



Moscito system by Martin Johnson

The Moscito system is a strong club system with relays and some specialized opening bids. The version described here was developed by professor Bo-Yin Yang of Taiwan. Opening bids are described in terms of Reese points (RP), where an ace=3, a king=2 and a queen=1. **Opening bids** All good hands open 1♣. Other suit openings have a lower limit roughly a king less than in standard systems.

1♣ = 10+ RP, any shape, roughly this translates as 16+ HCP, but it may be as few as 14 HCP with excellent shape

1♦ = 5-9 RP, no four card or longer major, if 5-6 RP (less than normal high card points) will have good shape and intermediates in the long suits.

1M = 5-9 RP, at least 4 cards in the bid suit, and not 4 cards in the other major. May be balanced or have a long minor.

1N = 5-9 RP, at least 4-4 in the majors

2 bids = 3-5 RP, at least a 5 card suit, usually six, undisciplined openings, may have four cards in unbid major for a 2m opening

2N = a sound preempt in some suit

3 bids = very weak preempts

3N = a sound four level opening in some suit

Relay responding

There is a slightly different responding structure to each opening bid, many responses are not natural, the approach is describe specifically or relay. The term slave (abbreviated SL) and master (abbreviated MA) are used to define the responder to a relay and the person relaying respectively. Relay structures are symmetric in the sense that the exact same actual bid in two relay sequences tend to show similar shapes, except perhaps for a switch in strength or a specific suit. Zoom is used in designing relay where opener tries to anticipate what partner might need to know and answer that question before asked (often for example a two step response shows shortness in that suit, since a one step response and relay bid is not natural. Anti-relays are used also (a non minimum relay that asks for a different set of responses than the cheap relay, and which would leave a problem for the master on some hand patterns).

Abbreviations

Notation Meaning

! the real suit of a transfer, or the next bid by our side.

ad Advancer, ag's partner
ag Aggressor (the player entering the auction against the opening side).
art Artificial
Bal Balanced
Canape second bid (shown) suit is at least as long as the other suit.
CC Romex Cover Cards
cM/cm cor (responding) major/minor (the non-touching pairs . + } , ~ + |)
comp Competitive
conc Concentration (of strength).
constr Constructive (full value, game interest)
CoG (S) Choice of Games (Slams).
ctrl Control
entry Entry Point (to a set of relays)
f1 Forcing (1 round).
fg Forcing to game (sometimes only meaning 3N or higher)
fp Forcing Pass situation
frag Fragment
g/t Game Invitational.
hcp High Card Points
losers Adjusted Losing Trick Count
leb lebensohl variant: 2N used to grade (distinguish between good and bad hands).
lho Left Hand Opponent
M, m The previously mentioned major (minor) suit, or if that does not exist, either major (minor) suit.
nat Natural
neg Negative
nf Non-forcing.
oM, om Other Major, Other Minor
op Opener
op Woolsey's Offensive Power
opt Optional (double)
P pass
p/c Pass or Correct
pos Positive
pre Preemptive
pup Puppet
qbid cue-bid{ a bid either showing a control, or in the opponents' suit
[r] Relay, either meaning a cheap asking bid, or sometimes just the cheapest bid.
re Responder
rho Right Hand Opponent
rp Reese (3-2-1) Points
s/t Slam Invitational.
s/o Signoff
sol Solid (a suit of at most 1 loser, as in KQJ10xx or KQJxxxx; a suit with no losers is referred to as a

Running suit).

spl Splinter (singleton or void)

str Strong (good suit quality)

supp Support (_t)

tM/tm Touching major/minor (color-matched pairs . + | , ~ + })

t/o Takeout

trf Transfer

unBal Unbalanced

u/u Unusual Over Unusual

value Value (playing strength)

wk Weak

x Any suit.

X Double.

xx Redouble.

y A different suit than x.

Zoom Go to the next stage of a relay auction, whether distribution or high-card showing.

In response to suit openings which are roughly a king lighter than in standard, GF refers to roughly 15+ HCP, INV to 12-14 HCP, constr to 9-11 HCP.

Responses to 1 diamond

1♥ - [r] - waiting, probably with 5+ hearts, may be invite strength

1♠ - 5+ spades

1N - [r]- GF, roughly 15+ in normal high card points

2m - 4+ suit, INV

2M - 6+ suit, f1, asking

2N - pre, forcing opener to pick a minor, or strong one suited minor hand

Higher - pre

1♦ -1N (GF) - ?

2♣ = both minors

2♦ [r] - 2♥ = clubs longer

2♠ [r] - 2n= lower fragment, 3♣ =equal frag

3♦ etc zoom higher fragment

2♠ = minors equal length

2n[r] - 3♣ =55 3♦ [r] - 3♥ =5521 lower 3♠ =5530 lower

3n=5521 higher 4♣ =5530 higher

3♥ [ar] - 3♠ =5521 higher 3n=5530 higher

4♣ =5521 lower 4♦ =5530 lower

3♦ =3244

3♥ =2344

2n = diamonds longer, lower fragment

3♣ [r] - 3♦ =3154 3♥ =2164 3♠ =3064 min 3N=3064 max

4♣ =2164 solid 4♦ =2065 4♥ =2074 4♠ =1075 4n=1084

3c = equal residue or 3 suiter, diamonds longer

3♦ [r] - 3♥ =2254 min 3♠ =2254 max 3N=2254 max stoppers

4♣ =1165 4♦ /♥ /♠ =various 1174 4N=76,85,94

3♦ =1354

3♥ =1264

3♠ =0364 min

3N=0364 max

4♣ =1264 solid

4♦ =0265 etc as above

2♦ = 5+ clubs only 2n[r]- 2♠ =short s, 2N=short ♥ , 3♣ =special 3♦ =short ♦

2♥ = diamonds one suiter, not short in spades

2♠ [r]- 2N= short ♥ , 3♣ [r]- 3♦ - 3253 3♥ -3163 3♠ -3172 3N-2173 4♣ =solid ♦

3♣ =special 3♦ [r pattern], 3♥ [relay stoppers]

3♦ =3352 3♥ =3361 3♠ =3271 3N=2371 4♣ =solid ♦ , ♣ splinter 4♦ =8+

2♠ = diamond only suiter, short in spades

2N[r] - 3♣ =special 3♦ =2353 3♥ =1363 3♠ =1273 3N=1372 4♣ =solid ♦ 4♦ =8+

2N = 3334 or 3343

3♣ = solid suit, no singleton

3♦ = SPL in spades, solid suit, then 3♥ [r]-> 3♠ /N= clubs, diamonds one loser,

4♣ /♦ =no loser

3♥ = SPL in hearts,

3♠ = SPL in diamonds, hence long clubs

3N= SPL in clubs, hence long diamonds

1 suited scheme - 2d/h/s above

main = one unique short suit, identified by high, middle low suit ordering

special = two+ equally short, hence 4333,6322,7222,8311, space restrained, requiring anti relays

solid suit = one loser opposite singleton/void

running suit = no losers

2 suited scheme - 2c above - slave has two 4+ suits

main = all suits different length

even residue = 5422,6511 or 7411

1♦ -1♥ [r]-?

1♠ = ART, 3 hearts

1N = near balanced, not 3 hearts

2m= usually 6, not 3 hearts

2M= 6 of either minor, 3 or 4om, Kx or Ax in bid suit

2N = 2 good minors, maximum

3m = 6+ in minor, maximum, usually feature in om

1♦ - 1♠ [5+ suit] - ?

P - doubleton spade, minimum

1NT - doubleton spade, natural, may have 6m

2m - 6m, minimum

2♥ - max with 3 spades

2♠ - min with 3 spades

2N - max with both minors

3m - max with 6 card minor

3♥ - max with heart void and 3 spades

3♠ - max with 3 spades, may be playable in 3NT

Responses to 1 major

The 1 major opening shows a four + suit, and denies 4 in the other major. The responses are primarily geared to showing various hands with support for the major. The higher responses have the same or symmetric meaning in both structures, the lower responses are somewhat different.

1♥ - ?

1♠ = game try relay, 13+ HCP

1NT = not forcing, up to 12 HCP

2♣ = constructive strength, 3 hearts

2♦ = artificial invite in some suit

2♥ = 3+ support, strength as in standard, 2-3 CC

2♠ = 6+ suit, not forcing

2N = limit raise or better, 4+ trumps

3♣ = artificial raise, usually constructive strength (like Bergen)

3♦ = GT with support for hearts (sort of flower bid)

3♥ = limit raise, typically 5+ support

3♠ = natural not game forcing

1♠ - ?

1N = game try relay, 13+ HCP

2♣ = either weak with diamonds or some invite

2♦ = constructive raise with 3 spades

2♥ = 6+ hearts, not forcing

- 2♠ = normal raise, 2-3 CC, 3+ support
- 2N = limit raise or better, 4+ trumps
- 3♣ = preemptive with clubs
- 3♦ = constructive raise with 5+ support or 4 and a void
- 3♥ = natural, constructive, 6+ hearts
- 3♠ = competitive, 5+ support

1M - ?

- 3N = defensive game raise of major
- 4C = Roman Key Card Gerber
- 4D = shapely raise of major
- 4M = to play, shutout raise
- 4OM = to play, long strong suit
- 4N = Blackwood

Responses to 1nt

A 1NT opening shows 5-9 RP, at least 44 in majors. Opener may be balanced in which case he will have 12 + HCP. Responses are geared to either signing off in a minor, or various types of major signoffs or invites.

2♣ - any FG hand or some G/T hands with 3+ support for one major and 4CC

rebids are (I think)

- 2♦ - 44 in majors. 2♥ [r]- 2♠ =4432 2N=4423 3♣ =4414 3♦ =4441
- 2♥ - 45 in majors 2♠ [r]- 2n=minimum 3♣ =4513 max 3♦ =4531 max 3♥ /♠ =4504/4540 resp. 3N=4522 max.
- 2♠ - 54 in majors
- 2N - 55 in majors
- 3m - 55 in majors, void in minor

2♦ - forces 2♥ to signoff, or continue with 2♠ constructive in spades, or others are invite

2♥ - constructive raise of hearts

2♠ - sign off, 3+ support, less than 3 cover cards

2N - forces 3c to sign off or GT with either major, splinter in other major

3♣ - forces 3d to sign off or rebid 3M invite with diamond values

3♦ - constructive, 5+ support for one major

3M - competitive raise, 2.5-3 cover cards, 4+ support

3N/4M = to play

Responses to 1C

Responder uses Reese points in evaluating, responses show 4+ length in some anchor suit

1♦ - 0-4 RP, negative.

1♥ - 5+ RP, 4+ spades

1♠ - [R] -FG 1N =min, misfit 2♣ =spade support 2♦ =6+♥ 2♥ =6+♣ 2♠ =6+♦

2N=5♣ +5♦ min, FG 3♣ =5♣ +5♥ , FG 3♦ =5♦ +5♥ ,FG 3♥ =supp, void ♦

3♠ = supp, void ♥ 3n/4♣ =supp,void clubs

1♠ - 5+ RP, 4+ hearts

1N-[R]-FG 2♣ =min, misfit 2♦ =heart support 2♥ =6+♠ 2S=6+♣ 2N=6+♦

1N - 5+ RP, 4+ diamonds

2♣ - 5+ RP, flat, no major

2♦ - 5+ RP, 4+ clubs, no other suit

2M - 3-4 RP, 6M, not 4OM or 5m

2N - either 3-4 RP with 7M or 1 suited with 6+M solid, 5-6 RP

3m- semi positive, 3-4 RP with 6m322

3H - solid 6+ clubs, 5-8 RP

3S/N - 1 suiter diamonds, 4-8 RP, 1/0 losers in suit respectively

4m - Texas transfers. 3-4 RP

4M - 8+ suit, 0-2 RP

1♣ 1♥ (4+ spades)

1♣ 1♠ (4+ hearts)

1♠

1N

1N - Spades and hearts

2♣ - spades and diamonds

2♣ - hearts and diamonds

2♦ - one suited

2♦ - one suited

2♥ - spades and clubs

2♥ - hearts and clubs

1♣ 1N (4+ diamonds)

1♣ 2♣ (flat)

2♣

?

2♦

?

2♦ - one suited

2♥ - diamonds and clubs

2♥ - diamonds and clubs

Auctions where 2 suits shown follow the scheme after relay

1 - lower longer . After relay continue with steps 3+

2 - even suits. Then after relay

4-55 5-3 suiter if possible 6- lower 4432

7/8 - min/max higher 4432 9 -lower 6610

10 - higher 6610

3 - higher longer, lower fragment (after relay follow steps 5+)

4 - higher longer, equal fragment . Then after relay

6- 5422 7/8 - min/max 3 suiter

9- 6511 10 - 7411

5. 5431

6. 6421

7. 6430 min

8. 6430 max

9. 6421 solid

10. 6520

11. 7420

12. 7510

13. 8410

Auctions where 1 suit is shown, relay is 2♥ , then

2♠ - shorter in higher side suit. Then after 2N

3♣ - 2236 or 2227

3♦ - 2335 3♥ etc as below

2N - short in middle side suit (then to 3D and higher)

3♣ - either 3334 if possible or 3226 (two lower equal)

3♦ - 5332 lower doubleton

3♥ - 6331

3♠ - 7321 or 7231 max

3N - 7321 or 7231 min

4♣ - solid 6

4♦ - 8+

4♥ - 7330

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