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MOSSO: Example Auctions and Quizzes

SECOND EDITION

Contents of this book (MOSSO volume 2) – version 2

Chapter 1   Introduction

Section 1.1   General

This book is intended to be read in conjunction with the authors' book "The MOSSO bidding system", which comprises tables of bids and supporting narrative that together provide a comprehensive description of MOSSO.

Although the MOSSO book defines the full system in detail it does not contain any example hands, which for many people would enhance their understanding of MOSSO. The omission is rectified by this companion volume, which provides a large amount of supplementary guidance relating to the system. Much of the material relates to the "standard" version of MOSSO, but this book also covers the various refinements that serve to define the enhanced version of the system, Più MOSSO.

Section 1.2   Outline of this book

Readers of the book on the MOSSO system are assumed to have at least a basic knowledge of 2/1, but it can still be helpful to illustrate the various bids using example hands. Rather than just provide them, it's more effective to present them in the form of quizzes. This way readers can test their understanding of the system before matching each problem hand with the bid shown in the answer section. There are a few "trick" questions, where the earlier bidding has been incorrect. Some of the quizzes specifically address the first three bids of the auction, while others cover a variety of later bidding situations.

This book also contains many examples of complete auctions for pairs of hands. It is assumed that the players are using up-the-line cue bidding together with the Kickback variant of RKCB (references [7] and [13] in the system book) using 1430 responses. These auctions are mainly intended to illustrate how the bidding might continue beyond the sequences covered in the tables of bids: it is recognized that not all pairs would duplicate them.

Readers trying the quizzes and reading the example hands may also be aided by four introductory chapters that describe various aspects of MOSSO from a different angle.

Section 1.3   Contents of this book

This book contains eleven chapters:

Section 1.4   Abbreviations used in this book

This book uses a number of standard abbreviations:

2/1	The Two over One Game Forcing bidding system
4SF	Fourth Suit Forcing
F1R	Forcing for one round
FQG	Forcing to "quasi-game" (i.e. 4♣ or 4♦ may be passed)
GF	Game Forcing
M	Major suit (normally preceded by a number)
m	minor suit (normally preceded by a number)
NF	Non-forcing
R	Red suit

Chapter 2 Handling very weak responding hands

Section 2.1 Introduction

Section 3.5 in part 2 of book 1 indicates that opening bids of 1♣, 1♦ and 1♥ are unlimited and forcing for one round. This means that MOSSO needs to cater for situations that don't apply in 2/1 or other standard systems:

- Responder must bid something over 1♣, 1♦ and 1♥ even with 0 points, so (at some stage) he must be able to indicate that his hand is very weak.
- Until responder confirms that he has some values, opener must tread carefully. For example, with around 20 points opener can't initially assume that game will be on.
- Opener could be very strong, so needs some forcing rebids to describe his hand effectively.

The purpose of this chapter is to introduce some general principles that address the above issues. If you're reading this before getting beyond part 1 of book 1 you don't need to learn the sequences at this stage, but presenting them in this form should enable the reader to appreciate the philosophy behind the responses and rebids that are covered in detail in later chapters of book 1.

Section 2.2 The negative responses to 1 of a suit

The responses to the MOSSO opening bids of 1♣, 1♦ and 1♥ are arranged so that responder always has at least one bid available for use on very weak hands. Some of these bids are strictly limited in strength, so these could be regarded as negative responses. Other responses for weak hands could also be made on stronger hands, so are best regarded as "possibly negative".

The negative or possibly negative responses are summarized in the table below:

Opening bid	Response	Requirements	Further information	Details (book 1)
1♣	1♦ (forcing)	Usually any hand with 0–6 points but might be stronger with no 4-card major.	This is essentially the only response available for very weak hands, so it's best regarded as a negative. With opener likely to have a balanced 12–14 points, the 1♦ response keeps the bidding low.	Chapter 6
1♦	1♥, 1♠ (forcing)	0+ points, 4+ card suit.	These natural responses are completely unlimited, so are best regarded as "possibly negative".	Chapter 13
1♦	1NT (non-forcing)	0–8 points, no 4-card major. Some hands with diamond support would make a higher response.	This is the main truly negative response to 1♦, although it's much less common than 1♥ or 1♠.	Chapter 14

1♥	1♠ (forcing)	0–12 points, fewer than 5 spades. Some hands with heart support would make a higher response.	There are some constraints on distribution, but this is best regarded as a negative response.	Chapter 19
1♥	1NT (forcing)	0+ points, 5+ spades.	This response is completely unlimited, so should be regarded as "possibly negative".	Chapter 20

Most of the negative or possibly negative responses are 100% forcing. Even so, responder need not be worried about making any of the above bids with 0 points: opener won't initially assume that he is any stronger than this.

Section 2.3   Rebidding after the negative responses to 1 of a suit

When the responder to an opening bid of 1♣, 1♦ and 1♥ gives a negative or possibly negative response, opener will usually rebid at minimum level. Responder can pass any limited rebid, but some rebids are also used on strong hands, in which case responder must bid again (even with 0 points). The approach to rebidding after negative or possibly negative responses is summarized in the table below:

Sequence(s)	Rebidding on minimum hands	Rebidding with extra values
1♣–1♦	Opener must bid 1♥ or 1♠ with 12–14 balanced, even with a 3-card suit. These NF rebids are also made on limited unbalanced hands, although 2♣ is available for unbalanced hands without a 4-card major.	The most common rebid is 1NT to show 18–20 balanced. Higher bids are available to show stronger balanced or unbalanced hands. Opener may also rebid 1♠ with 5+ spades and 17–20 points.
1♦–1M	With 13–17 points opener usually rebids in a suit at minimum level. The 1♦ opening denies a balanced hand, so the 1NT rebid is conventional and forcing.	Opener rebids 1NT on nearly all hands with 18+ points.
1♦–1NT	With 13–17 points opener either passes or rebids 2♣ (forcing) or 2♦ (signoff).	With 18+ points opener usually rebids 2♣.
1♥–1♠	With 11–16 points opener usually rebids at minimum level.	With 17+ points opener usually rebids 1NT.
1♥–1NT	With 11–16 points opener usually rebids at minimum level.	With 17+ points opener usually rebids 2♣.

After a 1♦ response to 1♣, opener's rebids generally show whether he is minimum or has extra values. After some other negative or possibly negative responses, however, opener has one bid that shows either most (or all) strong hands, or a specific kind of minimum hand. Responder's first duty is to indicate whether he has reasonable values. This approach is known as "Gazzilli" and is described further in the next section.

Section 2.4   Introduction to Gazzilli

Gazzilli applies to one rebid after a 1♦ opening, two rebids after a 1♥ opening and optionally one rebid after a 1♠ opening. These four Gazzilli sequences are summarized in the table below:

Sequence	Outline of responder's rebids	Outline of further developments	Details (book 1)
1♦–1NT–2♣	Responder usually rebids 2♦ with 0–5 points. Most other rebids show 6–8.	If responder shows values, opener rebids 3♣ with 13–17 points.	Section 14.2
1♥–1♠–1NT	Responder usually rebids 2♣ with 7–12 points. Most other rebids show 0–6.	Over responder's 2♣ opener may rebid 2♥ with 11–14 points and 4 spades, or 2♠ with 15–16. Other rebids over 2♣ show 17+ and are GF.	Section 19.2
1♥–1NT–2♣	Responder usually rebids 2♦ with 7+ points. Most other rebids show 0–6.	Over responder's 2♦ opener rebids 2♥ with 13–16 points and 4+ clubs. Other rebids over 2♣ show 17+ and are GF.	Section 20.2
1♠–1NT–2♣ (più)	Responder usually rebids 2♦ with 11–14 points. Most other rebids show 7–10.	Over responder's 2♦ opener rebids 2♠ with 9–12 points and 4+ clubs. Other rebids over 2♣ show stronger hands.	Section 28.3

The common principle behind Gazzilli is that if responder shows some values and opener has the strong type of rebid, the auction becomes forcing to game. If responder shows a weak hand or opener shows the minimum type of hand, most continuations are non-forcing.

After a 1♥ or 1♠ opening responder shows values by making his cheapest rebid, although the opposite applies after the sequence 1♦–1NT–2♣.

It may also be helpful to mention the sequences 1♦–1M–1NT, which both show 18+ points. Responder's 2♣ rebid is forcing to game showing 6+ points and most higher rebids show 0–5 points and are non-forcing. This approach is therefore like Gazzilli, but without opener's weaker variant.

Section 2.5   Conclusions

The 1♦ response to the 1♣ opening works particularly well. Although it's not always a negative, opener treats it as such initially and keeps the bidding low unless he has a very strong hand.

The responder to a MOSSO 1♦ or 1♥ opening is sometimes not so well placed, but in practice the forcing nature of these openings causes few problems. Responder can unambiguously show a weak hand on the first or second round of bidding. Opener can use the Gazzilli convention (or similar) to describe strong hands at an economical level.

Chapter 6   Quiz questions on standard MOSSO

Section 6.1   General

This chapter contains 43 sets of quiz questions that cover the various areas of the standard MOSSO system. Answers are provided in the corresponding level 3 section of Section 8.2. For each quiz, the relevant section or chapter of the system book is parenthesized at the end of the section heading.

Quiz questions relating to the refinements in Più MOSSO are contained within Chapter 9.

Section 6.2   Quiz questions on standard MOSSO

Section 6.2.1   Opening bids (Chapter 3)

What is your opening bid on each of the following hands?

Nos	Hand	Hand	Hand	Hand
1 to 4	♠ K 4 ♥ A J 9 5 4 ♦ A K Q 8 7 ♣ A	♠ K 6 4 ♥ Q 9 5 2 ♦ K Q 8 7 ♣ A 4	♠ A J 3 ♥ K Q 6 2 ♦ 7 ♣ Q 10 8 5 4	♠ A J 3 ♥ A Q 9 5 ♦ A K J 7 ♣ Q 10
5 to 8	♠ Q 10 4 3 ♥ 5 ♦ A K J 7 ♣ K Q 5 4	♠ 5 4 ♥ K J 9 5 4 ♦ 7 ♣ K J 9 6 3	♠ A J 10 4 ♥ J 5 ♦ K 7 ♣ A 10 8 5 4	♠ 7 6 3 ♥ A J 9 5 3 2 ♦ 7 ♣ Q 10 8
9 to 12	♠ J ♥ A J 9 5 ♦ K J 9 7 6 2 ♣ 8 4	♠ A Q 10 ♥ A K 5 ♦ A K J ♣ K Q 5 4	♠ A Q ♥ Q 10 6 4 3 ♦ K Q 9 ♣ A Q 10	♠ K Q 4 3 ♥ A J 9 5 2 ♦ Q 8 ♣ 10 4
13 to 16	♠ A Q 3 ♥ A J 9 5 ♦ A K 7 ♣ K Q 10	♠ 3 ♥ A J 9 5 ♦ A K J 7 4 ♣ Q 10 2	♠ 10 4 3 ♥ 5 ♦ K Q J 10 9 7 2 ♣ 5 4	♠ K Q 10 8 7 6 ♥ J ♦ A K Q 8 7 ♣ A
17 to 20	♠ K Q 10 8 7 ♥ J ♦ A K Q 8 7 6 ♣ A	♠ A K 10 9 2 ♥ A J 3 ♦ K J 2 ♣ 6 5	♠ A Q J 3 ♥ A J 9 5 ♦ 7 ♣ Q 10 4 3	♠ Q 10 4 3 2 ♥ 5 ♦ A Q J 7 ♣ 9 6 5
21 to 24	♠ A Q 9 7 2 ♥ K 4 ♦ none ♣ A J 10 5 4 2	♠ K Q 8 7 ♥ A 10 9 5 2 ♦ 3 2 ♣ 6 4	♠ A Q 4 ♥ none ♦ Q 10 8 7 2 ♣ A K Q J 4	♠ A J 3 ♥ A J 9 5 ♦ 7 ♣ 10 8 5 4 2
25 to 28	♠ A J 3 2 ♥ K ♦ K J 7 5 ♣ Q 10 4 3	♠ A 2 ♥ K Q 7 6 4 ♦ none ♣ A K 10 5 4 2	♠ 4 ♥ K J 10 5 2 ♦ A K 10 8 7 ♣ 6 3	♠ J 4 3 ♥ A J 10 5 3 ♦ K 7 ♣ A 10 8

THREE BIDDING SYSTEMS COMBINED INTO ONE

For the last six years, Richard Granville and David Burn have been developing MOSSO, a revolutionary bidding system derived from Two-over-One, Fantunes and Polish Club. MOSSO brings together the best features of its parent systems, while providing an effective interface between them. The system has been employed successfully by the authors and others in a number of tournaments, some at national level. This second volume contains example auctions and quizzes, together with some supplementary information about MOSSO. The first volume, *The Mosso Bidding System,* describes the full system in detail.

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