalent of a natural heart bid.

Cheapest unbid minor bid = However the partnership would play a cuebid in the unbid minor. If no agreement then it is a cuebid for spades.

Cheapest bid in hearts = Equivalent to however the partnership plays a jump bid in hearts. If no agreement, it shows a weak hand with long length in hearts.

Rest = As per partnership agreements, natural if no agreement.

Major Suit Shows Other After Club Opening and Diamond Overcall

After one club opening, if a diamond overcall below 4 diamonds, then cheapest major bids show the other major, so hearts = spades, and spades = hearts.

Defense to cheapest heart bid shows spades:

Double = Suit doubled, so the equivalent of a natural heart bid.

Cheapest spade bid = However the partnership would play a cuebid in spades. If no agreement then it is cuebid for diamonds.

Cheapest bid in hearts = Equivalent to however the partnership plays a jump bid in hearts. If no agreement, it shows a weak hand with long length in hearts.

Rest = As per partnership agreements, natural if no agreement.

Defense to cheapest spade bid shows hearts:

Double = Suit doubled, so the equivalent of a natural bid of spades.

Cheapest heart bid = However the partnership would play a cuebid in hearts. If no agreement then it is a cuebid for diamonds.

Cheapest bid in spades: Equivalent to however the partnership plays a jump bid in spades. If no agreement it shows a weak hand and long length in spades.

Rest = As per partnership agreements, natural if no agreement.

Transfers After Diamond Opening and Club Overcall

After one diamond opening, if a club overcall below 4 diamonds, then cheapest diamond bid shows hearts, cheapest heart bid shows spades, and cheapest spade bid shows diamonds.

Defense to cheapest diamond bid shows hearts:

Double = Suit doubled, so the equivalent of a natural bid of diamonds.

Cheapest heart bid = However the partnership would play a cuebid in hearts. If no agreement then it is a cuebid for clubs.

Cheapest bid in diamonds: Equivalent to however the partnership plays a jump bid in diamonds. If no agreement it shows a weak hand and long length in diamonds.

Rest = As per partnership agreements, natural if no agreement.

Defense to cheapest heart bid shows spades:

Double = Suit doubled, so the equivalent of a natural heart bid.

Cheapest spade bid = However the partnership would play a cuebid in spades. If no agreement then it is cuebid for clubs.

Cheapest bid in hearts = Equivalent to however the partnership plays a jump bid in hearts. If no agreement, it shows a weak hand with long length in hearts.

Rest = As per partnership agreements, natural if no agreement.

Defense to cheapest spade bid shows diamonds:

Double = Suit doubled, so the equivalent of a natural bid of spades.

Cheapest diamond bid = However the partnership would play a cuebid in diamonds. If no agreement then it is a cuebid for clubs.

Cheapest bid in spades: Equivalent to however the partnership plays a jump bid in spades. If no agreement it shows a weak hand and long length in spades.

Rest = As per partnership agreements, natural if no agreement.