Richard Granville and David Burn

MOSSO:
Example
Auctions and
Quizzes

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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 know at least one standard bidding system, 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), but a MOSSO partnership could also play Turbo or regular RKCB. 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.

Section 1.3 Contents of this book

This book contains seven chapters:

Chapter 1. Introduction

Chapter 2. Quiz questions on standard MOSSO
Chapter 3. Example auctions for standard MOSSO
Chapter 4. Answers to quizzes on standard MOSSO

Chapter 5. Quiz questions on Più MOSSO
Chapter 6. Example auctions for Più MOSSO
Chapter 7. Answers to quizzes on Più MOSSO

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 HCP High Card Points

M Major suit (normally preceded by a number)
m minor suit (normally preceded by a number)

NF Non-forcing

Chapter 2 Quiz questions on standard MOSSO

Section 2.1 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 4.2. 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 5.

Section 2.2 Quiz questions on standard MOSSO

Section 2.2.1 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 ▼ A J 9 5 ◆ 7 ◆ Q 10 8 5 4	↑ A J 3 ▼ A Q 9 5 ↑ A K J 7 ↑ Q 10
5 to 8	◆Q1043 ▼5 ◆AKJ7 ◆KQ54	↑54♥ K J 9 5 4↑7↑ K J 9 6 3	◆J4 ▼AJ105 ◆K7 ◆A10854	↑763 ▼AJ9532 ↑7 ↑Q108
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	★ K J▼ A Q J 4◆ K Q 8 7◆ K Q 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 Q 10 4 ▼ K ↑ A K J 7 ↑ K Q 9 4	↑4 ▼ K J 10 5 2 ↑ A K 10 8 7 ↑ 6 3	↑J43 ↑AJ1053 ↑K7 ↑A108

29 to 32	♦ K 10 8 2	♠ A Q	♠ A Q 7 4 3	1 2
	7 6	♥ A Q 9 5	♥ A Q 5	♥ K Q 7 6 4
	♦ A Q J 7	♦ J 9 7 6 2	♦ A K J	♦ K J 8 3
	♣ Q 5 4 3	♣ K 4	♣ K 4	♣ 10 5 2

The answers to this quiz are provided in Section 4.2.1.

Section 2.2.2 Responses to 1♠ (Chapter 5)

Partner opens 1♣. What is your response with the following hands?

Nos	Hand	Hand	Hand	Hand
1 to 4	◆ A J 9 5 4	◆ A J 9 8 3	◆Q1043	♦ 5 4
	♥ 2	♥ A J 7	▼5	♥ A 10 9 7 5 4
	• 7 6 4 3	◆ A K J 5	◆AKJ72	♦ 7
	• 10 8 7	◆ 10	◆K95	♣ 9 6 3 2
5 to 8	↑ J 4	♦4	♦ 4	♦ QJ3
	▼ K 10 5	♥1053	♥ 10 9 7 6 5 2	♥ A95
	↑ K 7	♦AQJ10972	• J 8 7	♦ KJ103
	↑ A Q 8 5 4 2	♦54	• 10 4 3	♣ 1096
9 to 12	↑ K 9 8 7 5 3	♦ 4 3 2	↑ K 10 4	♦ 3
	♥ 9 5	♥ A 8 7 5	♥ Q J 5	♥ A95
	↑ K 7 4	♦ 7 3	♦ Q 9 7 3	♦ K1097
	↑ J 10	♣ K 9 5 2	↑ A Q 5	♣ KJ632
13 to 16	♦ K 4 3 2 ♥ 7 5 • 7 3 • A K 9 5 2	♦ J 4 3 ♥ J 10 5 ♦ A 3 ♣ A 9 5 3 2	↑10 ▼ K Q 9 8 4 ↑ A 10 7 6 3 2 ↑ A	♠ Q 7 6♥ K J 6♦ A Q 10 5♠ A 4 2
17 to 20	◆ Q 4	↑ A 10 3	♦ Q 8 3 2	◆ A J 3
	▼ 9 5 4	♥ 9 5 2	♥ A 8 7 6 4 2	▼ 10 5 2
	◆ A Q J 7 2	↑ 7	• 7 6	◆ Q 8 5 4 3
	◆ 10 8 6	↑ K Q 10 8 5 4	• 9	◆ K Q
21 to 24	↑ J↑ A J 9 5↑ K J 9↑ A K 10 8 4	↑ J♥ A J 9 5♦ K J 9 8 4↑ A K 10	↑ K 6 4 ♥ 10 5 ♦ K Q 10 8 7 2 ♣ 8 7	♦ K 10 9 8 5 3 2 ♥ 2 • 7 6 • 9 7 2

The answers to this quiz are provided in Section 4.2.2.

Section 2.2.3 Rebids after 1 - 1 (Section 6.1)

You open 1♣ and partner responds 1♦. What do you rebid on the following hands?

Nos	Hand	Hand	Hand	Hand
1 to 4	◆ A J 9 5 ♥ 2 ◆ J 4 3 ◆ A K 10 8 7	◆ A Q 10 6 ▼ 5 ◆ A K J ◆ A K 9 5 3	↑ A K 10 4 ↑ A 10 ↑ 7 ↑ A Q J 9 3 2	↑ A K 5 4 ▼ A 10 9 7 ↑ 7 ↑ Q 6 3 2
5 to 8	♠ A K J 9 7 6♥ 7♦ A K♠ A Q J 4	♠ none♥ Q 9 7 5♦ A K Q 2♠ A 10 8 4 3	↑ 10 9 7 4♥ Q 6↑ A K 5↑ A J 4 3	♦ K J 3 ♥ A Q 5 ♦ K Q 10 3 ♣ A K Q
9 to 12	↑ K 9 ♥ 9 5 ♦ K Q 10 4 ♣ A K J 10 5	★ K J 6♥ Q 9 7◆ A 8 5◆ Q J 4 2	↑ K 9 ∨ K 5 ⋄ K Q 8 4 ↑ A Q J 5 2	↑ A K Q 10 ▼ A Q 7 5 ↑ A Q ↑ K Q 4
13 to 16	◆A9843 ♥9 ◆KQ10 ◆AKJ5	↑ A 4 ▼ K 10 5 ↑ K 7 ↑ A 10 8 5 4 2	♠ A♥ Q J 9 5♦ A K J♠ A K Q 10 3	↑ A K Q 10 ♥ Q 7 5 ↑ A 9 ↑ K 10 4 2
17 to 20	♦ 5 4 ♥ A J 2 ♦ J 6 4 ♣ A K 10 8 7	↑ K 3 ∨ A 5 ↑ A Q J ↑ A K Q 9 8 6	↑ A J 10 2 ▼ A Q 10 ↑ Q 10 9 3 ↑ A 6	↑ A K J 4 3 ▼ A 5 ◆ Q 10 6 ↑ A 8 2
21 to 24	♦ Q 10 4 3 ♥ A 7 2 ♦ none ♣ K Q J 9 8 5	↑ A 9 2 ▼ 7 ◆ A K ♣ A K Q 10 8 4 3	◆ K J 6 4 3 ▼ A J 7 ◆ A K Q 8 5 ◆ none	↑ A Q 7 6 2 ▼ A Q J ↑ A 7 ↑ A K Q
25 to 28	◆ A Q J 4 ▼ K 10 5 2 ◆ none ◆ A K 8 5 4	↑ K J 6 ♥ Q ↑ A K 8 ↑ A K J 10 4 2	◆ A K J 2 ▼ A 10 6 4 ◆ K Q 7 ◆ A 8	♠ A♥ A Q J 9 5♠ A♠ A K Q 10 3 2
29 to 32	♠ A Q 9 7 4♥ A 2♦ A K J♠ K Q 3	↑ A Q 10 8 4 ▼ A K J 7 ↑ 2 ↑ A Q J	↑QJ32 ▼A • KQ43 ↑ A1086	↑QJ3 ▼A •KJ4 ↑AQ10863

The answers to this quiz are provided in Section 4.2.3.

Chapter 4 Answers to quizzes on standard MOSSO

Section 4.1 General

This chapter provides answers to all the quiz questions that relate to standard MOSSO. Answers to the quiz questions on the various aspects of Più MOSSO are contained in Chapter 7. For each set of answers the relevant section or chapter of the system book is parenthesized at the end of the section heading. There is also a cross-reference back to the associated set of quiz questions.

Section 4.2 Tables of answers

Section 4.2.1 Opening bids (Chapter 3)

Before reading these answers, try the questions in Section 2.2.1.

No	Hand	Opening bid
1	↑ K 4 ▼ A J 9 5 4 ↑ A K Q 8 7 ↑ A	1♥. There's no upper limit for an opening bid of 1♣, 1♠ or 1♥. As in other systems, we bid the higher ranking of two 5 card suits (except on a strong hand with spades).
2	↑ K 6 4 ♥ Q 9 5 2 ↑ K Q 8 7 ↑ A 4	1♣. The most common type of hand for a 1♣ opening is 12–14 balanced. Remember that 1♦ is only opened on unbalanced hands, so opener will frequently have only 2 clubs for a balanced 1♣ opening
3	↑ A J 3 ▼ A J 9 5 ↑ 7 ↑ Q 10 8 5 4	2♠. This hand isn't strong enough for a 1♠ opening, which normally shows 13+ points if unbalanced with clubs. Hands with 11 or 12 points should only be opened with 1♠, 1♠ or 1♥ if they pass the rule of 22. We therefore show our five card suit at the two level.
4	↑ A J 3 ▼ A Q 9 5 ↑ A K J 7 ↑ Q 10	2NT. Shows 21–22 balanced, perhaps with a 5 card major. The 2NT opening is essentially the same as 2/1.
5	↑Q1043 ▼5 ↑AKJ7 ↑KQ54	1♦. 4=1=4=4 and 1=4=4=4 hands with are opened 1♦ (or passed if they have fewer than 13 points). A useful corollary to this approach is that the sequence 1♣-1♥-1♠ promises either 5 clubs or gamegoing values (see chapter 7 of the main book for details).
6	↑54 ▼ K J 9 5 4 ↑7 ↑ K J 9 6 3	2♥. The nominal range for an opening bid of 2♠, 2♠ or 2♥ is 9–12, but this assumes either 5–4 distribution or just a 6 card suit. With 5–5 or 6–4 shape, the range is actually 8–11. Another way of looking at this is that 2 of a suit is opened using the rule of 18–21 (because a count of 22 is normally required for an opening bid of 1♠, 1♠ or 1♥).

↑ J 4 ▼ A J 10 5 ↑ K 7 ↑ A 10 8 5 4	1♠. This hand has 13 points and 5–4 distribution, so as an unbalanced hand it is just strong enough for 1♠. Another possibility is to treat it as balanced, but the opening bid would still be 1♠.
↑763 ▼AJ9532 ↑7 ↑Q108	Pass. Apart from 2♠ MOSSO doesn't incorporate any form of Weak Twos. But it's OK to open 2♥ in third seat (at any vulnerability). It's important to be disciplined with 1st or 2nd hand openings of 2♠, 2♠ and 2♥.
↑J ▼AJ95 ◆KJ9762 ♣84	2♦. If partner has a reasonable hand, we'll be able to find a heart fit if one exists. If next hand overcalls 2♠ and it comes back to us, we'll reopen with a takeout double.
↑ A Q 10 ▼ A K 5 ↑ A K J ↑ K Q 5 4	1♣. Balanced hands with 23+ points are opened 1♣. If partner responds 1♠, 1♥ or 1♠ (as he usually will) we rebid 2♠ to show one of various possible types of strong hand, including game-going balanced hands.
↑ A Q ♥ Q 10 6 4 3 • K Q 9 ↑ A Q 10	1♣. The normal opening with a balanced 18–20 with 5 hearts is 1♥, but with weak hearts and tenaces in the other suits a 1♣ opening is to be preferred. It might be difficult to show the fifth heart after a 1♣ opening, but that is unlikely to matter here.
↑ K Q 4 3 ▼ A J 9 5 2 ◆ Q 8 ↑ 10 4	1♥. This opening may be shaded to 11–12 points if 4 spades are held. Partner won't automatically assume that we have 13+ points. For example, a GF response of 2♣ or 2♦ still requires 13+ points (or a good 12).
◆ A Q 3 ▼ A J 9 5 ◆ A K 7 ◆ K Q 10	1♠. As we saw above, balanced hands with 23+ points are opened 1♠. Here we rebid 2NT (NF) over a 1♠ response and 2♠ (GF) over a 1♥, 1♠ or 1NT response. After a 1♠ or 1NT response we'll probably rebid 2NT on the third round to show our balanced hand.
♦3 ♥ A J 9 5 ♦ A K J 7 4 ♣ Q 10 2	1♦. The most common type of hand for the bid: 13+ with 5+ diamonds. Our 15 points put us in the minimum range, so over a 1♠ response we simply rebid 2♦ (not 1NT because this would show about 18+ points).
↑ 10 4 3 ▼ 5 ◆ K Q J 10 9 7 2 ↑ 5 4	3♦. Pre-empts are the same as in 2/1. This hand is a clear-cut 3♦ opening at equal vulnerability (using the rule of 2, 3 and 4).
↑ K Q 10 8 7 6 ♥ J ↑ A K Q 8 7 ↑ A	1♠. We're far too strong to open 1♠, so we start with 1♠. If partner responds 1♠ we'll rebid 2♠ to show a game-going hand with long spades. Over a 1♥ response it's better to keep the auction low by rebidding 1♠ (F1R), intending to follow up with 2♠ (GF) on the third round.
	♥ AJ 10 5 ◆ K 7 ♠ A 10 8 5 4 ♠ 7 6 3 ♥ AJ 9 5 3 2 ♠ 7 ♠ Q 10 8 ♠ J ♥ AJ 9 5 ♠ KJ 9 7 6 2 ♣ 8 4 ♠ A Q 10 ♥ AK 5 ♠ A K J ♠ K Q 5 4 ♠ A Q 10 ♠ K Q 9 ♠ A Q 10 ♠ K Q 4 3 ♠ A Q 10 ♠ K Q 4 3 ♠ A D 10 ♠ K Q 10 ♠ A K 7 ♠ K Q 10 ♠ A K J 7 4 ♠ Q 10 2 ♠ A K Q 10 8 7 6 ♥ J ♠ A K Q 8 7

17	↑ K Q 10 8 7 ▼ J ↑ A K Q 8 7 6 ↑ A	1♦. There's no upper limit for an opening bid of 1♣, 1♦ or 1♥. A 1♦ opening doesn't deny a 5 card major, so here we can start by bidding our longest suit. If partner responds 1♥ we're too strong for 1♠ or 2♠ and would therefore rebid 1NT (any 18+ point hand).
18	↑ A K 10 9 2 ▼ A J 3 ↑ K J 2 ↑ 6 5	1NT. All 5–3–3–2 hands with 15–17 points open 1NT. Playing the preferred system over 1NT described in Chapter 29 of the system book, partner will respond 3♣ (Puppet Stayman) if he is interested in a possible 5–3 spade fit.
19	↑ A Q J 3 ▼ A J 9 5 ↑ 7 ↑ Q 10 4 3	1♣. With any other singleton we would open 1♠. If partner responds 1♠ we'll keep the bidding low by rebidding 1♥. If he instead responds 1♥ or 1♠ we could choose between a maximum single raise or a minimum mini-splinter of 3♠.
20	↑Q10432 ▼5 ↑AQJ7 ↑965	1♠. This hand is essentially minimum for a 1♠ opening. Partner won't expect us to have any more than this and won't force to game without 15 points (or a good 14).
21	★ K J▼ A Q J 4◆ K Q 8 7◆ K Q 2	1♠. We could open 2NT to show 21–22 points, but with two honours doubleton, poor intermediates and only one ace, it's better to downgrade the hand to 20 points and open 1♠ instead.
22	↑ K Q 8 7 ♥ A 10 9 5 2 ♦ 3 2 ↑ 6 4	Pass. 2♥ may not be opened with 5+ hearts and a secondary spade suit. 1♥ is the opening bid with this shape and 11–12 points, but with only 9–10 points we have to pass.
23	↑ A Q 4 ♥ none • Q 10 8 7 2 ↑ A K Q J 4	1. With two 5 card suits, usually open the bidding in the higher ranking suit. The only exception occurs when opener has 17+ points with 5 spades and a 5 card red suit, when he would open 1♣ and show his spades on the next round.
24	↑ A J 3 ▼ A J 9 5 ↑ 7 ↑ 10 8 5 4 2	Pass. The club suit is too weak for a 2 popening with fewer than 11 points. But with a slightly stronger hand we would have to open 2 popen despite the poor suit.
25	↑ A J 3 2 ▼ K • K J 7 5 ↑ Q 10 4 3	1♦. We have 14 points but these include a singleton king, so opening 1♦ give a slightly misleading impression of our playing strength. Even so, we can't open 1♣ because this denies 4–4–1 shape with 4 diamonds.
26	↑ A Q 10 4 ▼ K ↑ A K J 7 ↑ K Q 9 4	1♦. 4–4–4–1 hands with a singleton diamond are opened 1♣. All other 4–4–4–1 hands with 14+ points are opened 1♦. We shouldn't be tempted to open 2NT with a singleton honour, since we can show our additional strength by rebidding 1NT over a 1♥ or 1♠ response.

27	↑4 ▼ K J 10 5 2 ↑ A K 10 8 7 ↑ 6 3	1♥. We're nominally a couple of points short of a one level opening bid, but we can add on a point for our 5–5 distribution. We can also justifiably add on another point for having two tens and all of our points in our long suits.
28	↑J43 ▼AJ1053 ↑K7 ↑A108	1♣. A 1♥ opening denies 5–3–3–2 shape unless too strong for a 1NT opening. Here we're too weak to open 1NT, so we start with 1♣. We can show our heart suit on the second or third round.
29	↑ K 10 8 2 ♥ 6 ↑ A Q J 7 ↑ Q 5 4 3	Pass. Too weak for 1♦ and we can't open 1♣ with 1=4=4=4 or 4=1=4=4 shape. Passing with 4-4-4-1 12-counts can work very well if the opponents open the bidding in our short suit.
30	↑ A Q ▼ A Q 9 5 • J 9 7 6 2 ↑ K 4	1NT. If we open 1♦ we're forced into treating this hand as unbalanced. For example, if partner responds 1♠, we would have to rebid 2♦ because a 1NT rebid would about show 18+ and we have too few hearts to reverse into 2♥. It's preferable to treat this hand as balanced and open 1NT.
31	↑ A Q 7 4 3 ▼ A Q 5 ↑ A K J ↑ K 4	1♣. If partner responds 1♦ we can rebid 2NT to show 23–24 balanced. Partner can use some sort of five card major Stayman to find a 5–3 spade fit.
32	↑2 ▼ K Q 7 6 4 ↑ K J 8 3 ↑ 10 5 2	2♥. It's OK to have 9–10 points when our second suit is a minor. If partner relays with 2♠ we can show our minimum hand by rebidding 3♠, since with 11–12 points we would instead rebid 2NT and show our minor suit or sixth heart on the third round.

Section 4.2.2 Responses to 1♠ (Chapter 5)

Before reading these answers, try the questions in Section 2.2.2.

No	Hand	Answer
1	↑ A J 9 5 4 ♥ 2 ↑ 7 6 4 3 ↑ 10 8 7	1♦. This normally shows 0–6 points, but might instead be certain types of 7+ point hands without a 4 card major). A jump to 2♠ would show a 6 card suit. Partner is likely to rebid 1♥ or 1NT, in which case we'll be able to show our spade suit on the next round.
2	◆ A J 9 8 3 ♥ A J 7 ◆ A K J 5 ◆ 10	1♠. There's no upper limit for a 1♥ or 1♠ response, since all jumps are limited. If opener shows a genuine club suit by rebidding 2♠, we could continue with a forcing bid of 2♠, just as we would in 2/1. (Alternatively, we would rebid 2♥ followed by 3♠ if using the transfer approach described in Chapter 34 of the main book.)

3	↑Q1043 ▼5 ↑AKJ72 ↑K95	2♠. With a 5+ card minor and a 4 card major, MOSSO follows the same approach as 2/1: bid the major with less than game values, but show the longer minor with a game-going hand. This principle is unaffected by the inversion of the 2♣ and 2♦ responses.
4	♦ 5 4 ♥ A 10 9 7 5 4 ♦ 7 ♦ 9 6 3 2	2♥. Shows 4–7 points with a 6 card suit. If opener rebids 2NT, we'll continue with 3♥ to show a minimum hand. Opener might well show 17+ with spades by rebidding 2♠, in which case we'll just make a waiting bid of 2NT.
5	↑ J 4 ↑ K 10 5 ↑ K 7 ↑ A Q 8 5 4 2	2♦. Forcing to game with 5+ clubs. The inversion of the 2♠ and 2♦ responses makes it more difficult here for opener to show an unbalanced hand with clubs, but this is much less important than when we have diamonds.
6	↑4 ▼ 10 5 3 ↑ A Q J 10 9 7 2 ↑ 5 4	3♦. Showing ♦AQJxxxx or ♦KQJxxxx without 3 spades. It's important to have tight limits for this bid in case opener is unbalanced and strong.
7	↑4 ▼1097652 ◆J87 ↑1043	1♠. Not strong enough for a jump to 2♥. If partner rebids 1♠ we'll pass and hope for the best. We would much prefer to hear a 1NT rebid because we could then transfer into hearts and stop in the right suit at a safe level.
8	↑QJ3 ▼A95 ↑KJ103 ↑1096	2NT. Shows a good 11–12 points balanced. This is rather space-consuming, but opener's 3♠ rebid would be forcing to 3NT or 4♠. This allows opener to rebid 3♥ with a 5 card suit in a 5–3–3–2 hand, or to show 17+ points and 5+ spades by rebidding either 3♠ or 3♠.
9	↑ K 9 8 7 5 3 ♥ 9 5 ↑ K 7 4 ↑ J 10	2♠. We're about maximum for this jump. Our rebid over the 2NT relay would be 3♠, showing our main outside feature and a non-minimum hand.
10	↑432 ▼A875 ↑73 ↑K952	1♥. Minimum for the bid. We won't be embarrassed if opener makes a forcing rebid of 1♠ because we can happily give preference to 2♠. If opener doesn't actually have clubs then he'll be strong enough to force to game.
11	↑ K 10 4 ♥ Q J 5 • Q 9 7 3 ↑ A Q 5	1♦. Opposite a natural 1♣ opening we might jump to 3NT to show 13–15 points, but in MOSSO this would make it hard for opener to show 17+ with 5+ spades. Unless opener makes a strong rebid we'll rebid 2NT (GF) to show 13+ balanced with no 4 card major.
12	↑3 ▼A95 ↑K1097 ↑KJ632	1♦. Maximum for the bid when having an unbalanced hand. Opener is likely to rebid 1♠, over which we can describe our hand quite well by rebidding 2♥. This shows 10–11 points and at least 5–4 in the minors.

13	↑ K 4 3 2 ▼ 7 5 ◆ 7 3 ↑ A K 9 5 2	1♠. Even if we wanted to show our clubs first, we couldn't bid 2♦ because this bid is forcing to game. As in 2/1, a 1♥ or 1♠ response may conceal a longer minor with less than game values.
14	◆J43 ▼J105 ◆A3 ◆A9532	1NT. Maximum for the bid. If opener rebids 2♥ to show 12–14 balanced with 5 hearts we'll raise to 3♥.
15	↑ 10 ▼ K Q 9 8 4 ↑ A 10 7 6 3 2 ↑ A	1♥. A 2♠ response (showing diamonds) may include a 4 card major, but not a 5 card major. We therefore respond 1♥ instead, planning to show our diamonds later.
16	↑ Q 7 6 ▼ K J 6 ↑ A Q 10 5 ↑ A 4 2	1♦. Even if a natural 3NT response were available we would be too strong. Partner is likely to rebid 1♥ or 1♠, over which we'll jump to 2NT (GF). Opener still has room to clarify his hand type and we might well reach a slam if opener has an unbalanced hand.
17	↑Q4 ♥954 ↑AQJ72 ↑1086	1NT. Shows a balanced hand with 8–10 points (or a bad 11) and no 4 card major. In MOSSO, 5–3–3–2 hands are nearly always treated as balanced.
18	↑ A 10 3 ♥ 9 5 2 ↑ 7 ↑ K Q 10 8 5 4	1♠. Responder doesn't jump to 3♣ with this type of hand because this would pre-empt opener if he held 17+ with 5+ spades. We'll bid our clubs on the next round.
19	↑Q832 ▼A87642 ↑76 ↑9	2♥. This might sometimes cause us to miss a spade fit if partner has 5 clubs and 4 spades, but it's still best to limit the hand by making a weak jump shift. If partner shows 17+ with spades by rebidding 2♠, we can make a splinter bid of 4♣.
20	↑ A J 3 ▼ 10 5 2 • Q 8 5 4 3 ↑ K Q	2NT. 12 points is normally sufficient for a 2♣ (or 2♠) response, but here we have the worst possible distribution and two honours doubleton. We therefore settle for a non-forcing jump to 2NT.
21	↑J ▼AJ95 ◆KJ9 ↑AK1084	2♦. There's no upper limit for a 2♣ or 2♦ response. With gamegoing values we don't distort the auction by starting with our 4 card major.
22	↑J ▼ A J 9 5 ◆ K J 9 8 4 ↑ A K 10	2♣. There's no upper limit for a 2♣ or 2♦ response. If partner rebids 2♦ to show an unbalanced hand with clubs we'll continue with a natural 2♥, then probably support clubs on the third round.

23	♦ K 6 4 ♥ 10 5 ♦ K Q 10 8 7 2 ♣ 8 7	1♦. We're not strong enough to force to game by bidding 2♣, while a jump to 3♦ promises a good 7+ card suit. We can always show our length in diamonds on the next round.
24	♦ K 10 9 8 5 3 2 ♥ 2 • 7 6 • 9 7 2	2♠. Strictly speaking, we're a point short, but our good 7 card suit provides ample compensation.

Section 4.2.3 Rebids after 1 - 1 (Section 6.1)

Before reading these answers, try the questions in Section 2.2.3.

No	Hand	Answer	
1	↑ A J 9 5 ▼ 2 • J 4 3 ↑ A K 10 8 7	1♠. This is still a 3-way bid because we could have 12–14 balanced with more spades than hearts, 17–20 with 5+ spades or 13–20 with 5+ clubs and 4 spades. Here we're minimum for the last of these possible hand types.	
2	↑ A Q 10 6 ▼ 5 ↑ A K J ↑ A K 9 5 3	2♦. One possible type of hand for the 2♦ rebid is 25+ balanced, but it can also show 4+ spades, 5+ clubs and 20+ points (or slightly fewer with compensating distribution).	
3	↑ A K 10 4 ▼ A 10 ↑ 7 ↑ A Q J 9 3 2	2♠. Although we have only 18 points, our 6–4 distribution, good controls and good intermediates make us too good for a 1♠ rebid. We need very little from partner to be able to make game.	
4	↑ A K 5 4 ♥ A 10 9 7 ↑ 7 ↑ Q 6 3 2	1♥. We can't now have 5+ spades, but this rebid is still 2-way: either 12–14 balanced with at least as many hearts as spades, or about 13–19 unbalanced with 4+ clubs and 4 hearts. Here we're minimum for the latter hand type.	
5	↑ A K J 9 7 6♥ 7↑ A K↑ A Q J 4	2♠. Game forcing with 5+ spades. Continuations are similar to those after the equivalent 2/1 sequence 2♣-2♠-2♠, with 2NT being (nearly always) a second negative.	
6	♠ none♥ Q 9 7 5♠ A K Q 2♠ A 10 8 4 3	1♥. This is the rebid on most hands with 4 hearts and 5 clubs (or 4=4=1=4 shape). Responder is quite likely to rebid 1♠, in which case we could reasonably continue with either 1NT or 2♠.	
7	↑10974 ♥Q6 ↑AK5 ↑AJ43	1♠. With 12–14 balanced we always rebid in a major suit, if necessary bidding a 3 card suit. We'll pass responder's 1NT or 2♠ and offer a single raise over 2♠ or 2♠.	

8	↑ K J 3 ∨ A Q 5 ⋄ K Q 10 3 ↑ A K Q	2NT. Shows 23–24 points balanced, perhaps with a 5 card major. Continuations are the same as those over a 2NT opening, with appropriate point count adjustments. See Chapter 31 of the system book for a recommended approach.	
9	↑ K 9 ▼ 9 5 ↑ K Q 10 4 ↑ A K J 10 5	2♣. Shows either 13–18 points with 6+ clubs or (as here) 13–17 with 5 clubs and 4 diamonds. With a stronger hand we would have opened 1♠. (Move ♣A or ♣K into the heart suit and 1NT would have been a better opening bid.)	
10	★ K J 6♥ Q 9 7◆ A 8 5◆ Q J 4 2	1♥. With 12–14 balanced we always rebid in a major suit, if necessary bidding a 3 card suit. With equal length in the majors, always rebid in hearts.	
11	↑ K 9 ▼ K 5 • K Q 8 4 ↑ A Q J 5 2	1NT. With strong doubletons, this is a much better rebid than 2♠. Our 1NT rebid will allow responder to make a transfer bid of 2♦ or 2♥, whereas he would have been unable to show his major suit over 2♠.	
12	↑ A K Q 10 ▼ A Q 7 5 ↑ A Q ↑ K Q 4	2♠. Shows 25+ points balanced, or 20+ points with 5 clubs and 4 spades, or 21–22 points with 5 spades. Responder is very likely to rebid 2♥ or 2♠, over either of which we'll show our hand type by continuing with 2NT.	
13	↑ A 9 8 4 3 ♥ 9 ↑ K Q 10 ↑ A K J 5	1♠. This hand is minimum for its hand type: with a weaker hand we would have opened 1♠ instead of 1♠. If responder rebids 1NT we'll continue with an artificial 2♠, showing 5+ spades and denying the requirements for a more specific higher bid.	
14	↑ A 4 ↑ K 10 5 ↑ K 7 ↑ A 10 8 5 4 2	2♣. Shows either 13–17 with 5lubs and 4 diamonds or (as here) 13–18 points with 6+ clubs.	
15	↑ A♥ Q J 9 5↑ A K J↑ A K Q 10 3	2♥. There's no upper limit for rebids of 2♦, 2♥ or 2♠. 2♥ is only limited when opener has a single suited hand with clubs. If partner continues with the second negative of 2♠, we'll bid 3♦ to show a game-going hand with (probably) 1=4=3=5 shape.	
16	↑ A K Q 10 ♥ Q 7 5 ↑ A 9 ↑ K 10 4 2	1NT. Shows 18–20 balanced. When balanced, opener only rebids 1♥ or 1♠ when he has 12–14 points. If partner has 4 spades we'll find our spade fit if he's strong enough to use Stayman (normally 5 or more points).	
17	◆54 ▼AJ2 ◆J64 ◆AK1087	1♥. We can't rebid 2♣ with a balanced hand. If partner rebids 1♠ we'll correct to 1NT.	

18	↑ K 3 ∨ A 5 ↑ A Q J ↑ A K Q 9 8 6	3NT. Shows a long club suit with all suits stopped. We don't want partner taking out into a weak major suit.	
19	↑ A J 10 2 ▼ A Q 10 ↑ Q 10 9 3 ↑ A 6	1NT. It was reasonable to add on a point for our good intermediates, so 1♣ was a better opening bid than 1NT.	
20	↑ A K J 4 3 ▼ A 5 ↑ Q 10 6 ↑ A 8 2	1NT. We don't rebid 1♠ with 5–3–3–2 shape because we would be stuck if responder rebid 1NT. But the sequence 1♣–1♦–1NT is not used with 5 hearts because the opening bid would have been 1♥ (permissible with 5–3–3–2 shape and 18–20 or 25+ points).	
21	↑ Q 10 4 3 ↑ A 7 2 ↑ none ↑ K Q J 9 8 5	1♠. We were right to open 1♠ with only 12 points unbalanced because our 6–4 shape means that we satisfy the rule of 22. If partner rebids 1NT we'll correct to 2♠. If he instead rebids 2♠ (6+ card suit with 8–11 points) we'll have to pass and hope for the best.	
22	↑ A 9 2 ▼ 7 ↑ A K ↑ A K Q 9 8 4 3	3♦. Shows solid clubs with shortage in a major suit. If partner rebids 4♣ we'll pass.	
23	♠ K J 6 4 3♥ A J 7♦ A K Q 8 5♠ none	1♠. Having opened 1♠ with a long spade suit, opener only rebids 2♠ if he has game-going values (i.e. would have opened 2♠ playing 2/1 or a similar system). If partner rebids 1NT we'll rebid an artificial 2♠ to find out more about responder's hand.	
24	↑ A Q 7 6 2 ▼ A Q J ↑ A 7 ↑ A K Q	2♠. Game forcing with long spades. 5–3–3–2 shape is acceptable. Alternatively we could treat the hand as balanced and rebid 2♠, intending to follow up with 2NT to show 25+ points.	
25	↑ A Q J 4 ▼ K 10 5 2 ↑ none ↑ A K 8 5 4	1♥. Gives partner a chance to bid spades at the one level.	
26	↑ K J 6♥ Q↑ A K 8↑ A K J 10 4 2	2♥. This might be based on a strong hand with clubs and hearts, but it can also show about 8 tricks with long clubs. Over 2♠ (second negative) we'll continue with 3♠ (NF). We're too weak to show the clubs directly by rebidding at the 3 level.	
27	↑ A K J 2 ♥ A 10 6 4 ↑ K Q 7 ↑ A 8	Trick question! With a balanced 21 points, we should have opened 2NT instead.	

28	↑ A ♥ A Q J 9 5 ↑ A ↑ A K Q 10 3 2	Trick question! With 5 hearts and a very strong hand, we should have opened 1♥ instead.	
29	↑ A Q 9 7 4 ▼ A 2 ↑ A K J ↑ K Q 3	2NT. Shows 23–24 points balanced, perhaps with a 5 card major. Continuations are the same as those over a 2NT opening. The recommended approach in Chapter 31 of the system book includes a form of Puppet Stayman, so a desirable 5–3 spade fit won't be missed.	
30	↑ A Q 10 8 4 ▼ A K J 7 ↑ 2 ↑ A Q J	2♦. This is one of those awkward "in-between" hands playing standard methods, i.e. too weak for a game force, but with so many high cards that a 1♠ opening might be passed out. In MOSSO we can open 1♠ and rebid 2♦ with 5+ spades and 21–22 points. We'll continue with 2♠ (NF) over 2♥ (0–4) or 3♥ (GF with at least 5=4 in the majors) over 2♠ (5–7).	
31	↑ Q J 3 2 ▼ A ↑ K Q 4 3 ↑ A 10 8 6	Trick question! With 4–4–4 shape 1♣ is only opened with a singleton diamond. We should have opened 1♦ instead.	
32	↑QJ3 ▼A ↑KJ4 ↑AQ10863	2♣. Not strong enough to jump to 2♥. Responder is allowed to raise to 3♣ with a "maximum negative", but even then game is unlikely to be better than a finesse.	

Section 4.2.4 Developments after $1 - 1 \pmod{(Chapter 6)}$

Before reading these answers, try the questions in Section 2.2.4.

No	Auction	Hand	Rebid
1	West East 1♣ 1♦ 1♥ ?	↑ K J 4 ♥ 9 5 4 ◆ 8 7 6 3 2 ↑ 10 2	Pass. We have no guarantee of finding a better contract. On balance it's preferable to accept the possibility of a 3–3 fit, rather than try a shaded 1NT (which in any case might not be a better contract).
2	West East 1 ♣ 1 ♦ 1 ♥ ?	♣J974 ♥A1095 ♦832 ♣64	2♥. Game is possible if opener has an unbalanced maximum. Partner won't expect us to have more than 6 points because we failed to bid hearts on the first round.
3	West East 1 ♣ 1 ♦ 1 • ?	↑J97 ▼5 ◆9832 ↑AQ864	2♣. Shows either 8–11 points with 6+ clubs or (as here) 7–9 points with at least 5–4 in the minors. With a balanced hand opener will either pass or rectify to 2♠.

THREE BIDDING SYSTEMS COMBINED INTO ONE

For the last three years, Richard Granville and David Burn have been developing MOSSO, a new 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 the subject of enthusiastic discussion on the popular website bridgewinners.com. This second volume contains example auctions and quizzes. The first volume, *The Mosso Bidding System*, describes the full system in detail.



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