

# ETM A System for Bridge Bidding

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Release 1.1

## ETM A Introduction and Notes

### Introduction

ETM A is an example system designed to show how the latest ETM methods can be put together in a system. For contact information, abbreviations etc., please see the ETM ABOMBS Club system document at: <http://www.bridgematters.com/abombs.pdf>

## ETM A Opening Bids and Responses

### ETM A Opening Bid Overview

Opening	Style	Description
1♣	Natural	Either 10/11-21 4+♣s unbalanced OR 11/12-14 balanced with 3-5♣s
1♦	Natural	Either 10/11-21 4+♦s unbalanced OR 11/12-14 balanced with 4/5♦s or 4=4=3=2 exactly
1♥, 1♠	Natural	Five card or longer major, 10/11-21. If six or longer in major and a poor 16 or less, then must have a second suit and if a 4 card minor second suit then not a great major suit.
1NT	14/15-17 Balanced	14/15-17 balanced, includes 5-4-2-2s with a five card minor. Can have a five card major.
2♣	Big	BRASS – 18-19 balanced or 22+ any. See: <a href="http://www.bridgematters.com/brass.pdf">www.bridgematters.com/brass.pdf</a>
2♦	TIM	The Intermediate Multi, great 11 to a poor 16, and either: a) 7 or longer in either major; or b) 6 in either major and no second suit (so a 6-3-3-1 or 6-3-2-2 type hand); or c) 6 in either major and a 4 card minor second suit, but the major is great, playable opposite a singleton. See: <a href="http://www.bridgematters.com/6mia.pdf">www.bridgematters.com/6mia.pdf</a>
2♥, 2♠	Heavy Weak Two	5 or longer major, 7/8 to a poor 12, if 11-12 will always have exactly six in the major.
2NT	20-21	20-21 Balanced
Rest	Preemptive	The usual

For the 1NT, 2♥, 2♠, and 2NT and above structures, please see the ETM ABOMBS Club System document, adjusting the response structure slightly for the small change in ranges.

### ETM A Balanced Ladder

Range	Opening	Notes
0-11	Pass	
11/12-14	1 of a suit	
14/15-17	1NT	
18-19	2♣	
20-21	2NT	
22+	2♣	

## ETM A One Club Opening

### [1♣ Opening Style]

Either 10/11-21 4+♣s unbalanced OR 11/12-14 balanced with 3-5♣s.

### [Responding to the 1♣ Opening]

Response	Style	Description/Follow-ups
Pass	Natural	0 to 5 with no other good bid.
1♦, 1♥	Transfers	Four or longer in the next major, 4 or more points. 1M by opener shows exactly 3 in M, 10/11-14. 1NT is 11/12-14 balanced/semi-balanced, fewer than 3 in M. Over 1NT or 1♠ rebid play two-way new minor forcing (2♣ is ♦ signoff or any invite, 2♦ is any GF, signoffs are 2♥, 2♠ and 3♣) – not on by passed hand. 2♣ is 10/11-14, 5+♣s, denies 3 in M, or over 1♠ can also be 15-16 with 5♣s & 4♥s. 2OM is forcing, asks for further description. 2♦ is two-way, either a raise to 3M with only 3 in M (about 15-17), or a ♣s & ♦ reverse (strong hand). Responder assumes the raise, and can bid 2M, 2NT, 3♣ or 3♦ to signoff, or can bid 2OM as waiting. Over the signoffs, opener only bids with the reverse. Over 2OM waiting, cheapest suit bid shows the raise and all other bids show reverse strength. 2M raise always has 4 trumps. 2NT shows 6+♣s, game forcing values, no second suit. 3♣ shows 6+♣s and 15-17. Rest as if responder had bid 1♣-1M naturally.
1♠	Diamonds	4+♦s, 5+ points, no four card major, prefer 2♣ or 2♦ response if hand fits. Now: 1NT: 11-14, balanced or short ♦s with 4/5♣s. 2♣: 10/11-14, 6+♣s. 2♦: 10/11-14, 4+♦s. 2♥/♠: Value or length showing, 18+ any or 15+ with 3♦s. 2NT: 15-17, 0-2♦s, 4/5♣s. 3♣: 15-17, 6+♣s. 3♦: 15-17, 4+♦s. 3♥/♠: Singleton/void in major, ♦ fit, 17/18+. 3NT: 6+♣s, 0-1♦s, 18-21. Responder can bid a new major to force after opener's rebid.
1NT	Natural	No four card major, to play opposite 11/12-14 balanced.
2♣	Natural	5-10, 4♣s, no four card major.
2♦	Natural	6+♦s, no four card major, not enough for game opposite 11-14.
2♥	Majors	5+♣s, 4+♥s, less than game invite values opposite 11-14. 2NT asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♠s, 3NT=max.
2♠	♣ Raise	Game invite or better raise in ♣s, 4+♣s, no four card major.
2NT	Game Invite	Balanced game invite, no four card major.
3♣	♣ Raise	5 or longer ♣s, not enough for game opposite 11-14 balanced.
3♦	♣ Raise	5 or longer ♣s, 4 or longer ♦s, game force.
3♥, 3♠	Natural	Natural, 6 or longer suit, game force.
3NT	To play	Doesn't want to know opener's hand type.
4X, 5X	To play	To play.
4NT	Asking	Keycard ask in ♣s.

## ETM A One Diamond Opening

### [ETM A 1♦ Opening Style]

Either 10/11-21 4+♦s unbalanced OR 11/12-14 balanced with 4/5♦s or 4=4=3=2 exactly.

### [Responding to 1♦ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0 to 5 with no other good bid.
1♥, 1♠	Natural	Four or longer in the major suit, 5 or more points. Over 1NT or 1♠ rebid play two-way new minor forcing (2♣ is ♦ signoff or any invite, 2♦ is any GF, signoffs are 2♥, 2♠ and 3♣) – not on by passed hand. 2♣ is both minors, not enough to jump to 3♣. With 1-4-5-3 exactly and 15-17, rebid 2♣ over 1♠. 2♦ is 10/11-14, 5+♦s. 2OM is forcing, asks for further description. 2M raise can be 3 trumps, 2NT asks, 3X (but not 3M)=just 3. 2OM is two-way: either standard reverse or a raise to 3M with only 3 in M (about 15-17). Responder assumes the raise, and can make cheapest bid in M, or 3♣ or 3♦ to signoff, or can bid 2NT as waiting. Over the signoffs, opener only bids with the reverse. Over 2NT waiting, 3♣ shows the raise and all other bids show reverse strength. 2NT shows 6+♦s, game forcing values, no second suit. 3♦ shows 6+♦s and 15-17. Rest as in standard.
1NT	Natural	No four card major, to play opposite 11/12-14 balanced.
2♣	Natural, Game invite or better (game forcing if not 6+♣s)	3 or longer ♣s, forcing to at least 2NT, 6+♣s if just game invite values. After 2♣: 2♦: 4♥s 2♥: 4♠s, fewer than 4♥s 2♠: 5+♦s, no second suit, and if 15+ must be short in a major. 2NT: 6+♦s, no major singleton/void, 15+. 3♣: Both minors up to 14, OR 3-3-4-3 exactly. 3♦: Both minors, 15+, no major suit singleton or 6+♦s & 4♣s. 3♥/♠: Both minors, singleton/void in major, 15+. After opener's rebid (except 3♣), cheapest bid asks for further description, establishing a game force. 2NT is also game forcing. 3♣, if not cheapest bid, is game invitational with 6+♣s. Major suit bids by responder in a new suit shows values.
2♦	Natural	5-10, 4♦s, no four card major.
2♥	Majors	5+♠s, 4+♥s, less than game invite values opposite 11-14. 2NT asks shape or if maximum, 3♣=no, 3♦=5♥s, 3♥=6♠s, 3NT=max.
2♠	♦ Raise	Game invite or better raise in ♦s, 4+♦s, no four card major.
2NT	Game Invite	Balanced game invite, no four card major.
3♣	Natural	6 or longer ♣s, not enough for game opposite 11-14 balanced.
3♦	♦ Raise	5 or longer ♦s, not enough for game opposite 11-14 balanced.
3♥, 3♠	Natural	Natural, 6 or longer suit, game force.
3NT	To play	Doesn't want to know opener's hand type.
4X, 5X	To play	To play.
4NT	Asking	Keycard ask in ♦s.

## ETM A One of a Major Opening

### [ETM A 1♥/♠ Opening Style]

Five card or longer major, 10/11-21. If six or longer in major and a poor 16 or less, then must have a second suit and if a 4 card minor second suit then not a great major suit (a great suit is a suit playable for one loser).

### [Responding to 1♥/♠ Opening]

Resp.	Style	Description/Follow-ups
Pass	Natural	0-5 with no good bid.
1♠	Natural	5+♠s, 4+ HCP OR 4♠s & 3♥s GI. Forcing. 1NT shows 11-14 and 1-2♠s. Over opener's 1NT rebid, play two way new minor forcing, 2♣ with ♦ signoff or any invite, 2♦ with any GF. 2♥ over 1♠ is forcing with 6 or longer ♥s and 16+.
1NT	Semi-Forcing NT	1NT is 6 to 12, semi-forcing, denies 3 or longer in major. See Mazzilli in: <a href="http://www.bridgematters.com/6mia.pdf">www.bridgematters.com/6mia.pdf</a>
2♣, 2♦, 2♥/1♠	Game Force OR game invite with 6 or longer	3+ in suit bid except 2♥ promises 5+♥s. 2M rebid over 2♦ or 2♥ shows no other good bid available. 2M rebid over 2♣ shows 16+ with 6 or longer in M. 2NT over 2♣ shows 18-19 balanced, over 2♦ or 2♥ responses 2NT shows 13-14 or better balanced. 2♦ over 2♣ is waiting, see: <a href="http://www.bridgematters.com/2dlay.pdf">www.bridgematters.com/2dlay.pdf</a> By passed hand, 2♣=4 in M (constructive+), 2♦=3 in M (GI).
2M	Raise	3 trumps, about good 5 to bad 10.
2♠/1♥	Strong	5+♠s, game force, and either 5-5, 3♥s, or 6+ quality ♠s. 2NT asks.
2NT	Game Interest Raise	3+ trumps, some game interest, and if just 3 trumps then 10-12 (GI values). 3M and 4M to play, 3OM is natural and forcing to cheapest bid in M, 3NT offers choice of games, 3♣ asks: 3♦ shows 3 trumps, 3M constructive with 4 or longer, 4M with better than constructive and 4 or longer.
3♣	Game Force Raise	4+ trumps, game forcing values. Opener bids 3♦ if any minimum, 3♥ if a minor singleton/void (3♣ asks which, 3NT=♣, 4♣=♦), 3♠ if singleton/void in OM, 3NT if no singleton/void, 4X with good 5-5+. Over 3♦, 3♥ asks shortness: 3♠=no, 3NT=♣, 4♣=♦, 4♦=OM.
3♦, 3♥/1♠	Natural	Long suit, less than a game invite, good suit, fewer than 3 in M.
3M	Bad Raise	4+ trumps, no game interest, so less than constructive values.
3♠/1♥ 3NT/1♠	Some Short Raise	Unknown singleton, about 12/13-16 (with more bid a new suit on the two level and explore). Cheapest bid asks shortness.
3NT/1♥, 4♣, 4♦/1♠	Some Void Raise	3NT over 1♥ or 4♣ over 1♠ shows void in a minor – cheapest bid asks void. 4♣ over 1♥ and 4♦ over 1♠ shows void in OM.
4♦/1♥	Raise	4+♥s, singleton/void in ♠s, less values than 3♠ over 1♥.
4M	Raise	4+ trumps, to play, not short ♠s if 4♥ bid.
4OM	To play	To play with long OM.
4NT	Asking	Keycard ask in major.
5♣, 5♦	Preemptive	Very long suit, to play.

### [In Competition – all one level suit openings]

Competitive bidding as in standard with new suits by responder forcing if below game, negative doubles, and cuebids to show good raise for opener's suit. If responder bids a major at the one level, and the opponents double or make a non-jump bid, then a double or redouble by opener is a support double/redouble, showing three card support.