

AN HONORS eBook FROM MASTER POINT PRESS

Richard Granville  
and David Burn

# The MOSSO Bidding System

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This is the first of two volumes relating to the MOSSO bidding system. This volume contains a full definition of MOSSO in the form of bidding tables and supporting text. The second, entitled “MOSSO: Example Auctions and Quizzes” [2], provides additional guidance.

The quiz questions in volume 2 allow readers to test their knowledge of the system, with the answer sections providing useful examples of many MOSSO bids. The example auctions are all complete and serve to illustrate how the bidding can develop beyond the initial sequences shown in the tables. It is therefore recommended that newcomers to MOSSO read the two volumes concurrently.

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## FOREWORD by Barry Rigal

I am not sure whether I should be more flattered or surprised that I have been asked by David Burn and Richard Granville to write a foreword for their book, MOSSO. Why should I be surprised? It is because I went to Oxford and David and Richard went to ‘the other place’. I suspect that their secret veneration for the older and in all ways superior University has overcome the sense of hostility to the enemy that will doubtless have festered in them for the last 40 years as it has in me.

Seriously, I first met and was impressed by David when our paths crossed at school – when his alma mater Dulwich College beat up my school at bridge. Richard had just left Cambridge when I arrived at Oxford, but he was soon to be justly well known for having been part of the first British team to win the European Junior Championship. Alas for him there was no world junior event in those years; had there been I have no doubt his squad would have taken the title.

Richard and Graham Kirby had left their names on GTKsys, the version of Cambridge Precision that represented mainstream for the Young Turks in the early 1980s (much of which I borrowed or adapted for my book “Precision in the 90s”). After leaving University, Richard decided to work for a living and focus on Go rather than bridge while David opted to work at BT while majoring in bridge. He and I were partners and teammates many times in the early 1980s, then David went on to serious partnerships with Dave Price and Brian Callaghan that led in 2000 to England’s best finish in a world championship for 15 years. In the last 10 years David has performed an outstanding task as coach and npc of open and women’s teams, helping them with system, correcting some of their wilder ideas and generally managing to prevent any partnership from inflicting bodily harm on each other or their teammates. In the meantime Richard started to return to serious bridge in 2010 and was able to adapt successfully to the evolution of bidding that had occurred during his absence,

Both players have left their marks on bridge in the world of system, notably in the area of asking bids. David created a specialized extension that became known as the Burn Gamma Asking Bid, while Richard invented so many asking bids after a Precision 1♣ opening that he almost ran out of Greek letters! Fortunately, only one of these has survived into the MOSSO system ...

After damning Richard and David with such faint praise, you may wonder whether I am going to recommend this book, and why. The answer is an enthusiastic “yes”. The idea of playing one-level forcing actions that started with the Fantunes system has been modified to use a strong no-trump base and a variety of Polish Club that may include strong hands with a black suit. Thus the 1♠ opening is non-forcing but the red suit openings are unlimited, an idea that has something in common with natural system, something in common with Little Major.

What sets this system and this book apart from other methods is also the thoroughness with which the authors have discussed follow-ups and the plusses and minuses of their methods. In my view the merits of the approach are at the very least worth considering and debating. And the completeness of the description means that even if one does not adopt the whole system, everyone will find something worth discussing with their favourite partner.

# Part 1: MOSSO Essentials

## Chapter 1 Introduction

### Section 1.1 The evolution of bidding systems

At the time of writing, contract bridge has been in existence for nearly 100 years, during which time the approach to bidding has changed enormously. The sophisticated bidding systems of today would be almost unrecognizable to those early contract bridge players who were making their first attempts to adapt from auction bridge.

Bidding methods have evolved continuously since 1926, but when the various improvements are considered in general terms, there are few that could be described as truly revolutionary. Some would argue that there were only two such developments during the next 70 years:

1. The introduction of the “approach forcing” principle by Ely Culbertson around 1930. Prior to this time (and for a short time afterwards, in some places) bidding consisted of a series of quantitative, non-forcing bids.
2. The introduction of “strong club” systems in the 1960’s. Of these, Precision (first suggested around 1970) has developed into a mainstream bidding system.

The principles of “approach forcing” were successfully applied to the construction of the Acol system in the late 1930’s. Since that time, virtually all bidding systems have adopted this philosophy. For at least 30 years, there was always at least one forcing bid at the two level. Opening bids at the one level were non-forcing, but a new suit response was forcing for one round. This approach is still used by the majority of today’s bridge players.

By contrast, strong club systems have not proved to be universally popular. One reason may be that strong club systems can be difficult for club players to learn. Another is that many players perceive them to provide marginal benefit: the effort involved in learning them might (for some people) be better applied to gaining more definition in a “Standard” system. Many players accept that strong club systems can be more accurate in an unopposed auction, but that this is offset by the disruption that may be caused by intervention over the 1♣ opening.

Bidding systems have continued to evolve, but there was one startling new development that took place around 1997. A prominent Italian player, Carlo Mosca, started to define an entirely different bidding system based around the following concepts:

1. All opening bids of two of a suit are natural, showing an unbalanced hand of 10–13 points.
2. All opening bids of one of a suit are unlimited and forcing for one round. They are also all natural, with the exception of 1♣, which might also be based on a balanced hand.

When combined with a weak (12–14) 1NT opening, an important consequence of this system is that the minimum strength for all suit opening bids at the one level is generally about a king more than that in systems such as 2/1 (Two over One Game Forcing), SAYC (Standard American Yellow Card) or Acol. This system has become known as “Fantunes”, a combination of the surnames of an Italian pair that later developed the system further.

## Section 1.2 The Fantunes approach

Although it was played in important competitions from 2005 to 2015, little information about the Fantunes system was available until early 2013, when the book “Fantunes Revealed” [1] was published. Even this led to a limited take-up of the system, perhaps for the following reasons:

1. The full system is quite complicated.
2. Many treatments within the Fantunes system are somewhat different from the corresponding treatments within a standard system.

Some readers of the book must have asked themselves the question: is it possible to play a more natural form of Fantunes? The internet has been used to publish various ideas [17], including modifying the system as follows:

1. The strength of the two level opening bids is reduced from 10–13 to 9–12. Opening bids at the one level are therefore 13+.
2. In response to the 1♣ opening there is a 1♦ negative, thus allowing the system of responses to be essentially natural.

These changes don't affect the general philosophy of Fantunes, but they do allow the approach to be more similar to that of a standard system. The 2/1 system is a particularly good basis for these modifications, which have been used by the authors to derive the SWIFT system [15]. This also embodies a strong (15–17) 1NT opening, thereby making a SWIFT 1♣ similar to that opening in the Polish Club system. That system is outlined in the next section.

## Section 1.3 The Polish Club System

The opening bid of 1♣ provides the maximum amount of bidding space for investigation, so using it to show a strong hand (as in the Precision system) can be advantageous. It is also possible for a bidding system to utilise the 1♣ opening for a variety of hands, not all of them strong. One of the most popular systems of this type is known as Polish Club [3]. In this system the opening bid of 1♣ shows one of three different kinds of hands:

- 1 12–14 balanced;
- 2 15–17 unbalanced with 5+ clubs;
- 3 18+, any distribution.

The rest of the Polish Club system is similar to Precision in some ways, in that opening bids of 1♦, 1♥, 1♠ and 2♣ are natural and limited. 2♦, 2♥ and 2♠ are all available to show weak hands.

Over the 1♣ opening, responder bids 1♦ with virtually all hands of 0–6 points. 1♦ is also the response on unbalanced 7–11 point hands with no 4 card major. In this way responder generally keeps the bidding low so that opener can clarify the nature of his hand.

The strengths of Polish Club include the following:

- 1 The 1♦ opening always shows 4+ diamonds, which makes life particularly easy for responder (as compared with the nebulous 1♦ opening in Precision).
- 2 A 1NT opening shows 15–17 points, the same as in many natural systems.
- 3 Opponents have to be a little careful when attempting to disrupt the 1♣ opening because they need to be able to bid constructively when opener is 12–14 balanced, the most common of the three options shown above.

The main problem with the Polish Club system is that a 1♣ opener can sometimes find it difficult to describe strong hands, even when the opponents are silent. Despite this, the system is popular in Northern and Eastern Europe and has been employed successfully by Poland in many international events.

## Section 1.4 The properties of the spade suit

Most systems treat major suit opening bids in consistent fashion. For example, in nearly all systems the meaning of a 1♥ opening is identical to that of a 1♠ opening, except for the location of the long suit. Pre-emptive openings of 2♥ and 2♠ are also treated in the same way. The main reasons for this would seem to be convenience and simplicity.

In practice, the properties of the spade suit are significantly different from those of the heart suit, mainly because spades is the highest ranking suit. While it can often be useful to pre-empt in spades, a more gradual approach may work just as well because the opponents might well end up being outbid anyway. Also, constructive bidding after a spade pre-empt is significantly more difficult than after a heart pre-empt, especially when the pre-emptor's partner has length in the other major.

This property is particularly relevant to the Fantunes system [1], in which opening bids of 2♥ and 2♠ show either a 6 card suit or a 5 card suit and a 4+ card minor. Constructive bidding can be quite difficult over this 2♠ opening. It is often easier to develop the auction after a Fantunes 2♥ opening because there is one extra bid between the opening bid and 3NT and two extra bids between the opening bid and 4 of the other major. Also, there is potentially more to gain from the pre-emptive nature of a 2♥ opening than from the pre-emptive nature of 2♠.

It can be seen that spade pre-empts are most effective when they are fairly tightly defined, such as a standard Weak Two. The authors therefore had an idea: would it be possible to retain a Fantunes approach in clubs, diamonds and hearts, but revert to a standard system in spades? The answer is outlined in the next section.

There is another useful property of the spade suit, in that it is affected less by the opponents' pre-emption than any other suit, including hearts. This is another important factor that is relevant to the design of the new system.

## Section 1.5 Combining the best features of Fantunes and Polish Club

If an opening 2♠ is to be played as a standard Weak Two in a Fantunes framework, it is necessary for all stronger hands with spades as the main suit to be opened at the one level because the opening bids of 2♣, 2♦ and 2♥ are all natural and limited. This implies that very strong spade hands will be opened 1♣. In practice it is most effective to limit a 1♠ opening to about 16 points and to open 1♣ with a good 16+ points and 5+ spades.

The 1♣ opening now becomes a 3 way bid:

- 1 13+ unbalanced with clubs;
- 2 Balanced outside the ranges of 1NT and 2NT openings, i.e. 12–14, 18–20 or 23+;
- 3 17+ (or a good 16) with 5+ spades.

This is in some ways similar to a 1♣ opening in standard Polish Club, but there is an important difference: this 1♣ opening is only strong when opener has length in a black suit. With 13+ points and length in a red suit the opening bid is 1♦ or 1♥, regardless of the strength of the hand.



Although the 3 way nature of a 1♣ opening means that it can be affected by adverse intervention, this is less important when opener's main suit is spades. Much of the time opener will be able to show this type of hand by bidding 2♠ or 3♠ on the second round. If the opponents are silent there is plenty of room for opener to distinguish between his various hand types.

This system has been named MOSSO: MOsca with Standard Spade Openings.

## Section 1.6 Outline of the MOSSO bidding system

Red suit opening bids in MOSSO follow the principles of Fantunes with 1♦ and 1♥ being natural and forcing, while 2♦ and 2♥ are available for weaker hands. The 1NT and 2NT openings are as in 2/1. A 2♣ opening is also natural and intermediate, but 2♠ is a fairly standard Weak Two. The 1♠ opening is limited to 16 points, while most other hands of opening bid strength start with 1♣. In more detail:

A 1NT opening is 15–17 balanced and will frequently include a 5 card major. A 3♣ response to 1NT is Puppet Stayman, thus allowing 5–3 fits to be found when appropriate.

Opening bids of 2♣, 2♦ and 2♥ show 9–12 points and at least 5 cards in the bid suit. The 2♥ opening denies 4 spades, but apart from this all shapes except for 5–3–3–2 are permitted. The next suit up (e.g. 2♥ over 2♦) is a relay.

A 1♠ opening shows a 5+ card suit and is limited to a maximum of 16 points. This upper limit makes it reasonable for the minimum to be 2 points less than in a standard system, so a MOSSO 1♠ opening is appropriate on most reasonable unbalanced 9 point hands. A standard 2/1 framework may be employed.

A 2♠ opening is a Weak Two, again slightly weaker than standard. The range for a 2♠ opening is 4–9 points, but 4 point hands may be passed and most 9 point hands would be opened 1♠.

The 2NT opening shows 21–22 points and may include a 5 card major.

The 1♣ opening covers nearly all unbalanced hands where the longest suit is clubs. 1♣ is also opened with 17+ points and 5+ spades. Finally (and most commonly) 1♣ is the opening bid on balanced hands with 12–14, 18–20 or 23+ points. Balanced 12–14 point hands may include 5 hearts (but not usually 5 spades) because a 1♥ opening is not available for these hands. Responder bids 1♦ on most hands with 0–6 points, but this bid may also be made on some stronger hands without a 4 card major. The 1♦ response keeps the bidding low and allows the opener to rebid 1♥ or 1♠ with a minimum balanced or unbalanced hand. Most other rebids distinguish clearly between a club suit, a spade suit and a balanced hand.

The 1♦ opening covers all unbalanced hands of 13+ points where the longest suit is diamonds, or with equal length in the minors. 1♦ is also opened with 4=5 in the minors and 18+ points. There is no conventional negative over 1♦, so weak hands have to respond 1♥ or 1♠ (0+ points) with 4+ cards in that suit or 1NT (0–8) with no 4 card major. At first sight, it might seem that with 13+ points facing 0+ points (i.e. both hands unlimited), auctions starting 1♦–1♥ or 1♦–1♠ could be inaccurate or unsafe. In practice, opener's 1NT rebid is not needed in a natural sense and is therefore reserved for strong hands, thus enabling the partnership to stop at a safe level when responder is very weak.

The 1♥ opening is also natural and unlimited. It shows a 5+ card suit, but denies 5–3–3–2 shape unless too strong for a 1NT opening. The minimum strength is usually 13 points, but 1♥ is also

opened with 11–12 points and 4 spades (known as the weak variant). A weak responder without heart support may respond 1♠ (0–12 points, fewer than 5 spades) or 1NT (0+ points with 5+ spades), an approach that is based upon the Kaplan Interchange. Continuations after these and other responses follow the principles of 2/1, with some additional treatments that enable weak responding hands and very strong opening hands to be handled effectively.

To reiterate: MOSSO opening spade bids are fairly standard, with the 1♠ opening limited to between 9 and 16 points. Apart from this, MOSSO bids of 2 of a suit show 9–12 points, an opening 1NT is 15–17, while other opening 1 bids are unlimited and forcing. Some developments after 1♣ are similar to Polish Club, but the rest of MOSSO has been designed to be as similar to 2/1 as possible. This approach also makes it reasonably easy for players to convert to MOSSO from other systems.

It is a little difficult to summarize the nature of MOSSO because it is essentially an amalgam of parts of Fantunes [1], Polish Club [3] and 2/1 [4]. MOSSO aims to utilize the best areas of these three systems, while providing an effective interface between them.

## Section 1.7 Why play MOSSO?

A MOSSO opening of 1NT, 2♠ or 2NT is essentially the same as in 2/1. Thus, there is no advantage or disadvantage associated with these three bids. The opening bid of 1♠ is also very similar to 2/1. Although the minimum for a MOSSO 1♠ opening is lower than that for 2/1 the overall range is reduced, so a MOSSO partnership is slightly better placed after a 1♠ opening. Also, a light 1♠ opening can make life awkward for the opponents when they have the balance of strength.

The 2♣, 2♦ and 2♥ opening bids in MOSSO can cause serious problems for the opponents, as compared with a standard system where the same hands would be passed or opened at the one level. They show approximately an average strength hand, so therefore occur quite frequently. Although it is quite easy to specify a defence to these bids (double for takeout, other bids natural), the loss in bidding space is often significant. The book “Fantunes Revealed” [1] contains many examples of world-class opposition reaching the wrong contract after a two-level opening.

The MOSSO openings of 1♣, 1♦ and 1♥ are also very effective. The 1♣ opening is most often a balanced hand with 12–14 points, thus providing the maximum room for investigation and also allowing the partnership to stop at a low level when responder is weak. The 1♦ and 1♥ openings are both natural and with the minimum normally being about a queen more than in a standard system, responder is often well-placed, even with limited values. Over a 1♦ opening a balanced 11 points is enough to drive to game and the same is true when a 1♣ or 1♥ opener has denied the weak variant. When opener is very strong, naming the longest suit at the one level often leads to a clearer auction than in 2/1 or Precision, where opener doesn’t reveal his best suit until the second round of bidding.

Another reason for playing MOSSO is that a partnership doesn’t need to abandon its detailed understandings or general style. Chapter 2 of this book outlines a simple version of MOSSO that is as close to 2/1 as possible. Once a partnership has become familiar with this basic approach, they can start to incorporate some of the details in subsequent chapters.

A simple 2/1 approach to MOSSO could be sufficient for some players, but others would prefer a more sophisticated system in order to gain accuracy. For this reason, much of this book is aimed at “serious” partnerships that are prepared to incorporate some conventional machinery. The full version of MOSSO makes careful use of available bidding space (e.g. via switching

bids), following the principles espoused by Roy Hughes in his book “Building a Bidding System” [9]. Most of the chapters define bidding sequences in detail, although some possible simplifications may be summarized at the end. Partnerships that play 2/1 should therefore find it fairly easy to switch to a standard version of MOSSO, by stages if necessary. Players familiar with Fantunes or Polish Club will find it even easier, but knowledge of these systems isn’t a prerequisite for reading this book, which assumes only a basic knowledge of 2/1.

Some MOSSO situations (e.g. after a 1NT opening) are essentially the same as 2/1. A partnership could therefore retain their existing 2/1 approach, but the book takes the opportunity to describe modern approaches to 2/1 situations that are equivalent in MOSSO. These are presented as suggestions: there’s no obligation to use them because they’re independent from the rest of the MOSSO system.

## Section 1.8 Why not play MOSSO?

Although MOSSO aims to be a reasonably natural system, there are major differences from 2/1 (and also from Acol and SAYC). Some players of these systems will clearly be reluctant to switch to such a new system, especially with the loss of some familiar approaches to bidding. The following table summarizes the major reservations that people might have about MOSSO, together with reasons for why they should not be concerned about these aspects of the system.

Reservation	Response
I don’t like the idea of opening at the one level on game-going hands.	<p>Why not? Suppose that you have game-going values and your longest suit is a minor. In 2/1 the auction will probably start 2♣–2♦–3♣/3♦, after which subsequent bidding could be difficult for both players. In MOSSO, however, the auction is likely to start 1♣–1♦ or 1♦–1♥/1♠. These and similar sequences allow opener to show a very strong hand at an economical level.</p> <p>The situation with a major suit in the strong hand isn’t so bad after a strong 2♣ opening, but MOSSO can unambiguously force to game by opening 1♥ and rebidding 2NT (or sometimes 2♠) after a negative response, or by opening 1♣ and jumping to 2♠ over the negative 1♦ response.</p> <p>Regardless of the location of opener’s long suit, MOSSO also gains when responder is able to make a positive response to the one level opening bid, or if the opponents pre-empt.</p> <p>If opener’s hand is just short of being game-going, it may be described economically by MOSSO in a number of ways. MOSSO doesn’t suffer from the dilemma of shading a 2♣ opening and possibly finishing too high, or starting with one of a suit and perhaps playing there. In MOSSO, the 1♣, 1♦ and 1♥ openings are all 100% forcing.</p> <p>Chapter 42 of this book brings together the various ways of showing a very strong hand after opening one of a suit.</p>
My opening 1NT shows 12–14 points.	The 3 way nature of the 1♣ opening means that it’s not possible to use a weak NT in conjunction with MOSSO. For those who like the weak NT aspect of Fantunes but find the rest of the system too complicated, a version of SWIFT using weak NT is described in a bridgewinners article [16].

<p>I don't like opening 1♣ when my shape is 5-3-3-2 with 5 hearts.</p>	<p>This is one consequence of playing strong NT in conjunction with a Fantunes-style system. The wide range of a 1♥ opening means that it's not opened with balanced hands of fewer than 18 points. It is therefore only 12-14 point balanced 5-3-3-2 heart hands that need to be opened 1♣.</p> <p>In practice, opening 1♣ rarely causes a problem because the MOSSO system pays particular attention to these hands. A number of unopposed sequences are reserved for 12-14 point balanced hands with 5 hearts, together with a few specific competitive sequences.</p>
<p>I don't like having to pass many Weak Two hands.</p>	<p>This doesn't apply for the spade suit. For the red suits you only have to pass Weak Two hands at the lower end of the range because MOSSO can open at the 2 level with 9 points (or 8 points and 6-4 distribution). Also, these restrictions only apply in first or second seat: MOSSO can open all Weak Twos in third seat (at any vulnerability) because the requirements here are flexible. Finally, in MOSSO you can make these weak/intermediate bids in three suits other than spades, rather than just one or two.</p>
<p>I don't like the idea of opening at the two level on moderate hands, especially when the shape is so uncertain.</p>	<p>It has to be said that the 2♣, 2♦ and 2♥ openings in MOSSO are very much a two-edged sword, since they can cause problems for the opening side as well as for the opponents. The responder often has to pass the opening bid and this can result in a poor 5-2 or 5-1 fit, when 2/1 would find a better contract after an opening bid at the one level (or an initial pass).</p> <p>On the other hand, with opener showing 9-12 points, the deal is almost as likely to belong to the opponents. They will often cope quite well after making a takeout double, but suit overcalls are generally even less precise than the MOSSO opening bid. Furthermore, responder is well placed to continue the pre-empt if he has a good fit for opener's suit.</p> <p>MOSSO has addressed this issue by removing the Fantunes 2♠ opening and replacing it by a standard Weak Two. Also, the 2♥ opening retains the Fantunes restriction of denying 4 spades.</p> <p>This concern and the one above are both valid to some extent, but on balance the two level opening bids represent a significant advantage for MOSSO.</p>
<p>I play Acol because I like opening 4 card majors. I don't like having to open 1♣ instead.</p>	<p>Nowadays 5 card majors (and strong NT) are played by most of the world, including many strong UK players. If the auction becomes competitive after a 1♥ or 1♠ opening, it is great help for responder to know that opener definitely has a 5+ card suit. It's true that the "clubs, spades or balanced" MOSSO 1♣ opening can sometimes be disrupted by intervention, but this is to some extent offset by the knowledge that an unbalanced opener is at least a queen or so stronger than a minimum 2/1 1♣ opener.</p> <p>There are many differences between Acol and MOSSO. Rather than move to MOSSO immediately, some Acol players might do better to learn 2/1 and play that system as an intermediate stage in their migration from Acol to MOSSO. Alternatively, reading Chapter 28 of this book should provide Acol players with sufficient appreciation of 2/1 to get started with MOSSO.</p>

<p>I like playing transfers over a 1♣ opening.</p>	<p>Many 2/1 partnerships use the Walsh approach over a 1♣ opening, whereby the 1♦ response denies a 4 card major except with game-going values. This means that responder's most economical bid is seriously underused.</p> <p>Transfers are an effective way to make better use of the 1♦ response to a limited 1♣ opening. It's often useful for opener to have an extra rebid when responder shows a major suit, while responding 1♠ on a minor-suited hand instead of 1♦ rarely causes problems opposite a limited 1♣ opening.</p> <p>In MOSSO, however, the 1♣ opening is unlimited and also a three-way bid. It is therefore essential to use the 1♦ response as (mainly) a negative. This keeps the bidding low when opener is weak, while allowing him room to describe his hand when he is strong. In any case, natural 1M responses to 1♣ still work reasonably well.</p>
<p>I don't like being forced to respond to a one level opening bid with 0 points.</p>	<p>This is rarely a problem after a 1♣ opening because responder can bid a negative 1♦. After this opener will often be able to show a limited hand by rebidding 1♥ or 1♠ (whether or not he is balanced). It's also not usually a problem over a 1♦ or 1♥ opening because the Gazzilli-style approach means that opener doesn't normally have to jump the bidding on the second round. Chapter 41 outlines how very weak responding hands are handled in MOSSO.</p> <p>Occasionally the partnership will finish in 2 of opener's suit when a 2/1 opening bid would have been passed out, but it's more likely that the MOSSO response on a very weak hand will dissuade the opponents from proceeding to game, or from even entering the auction at all.</p>
<p>Using 1♦ as the negative response to 1♣ makes it more difficult for responder to show a diamond suit.</p>	<p>The responder to a MOSSO 1♣ opener could easily show a game-going hand with diamonds by bidding 2♦, but this natural approach makes it awkward for opener to indicate whether he is unbalanced with clubs or balanced. This issue is addressed by swapping around the 2♣ and 2♦ responses to 1♣. Now when responder shows a diamond suit by bidding 2♣, opener can use the extra rebid of 2♦ to show any unbalanced hand with long clubs. Opener therefore won't have this type of hand if he rebids 2♥, 2♠ or 2NT. This approach isn't always available over the 2♦ response that shows clubs, but here opener is much less likely to have long clubs too.</p>
<p>I'm happy with 5 card majors, but I don't like 2/1 (Two over One game forcing).</p>	<p>It's true that playing 2/1 means that it's generally impossible to play in 1NT, since that bid is forcing or semi-forcing and also rather imprecise. On the other hand, when responder is strong enough to force to game by bidding 2 of a suit, he's much better off if he can make a natural and forcing bid on the second round. It's fair to say, however, that the benefits of 2/1 are only fully realized when the partnership has supplementary agreements. The bridgewinners forum contains a set of recommendations for some aspects of 2/1 [20] based upon current usage and preferences.</p> <p>It's just about possible to use an SAYC-style approach after a 1♥ opening, but this isn't really recommended, even for newcomers to MOSSO. The unlimited nature of the opening bid means that 2/1 continuations are more or less compulsory. In practice, when combined with other systemic features, 2/1 after a 1♥ opening works very well with MOSSO.</p>

<p>I like to play Drury after a 1♥ or 1♠ opening.</p>	<p>The MOSSO 1♠ opening is very similar to 2/1, so if you play Drury using that system you can still play it over 1♠ in MOSSO. Unfortunately, it's not possible to play Drury after a third seat MOSSO 1♥ opening, mainly because of the Kaplan Interchange. With fewer than 3 hearts responder usually bids 1♠, which would leave opener stuck for a rebid if he had opened 1♥ with only 4 hearts.</p> <p>In practice opening 1♥ with a 4 card suit doesn't always lead to a good result. Light third seat openings are more effective with a five card suit, in which case a MOSSO 2♥ opening is likely to work at least as well.</p>
<p>The MOSSO system is complicated. There's much to learn, even for experienced 2/1 players.</p>	<p>MOSSO is a combination of three different bidding systems, but you don't have to learn any of them in their entirety. 2/1 players could benefit from an appreciation of Fantunes or Polish Club, but even this isn't necessary. It's true that the individual meanings of the 1 of a suit openings lead to many diverse sequences, while some similar-sounding sequences might have entirely different meanings. Even so, experienced players can learn MOSSO by stages, as summarized in the latter part of Section 1.7 and detailed in Section 2.24.</p>

Apart from the first, the reservations shown above all contain an element of truth, although most are more than offset by advantages associated with other areas of MOSSO.

## Section 1.9 MOSSO philosophy

Like Fantunes, MOSSO has been designed to be a reasonably natural system. The main exception is the 1♣ opening, for which a club suit is only one of three options. Indeed, an opener with 17+ points and 5+ spades might not have any clubs at all.

Wherever possible, MOSSO follows the principles of 2/1, although a number of adjustments are necessary to accommodate the wide ranges of some bids. This is most easily seen after a 1♥ opening, over which the negative 1♠ response replaces the semi-forcing 2/1 1NT response. Also, the minimum for a 1♦ opening bid is about a queen more than in 2/1, so responder needs correspondingly a queen less for any positive action. This approach may be applied to various other MOSSO sequences and is referred to as “the principle of the transferred queen”, using the terminology associated with bidding after a balancing takeout double.

Several other MOSSO sequences are essentially the same as the corresponding 2/1 sequence. For example, 1♣-1♥-1NT shows a minimum balanced hand with 12-14 points, so over this MOSSO follows the modern approach of using Two-Way Checkback. On the other hand, some MOSSO sequences are subtly different from 2/1: for example, 1♣-1♥-1♠, a natural rebid that is usually an unbalanced hand with 4+ spades. Responder's minimum of 7 points means that the sequence is logically forcing for one round. This in turn means that the sequence can be played as unlimited, showing either 4 spades with a club suit (13+ points), 5+ spades (17+ points) or 4 spades in a strong balanced hand.

It is acknowledged that MOSSO contains many treatments that aren't present in 2/1 or other more traditional systems. A number of sequences need to be learned from scratch, particularly after a 1♣ opening. It should also be noted that (at least at the time of writing) many natural bids need to be alerted (or perhaps announced) because they are natural in a way that would be unfamiliar to the majority of players.

## Section 1.10 About this book

### Section 1.10.1 Significance of the word “mosso”

Before outlining the contents of this MOSSO book it's worth discussing the significance of the word “mosso”, which will be familiar to some readers but not to others. To start with, “mosso” is an Italian word. It's the past participle of the verb *muovere*, which means “to move”.

Musicians will recognize “mosso” as a term relating to tempo, loosely translated as “movement”. The word appears most frequently in the musical markings “meno mosso” (less movement, or slower) and “più mosso” (more movement, or faster).

The name MOSSO was derived as a bridge-related acronym, but it's possible to utilize the musical connotations too. Thus, the following terms are used throughout this book:

- Meno MOSSO – the simple version of MOSSO outlined in Chapter 2 of this book;
- Più MOSSO – a sophisticated version of MOSSO that incorporates advanced features.

The mainstream version of MOSSO that omits the advanced features is referred to as “standard MOSSO” or simply (if the context permits) MOSSO.

### Section 1.10.2 Context for this book

This book is the first of two volumes relating to the MOSSO bidding system. This volume contains a detailed description of MOSSO. The second volume [2] contains quizzes and example hands that cover most areas of the system.

### Section 1.10.3 Outline of this book

This book is divided into four main parts, plus a list of references:

#### Part 1: MOSSO Essentials: Meno MOSSO

- Chapter 1: This introduction;
- Chapter 2: Getting started with MOSSO

Apart from this introductory chapter, part 1 of the book provides a brief outline of Meno MOSSO, a simple version that could be used by new MOSSO partnerships.

#### Part 2: Standard MOSSO

- Chapter 3: Opening bids;
- Chapter 4: Some principles and features of MOSSO;
- Chapters 5 to 11: Developments after a 1♣ opening;
- Chapters 12 to 17: Developments after a 1♦ opening;
- Chapters 18 to 22: Developments after a 1♥ opening;
- Chapters 23 to 26: Developments after a 2♣, 2♦ or 2♥ opening.

Part 2 is the main part of this book and provides details of Standard MOSSO, a version of the system that incorporates many conventional treatments. Opening bids of 1♠, 1NT, 2♠ and 2NT are not covered in this part because subsequent developments are very similar to 2/1.

This version of the system is designed to be played competitively at a high level, but it could still be improved or defined more closely in certain areas. Part 2 of the book therefore mentions some possible refinements to Standard MOSSO that are covered in part 3.

### **Part 3: Più MOSSO**

- Chapter 27: Introduction to Più MOSSO;
- Chapters 28 to 31: Developments after non-MOSSO opening bids;
- Chapters 32 to 40: Optional refinements associated with MOSSO opening bids.

Part 3 describes various approaches that may be incorporated into MOSSO. These include recommendations for sequences after the opening bids of 1♠, 1NT, 2♠ and 2NT, all of whose meanings are similar or identical to those same bids in a standard system. This material is followed by some ideas for enhancing other areas of the standard MOSSO system. Partnerships may pick and choose these refinements, which are fairly independent of each other.

### **Part 4: Key features of MOSSO**

- Chapter 41: Handling very weak responding hands in MOSSO;
- Chapter 42: Dealing with strong opening hands in MOSSO;
- Chapter 43: Comparison of some developments after MOSSO 1♣ and 1♦ openings;
- Chapter 44: Summary of opener's 2<sup>nd</sup> and 3<sup>rd</sup> round 2♦ rebids.

Part 4 brings together some of the general principles behind MOSSO. It doesn't provide any information that's not in part 2, but might be helpful for some readers in resolving system uncertainties. Part 4 could also help new players to gain an appreciation of MOSSO, so some might prefer to read this briefly before studying part 2 in detail.

### **References**

Identifies background information that readers could find useful. Includes internet links as well as books and articles.

### **Acknowledgements**

Contains a list of the individuals who directly or indirectly contributed to the development of the MOSSO system.

### **Section 1.10.4 Outline of the companion volume to this book**

Much of the companion volume [2] is devoted to quizzes, which cover most areas of MOSSO. There are also many examples of complete auctions for pairs of hands.

This material is divided into two parts, the larger of which covers the standard MOSSO system. The remainder of the book is devoted to quizzes and examples relating to Più MOSSO.



### Section 1.10.5 Readership of this book

This book has not been designed to be read by inexperienced players, so it is possible to streamline the description of the full MOSSO system by assuming a certain amount of prior knowledge of bidding systems. Ideally readers should have a basic understanding of 2/1 because MOSSO is based upon that system as well as Fantunes and Polish Club. In practice readers may be able to learn MOSSO from this book if they have played either SAYC or Acol, especially if they have access to some 2/1 material. The description of MOSSO is therefore reasonably self-contained. For example, Chapter 28 summarizes a recommended approach to bidding after a MOSSO 1♠ opening, which is quite similar to that opening bid in 2/1. One reason for including this chapter is that 2/1 literature is (at the time of writing) fairly sparse, concentrating more on players moving from SAYC to 2/1 and less on the detailed issues.

There is a similar approach for sequences that correspond to 2/1 or other systems. For example, Chapter 29 contains a recommended system for use after a 1NT opening, but individual partnerships can of course retain their current methods. Part 4 of the book also describes an effective scheme of rebids that is used when most natural bids of 1♥/1♠ are raised to 2♥/2♠. This book should therefore be useful for players of other systems.

### Section 1.10.6 Presentation of material in this book

Details of the system are mainly presented in a set of tables. Since readers are assumed to know at least one standard bidding system, it seems unnecessary to illustrate the various bids using example hands.

Help for newcomers to MOSSO is instead provided by quiz material and example auctions, which are to be found in the companion volume to this book [2].

### Section 1.10.7 Valuation of balanced hands in this book

This book uses high card points (using the standard 4–3–2–1 scale) to define the strength of the various bids, especially for balanced hands. It is also assumed that bidders will exercise judgement to upgrade or downgrade a hand (normally by only a single point). For example:

Hand 1:	♠ A 4 2 ♥ A J 5 4 ♦ J 7 6 3 ♣ K Q	Hand 2:	♠ A 6 ♥ J 9 5 ♦ A Q 10 7 4 ♣ K 10 8
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A balanced 15 points is normally strong enough to open 1NT in MOSSO, but the unprotected club honours and lack of intermediates in the first hand mean that it's better to show a nominal 12–14 points by opening 1♣ and making a minimum rebid on the second round. Conversely, the strong 5 card suit and good intermediates make the second hand well worth a 1NT opening, even with only 14 points.

### Section 1.10.8 Valuation of unbalanced hands in this book

It is notoriously difficult to define the strength of an unbalanced hand in terms of a single number, so in most cases the requirements for bids showing unbalanced hands are shown in terms of high card points (HCP) for an “average” hand of this type. Even so, it is worth trying to quantify the

values required for opening bids because the perceived strength of a hand is not affected by earlier bidding. One popular method (at least in the UK) is to add the length of the two longest suits to the HCP and define the requirements in terms of this total. For example, the minimum for a 1 level opening bid is often defined as “rule of 20”. This means that 12 points are required with 5–3–3–2 shape, but 11 points are sufficient with 5–4–2–2, 5–4–3–1 or 5–4–4–0 shape. Hands that are more distributional require correspondingly fewer HCP.

MOSSO opening bids have various different strength requirements, which are described in Chapter 3 mainly in terms of HCP. Further detail is provided there in the table of ranges.

### **Section 1.10.9 Description of hand patterns in this book**

This book adopts the Bridge World convention for describing hand patterns. Hyphens are used to indicate a hand pattern where the allocation of length to suits is not specified: for example, 4–3–3–3 means that any of the 4 suits could be the 4 card suit. Equals signs are used to indicate a hand pattern where the suit lengths are given in descending suit order, so 4=3=3=3 means that the 4 card suit must be spades. This also applies when two specific suits are discussed: for example, 5=4 in the majors means specifically 5 spades and 4 hearts, whereas 5–4 in the majors also includes 5 hearts and 4 spades.

### **Section 1.10.10 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
NFG	Not forcing to game
OM	Other Major
Om	Other minor
P	Pass (mainly used in summaries of competitive sequences)
R	Red suit (normally preceded by a number)
SAYC	The Standard American Yellow Card bidding system

When the “M” or “m” abbreviation is used in a heading for a table of rebids, its use in the table itself implies the same major or minor suit that is represented in the heading. The abbreviations “OM” and “Om” are used specifically to represent the major or minor suit not represented in the heading.

## Chapter 2 Getting started: Meno MOSSO

### Section 2.1 General

The purpose of this chapter is to present Meno MOSSO, a cut-down version of MOSSO that is suitable for players who are new to the system. Those familiar with 2/1 should be able to play the Meno MOSSO system without too much difficulty.

It is recognized that there are some limitations in this simple version of MOSSO, which is therefore not especially suitable as a long-term system for a regular partnership. In addition, much of the finer detail has been omitted. This version does, however, represent a good way for a partnership to “get started”. As players become more familiar with Meno MOSSO, they can start to incorporate the features from the standard MOSSO system. The summaries below are therefore accompanied by references to the relevant parts of the main system.

Some MOSSO sequences are essentially the same as 2/1, but with slightly different point ranges. A simple approach in these situations is to use the “principle of the transferred queen”. Both partners bid as they would in 2/1, but with opener (or the responder to 1♣) needing two points more and his partner two points less.

### Section 2.2 Opening bids

The opening bids of 1♣, 1♦ and 1♥ are unlimited and forcing for one round.

Opening	Requirements
1♣	Either (a) 13+ unbalanced with 4+ clubs; or (b) 17+ (or a good 16) with 5+ spades; or (c) balanced with 12–14, 18–20 or 23+ points. A balanced 12–14 points might have 5 hearts (but not usually 5 spades).
1♦	13+ unbalanced with 4+ diamonds. Might be 4=5 in the minors (only) if 18+.
1♥	5+ card suit. Normally 13+ (rule of 22), but might be 11–12 with 4=5 (or 4=6) in the majors (rule of 20). Denies 5–3–3–2 shape unless too strong for a 1NT opening.
1♠	9–16, 5+ card suit (rule of 18). Denies 15–17 balanced.
1NT	15–17 balanced, including all hands with 5–3–3–2 shape.
2♣, 2♦	9–12, either 6+ card suit or 5 cards with a second suit (normally 4 cards, but a 2♦ opening could be 5–5 in the minors). (May be 5–4–2–2.)
2♥	9–12, either 6+ card suit or 5 hearts with a 4+ card minor. (May be 5–4–2–2.)
2♠	Fairly standard Weak Two, 4–9 points.
2NT	21–22 balanced – may have a 5 card major.
Higher bids	As in 2/1 and other systems.

Note 1: an unbalanced 1♣ opening denies a 5 card major unless 17+ with 5+ spades.

Note 2: the opening bid with 18+ with 5 clubs and 4 diamonds is 1♦, not 1♣.

Further details of opening bids are provided in Chapter 3.

## Section 2.3 Responses to 1♣

The 1♦ response is usually negative. Other responses are natural, showing values.

Response	Requirements
1♦	Virtually any hand with 0–6 points. Might also be stronger with no 4 card major if unsuitable for a higher response, i.e. 7 points or 13+ balanced, or 7–11 unbalanced.
1♥, 1♠	7+ points, 4+ card suit. May contain a longer minor if fewer than 13 points.
1NT	8–10 balanced (or a poor 11).
2♣, 2♦	12+, 5+ card suit, game forcing. <b>Note: this is a simplified approach.</b>
2♥, 2♠	4–7, 6+ card suit. Over this 2NT is a relay (as over a Weak Two). 2♠ over 2♥ is F1R with a 5+ card suit.
2NT	Good 11–12 balanced.

Further details of responses to 1♣ are provided in Chapter 5. In general (in this simplified scheme), opener shows 17+ with 5+ spades by either rebidding 2♠, or rebidding 1♠ followed by 2♠. Opener's 2♦ rebid is usually conventional because he can't have reversing values with a diamond suit.

## Section 2.4 Opener's rebids after 1♣ – 1♦ (usually negative)

All minimum rebids are non-forcing and essentially natural.

Rebid	Requirements	Summary of responder's rebids
1♥	2-way rebid, NF. Either: 12–14 balanced (3+ card suit, no more spades than hearts), or: unbalanced with 4 hearts and 5+ clubs (or 4=4=1=4 shape).	1♠ shows 4–6, 1NT shows 5–7 and 2♥ shows 5–6 with 4 card support. 2NT shows 13+ balanced (GF). Other bids show 7–11 unbalanced.
1♠	3-way rebid, NF. Either: 12–14 balanced (3+ card suit, more spades than hearts), or: unbalanced with 4 spades and 5+ clubs, or: about 17–20 points with 5+ spades.	1NT shows 4–7 and 2♠ shows 4–6 with 4 card support. 2NT shows 13+ balanced (GF). Other bids show 7–11 unbalanced.
1NT	18–20 balanced.	As over a 1NT opening.
2♣	Either 13–18 with 6+ clubs or 13–17 with 5♣+4♦.	Mainly natural.
2♦	<b>3-way rebid, F1R. Either: 20+ with 5♣+4♠, or: 21–22 with 5+ spades or: 25+ balanced.</b>	2♥ 0–4, 2♠ 5–7.
2♥	F1R, 20+ with 4+ clubs and 4 hearts.	Lebensohl may be played.
2♠	5+ spades, GF.	Responder often bids 2NT.
2NT	23–24 balanced.	As over a 2NT opening.
3♣	6+ card suit, no 4 card major, strong but NF.	Natural or stop showing, all GF.
3♦, 3M	GF, auto-splinter (i.e. long clubs with singleton or void in bid suit).	Natural or cue bids.

Note: the 2♥ rebid is part of a simplified approach. The full version is provided in Chapter 6.

## Section 2.5 Opener's rebids after 1♣ – 1♥ (F1R)

Strong hands start with one of 2NT (balanced with exactly 2 hearts but not 4 spades), 1♠ (natural, might also be unbalanced and weak) or 2♦ (all others).

Rebid	Requirements	Summary of responder's rebids
1♠	F1R with 4+ spades, including most hands with 5+ spades (17+ points) or any hand with 4 spades and 5+ clubs. Could also be 18–20 or 23+ balanced without 4 hearts.	See below.
1NT	12–14 balanced, might have 4 spades.	Two Way Checkback.
2♣	13–16 (or a poor 17) with 5+ clubs.	As 2/1 (principle of transferred queen).
2♦	<b>GF, one of three types of hand:</b> <ul style="list-style-type: none"> <li>• 6+ clubs without 4 spades;</li> <li>• balanced with 3 card support and not 4 spades;</li> <li>• any hand with 4 card support.</li> </ul>	Responder bids 2♥ with 4 hearts, 2♠ with 5 hearts and 2NT with 6+ hearts.
2♥	Minimum, usually 4 card support. Might be 3 card support with a singleton (i.e. 1=3=4=5 shape).	As after 2/1 (but no transferred queen).
2♠	GF, 6+ spades, denies 3 hearts or a 5 card minor.	2NT waiting, others natural.
2NT	18–20 or 23+ balanced, exactly 2 hearts, denies 4 spades.	All natural.
3♣	6♣ + 3♥, invitational.	Natural.
3♥	Invitational (hence unbalanced with clubs), 4 card support.	Cue bids.

Further details of opener's rebids after 1♣–1♥ are provided in Chapter 7. The artificial 2♦ rebid is a form of Odwrotka, a convention adapted from Polish Club. It's not difficult to learn because the MOSSO continuations have been designed to be as natural as possible.

## Section 2.6 Responder's rebids after 1♣ – 1♥ – 1♠ (F1R)

Opener can have various hand types, so responder keeps the bidding low. Opener has denied 12–14 balanced, so responder can apply the principle of the transferred queen and force to game with 11+ points. With responder already having shown 7+ he doesn't need to jump with an invitational hand.

Rebid	Requirements
1NT	7–10, fairly balanced with (nearly always) a diamond stop.
2♣	7–10, 3+ clubs, perhaps 2 clubs if unsuitable for 1NT.
2♦	11+, GF. In this simple version of MOSSO it's OK to rebid as if it were 4SF, although a slightly different approach is employed in Standard MOSSO.
2♥	8–10, 6+ hearts. (With 7 points responder would have bid 2♥ on the first round.)
2♠	7–10, 4 spades.

## Section 2.7 Opener's rebids after 1♣ – 1♥ – 1♠ – 1NT (NF)

Once again 2♦ is conventional and game-forcing.

Rebid	Requirements
2♣	NF, 5+ clubs.
2♦	GF without 5 spades, unrelated to diamonds.
2♥	NF, 3 hearts.
2♠	GF, 17+ with 5+ spades.
2NT	Invitational, unbalanced with 4+ clubs.

A similar scheme applies after 1♣–1♥–1♠–2♣ (NF) and 1♣–1♥–1♠–2♦ (GF).

## Section 2.8 Opener's rebids after 1♣ – 1♠ (F1R)

Strong hands bid 2NT (balanced with exactly 2 spades), 2♥ (natural reverse) or 2♦ (all others).

Rebid	Requirements	Summary of responder's rebids
1NT	12–14 balanced, might have 4 or 5 hearts.	Two-Way Checkback.
2♣	13–16 (or a poor 17) with 5+ clubs.	2/1, transferred queen.
2♦	<b>GF, one of three types of hand:</b> <ul style="list-style-type: none"> <li>• 6+ clubs without 4 hearts;</li> <li>• balanced with 3 card support;</li> <li>• any hand with 4+ card support.</li> </ul>	Responder bids 2♥ with 4 spades, 2♠ with 5 spades and 2NT with 6+ spades.
2♥	GF, natural reverse, i.e. 4 hearts with 5+ clubs.	Natural.
2♠	Minimum, usually 4 card support. Might be 3 card support with a singleton (i.e. 3=1=4=5 or 3=4=1=5 shape).	As after 2/1 (but no transferred queen).
2NT	18–20 or 23+ balanced, exactly 2 spades.	All natural.
3♣	6♣ + 3♠, invitational.	Natural.
3♠	Invitational (hence unbalanced with clubs), 4 card support.	Cue bids.

Further details of opener's rebids after 1♣–1♠ are provided in Chapter 7. The 2♦ rebid is again Odwrotka. The 2♦ and 2NT rebids do not deny 4 hearts.

## Section 2.9 Responder's rebids after 1♣ – 1M – 2♦ (Odwrotka)

Responder simply indicates the length of his bid major.

Rebid	Requirements
2♥	4 card suit.
2♠	5 card suit.
2NT	6+ card suit.

## Section 2.10 Opener's rebids after 1♣ – 1M – 2♦ – 2 any (M length)

These rebids are most simply expressed in terms of opener's possible hand types:

1. If opener has 6+ clubs he rebids 3♣. Subsequent bidding is natural. Responder may rebid his suit if it is strong, or if he has no other suitable bid.
2. If opener has a balanced hand with 3 card support he rebids 2NT if possible. Subsequent bidding is again natural. If responder has bid 2NT to show 6+ cards in his major suit opener either bids responder's suit or cue bids (3♦ or higher).
3. If opener has 4+ card support he rebids 2♠ if responder has bid 2♥. If not, opener either bids responder's suit or cue bids (3♦ or higher).

## Section 2.11 Rebids after 1♣ – 1NT (NF)

Opener's rebids are generally natural, with the exception of 2♦.

Rebid	Requirements	Summary of responder's rebids
2♣	13–16 with 5+ clubs, nominally invitational.	Responder bids again if non-minimum.
2♦	<b>Usually 4+ clubs, unbalanced, unrelated to diamonds, GF. Perhaps 23+ balanced.</b>	2♥ and 2♠ show stops.
2♥	<b>12–14 balanced with 5 hearts. (Opener may pass 1NT if his hearts are weak.)</b>	Responder may sometimes bid with 3 hearts and 10 points.
2♠	5+ spades, GF.	2NT shows a doubleton spade, higher bids show 3 spades.
2NT	Invitational with 5+ clubs.	3♣ is to play.

## Section 2.12 Responses to 1♦

Responder bids 1♥, 1♠ or 1NT with a weak hand, although only the last of these is limited.

Response	Requirements
1♥, 1♠	0+ points, 4+ card suit.
1NT	0–8 points, no 4 card major. Over this a 2NT rebid is GF.
2♣	9+, natural, forcing to 2NT. Over this 2♥/2♠ are GF and 2NT/3♣ are NF.
2♦	9+, 4+ card support, forcing to 3♦.
2♥/2♠	6–9, 6+ card suit. Over this 2NT is a relay (as over a Weak Two).
2NT	<b>5–8, 4+ diamonds (Bergen style).</b>
3♣	Natural, weak.
3♦	0–4, 5+ diamonds.
3NT	11–13 balanced, suitable for NT.

Note: this is a simplified approach. The full version is detailed within Chapter 12.

## Section 2.13      Rebids after 1♦ – 1M (F1R)

Opener rebids 1NT with a strong hand. Most other rebids are limited and non-forcing.

Rebid	Requirements
1♠ (over 1♥)	4+ card suit, NF, no more than about 20 points. Over this and some higher rebids developments are as in 2/1, using the principle of the transferred queen.
1NT	18+ points, any shape. Might be slightly weaker with 4 card support. Over this responder rebids 2♣ (GF) with any 6+ points or makes a higher bid with 0–5.
2♣	4+ card suit, NF, 13–17 points.
2♦	5+ card suit, NF, 13–17 points.
Raises	Natural.
2OM	F1R, 5 card suit (hence with 6+ diamonds). Lebensohl applies after this.
2NT	15–17, 6 diamonds and 3 card support for responder (not an essential rebid).
3♣	15–17, 5–5 in minors with concentrated values.
3♦	15–17, 7+ card suit.

Further details of opener's rebids after 1♦–1M are covered in Chapter 13.

## Section 2.14      Responses to 1♥

Since the 1♥ opening is 100% forcing responder needs to be able to show all strengths of hand with 4 card support. The most effective approach is to utilize the 2♣ and 2NT responses for this purpose.

Response	Requirements
1♠	0–12 points, fewer than 5 spades. Over this opener bids 1NT (Gazzilli) with 4 spades or 17+ points. Other rebids show 13–16, over which responder's 2♠ is an invitational+ relay. After 1♥–1♠–1NT responder bids 2♣ with 7–12.
1NT	5+ spades, 0+ points. Over this opener bids 2♣ (Gazzilli) with 4 clubs or 17+ points. Other rebids show 13–16 (2♠ may be 11–12 with 4 spades).
2♣/2♦	Natural, 12+ GF.
2♥	Constructive raise opposite 13+, i.e. a good 5–8 points. Normally only 3 hearts.
2♠	<b>4+ hearts, at least invitational values (not GF when opener has 4 spades).</b>
2NT	<b>4+ hearts, less than invitational values (about 6–10 points). Over this 3♣ is a range enquiry and 3♥ is to play.</b>
3♣/3♦	6+ card suit, invitational.
3♥	Pre-emptive.

An alternative is to use 3♣ and 3♦ as Bergen raises. This approach would allow the 2NT response to be GF and for 2♠ to be natural and weak, but would cause the invitational jumps to 3♣/3♦ to be lost.



## Section 2.15 Rebids after 1♥ – 1♠ (negative)

With the weak variant (4 spades, 11–12) and some stronger hands opener rebids 1NT (Gazzilli).

Rebid	Requirements
1NT	Either 11–16 with 4 spades or most 17+ point hands (Gazzilli)
2♣, 2♦	13–16, 4+ card suit. Over this 2♣ is an invitational+ relay.
2♥	13–16, 6+ card suit. Over this 2♣ is an invitational+ relay.
2♠	GF (unrelated to spades) with 7+ hearts or an outside 5+ card suit.
2NT	GF, denies the requirements for 2♠ (i.e. not too unbalanced).
3♣, 3♦	Good 5+ card suit, invitational.
3♥	Like an Acol Two, typically 15–16 with 7 hearts.

## Section 2.16 Rebids after 1♥ – 1♠ – 1NT (Gazzilli)

Rebids follow the usual Gazzilli pattern, with the first step showing values.

Rebid	Requirements
2♣	<b>Most 7–12 point hands.</b> Denies 3 hearts unless 9–10. GF opposite strong options.
2♦	0–6, usually 0–1 heart with 4+ diamonds. Might be upper range with longer diamonds and 2 hearts. Does not deny 4 spades.
2♥	0–6 with 2 hearts or 0–4 (or a bad 5) with 3 hearts. Might occasionally be a very poor balanced hand with 4 hearts. Denies upper range with 4 spades and 2 hearts.
2♠	0–6, 4 spades, denies 4 diamonds. Might have 2 hearts if upper range.
2NT	0–6, 3=1=3=6 shape.
3♣	0–6, 7+ card suit.
3♥	11–12, 3 card heart support, strongly invitational.

## Section 2.17 Rebids after 1♥ – 1♠ – 1NT – 2♣ (7+ points)

Opener rebids 2♥ or 2♠ with 4 spades. Other rebids are GF, with 2♦ an artificial catch-all.

Rebid	Requirements
2♦	Most 17+ unbalanced hands, GF.
2♥	11–14, 4 spades, NF.
2♠	15–16, 4 spades, NF.
2NT	Usually 18–20 with 5–3–3–2 shape, but might be this shape and 25+.
3♣, 3♦	5+ card suit, GF.
3♥	Good 6+ card suit, GF.

## Section 2.18 Responses to 2♣, 2♦ and 2♥

The cheapest response is a relay. Most other responses are non-forcing. In this simple scheme opener's rebids after the relay are as in Precision.

Response	requirement
Pass	Might conceal up to about 12 points.
Next bid up	Relay, at least an invitational hand.
Other 2 of a suit	5+ card suit, invitational.
2NT	6+ cards in next suit, FIR.
3 of a suit (non-jump)	6+ card suit, invitational.
Jump to 3 of a suit	Good 6+ card suit, GF.
Raises	Pre-emptive. A single raise shows at least one defensive trick.
3NT	To play.

Further details of developments after a 2♣, 2♦ or 2♥ opening are covered in Chapter 23, which also outlines the full MOSSO approach.

## Section 2.19 Rebids after 2♣ – 2♦ (relay)

Rebid	requirement
2♥, 2♠	4 card suit, any strength.
2NT	Minimum with either 6 clubs or 4 diamonds.
3♣	Maximum with 6 clubs.
3♦	Maximum with 4 diamonds.

Note: this is a simplified approach. The full version is detailed within Chapter 24.

## Section 2.20 Rebids after 2♦ – 2♥ (relay)

Rebid	requirement
2♠	4 card suit, any strength.
2NT	Minimum with 4 hearts.
3♣	Either 4 clubs or maximum with 6 diamonds.
3♦	Minimum with 6 diamonds.
3♥	Maximum with 4 hearts.

Note: this is a simplified approach. The full version is detailed within Chapter 25.

## Section 2.21      Rebids after 2♥ – 2♠ (relay)

Rebid	requirement
2NT	Maximum, any shape. Over this 3♣ is a further relay, over which opener's bids are natural (3♣ shows clubs).
3♣, 3♦	4+ card suit, minimum.
3♥	6+ card suit, minimum.

Further details of developments after a 2♥ opening are covered in Chapter 26.

## Section 2.22      Developments after opening bids of 1♠ and 2♠

The simplest approach is to treat these openings as in 2/1, with appropriate point count adjustments. Thus, after a 1♠ opening both sides use the principle of the transferred queen, but in the opposite direction to that after a 1♣, 1♦ or 1♥ opening.

## Section 2.23      Handling intervention

When a one level opening bid is overcalled, responder generally passes with a weak hand (fewer than 6 points) or with a penalty pass of the overcall. A single raise of a 1♣ or 1♦ opening is natural and non-forcing. Negative doubles apply over all suit openings bids at the 1 or 2 level.

In a competitive auction after a 1♣ opening, responder will assume that opener is 12–14 balanced until proven otherwise. Opener should therefore make every effort to indicate an unbalanced (or strong balanced) hand, even if this means competing at a higher level.

## Section 2.24      Moving towards standard MOSSO and Più MOSSO

Meno MOSSO, the cut-down version of MOSSO presented in this chapter, provides a good starting point for players seeking to try out the system. Even players highly experienced in 2/1 could benefit from playing a session or two using this version of MOSSO. Others might prefer to accompany this with bidding practice, perhaps using an online dealing program such as the one provided by Richard Pavlicek [22], which allows players to specify constraints (e.g. at least 9 points) on either hand. Alternatively, pairs could practice on BBO or by bidding face-to-face. The latter approach has the advantage that the dealer can adjust his hand to exercise particular areas of the system.

After playing Meno MOSSO for a few sessions, most players will be keen to move towards standard MOSSO (and perhaps Più MOSSO), although it's best to do this by stages. One possible approach is outlined below. For each new area of the full system it will be beneficial to try some of the quiz questions and to read some of the example auctions. This material is to be found in the companion volume to this book [2].

1. Read Chapter 3 to fully understand the MOSSO opening bids.
2. Optionally look at Chapter 4 and some of part 4 (Chapter 41 to Chapter 44) in order to gain a “flavour” of the MOSSO approach.
3. Read Chapter 5 to learn the responses to 1♣, which is the most common opening bid in MOSSO. It is also the opening that is most different from 2/1, although some MOSSO sequences starting with 1♣ are essentially the same as in a standard system.
4. Read Chapter 6 to Chapter 11 in order to gain an appreciation of the further developments after a 1♣ opening.
5. Re-read Chapter 6 on rebids after 1♣–1♦, the auction start where developments are the most different from 2/1.
6. Practice bidding after a 1♣ opening.
7. Read Chapter 12 to learn the responses to 1♦. In standard MOSSO these are somewhat different from 2/1.
8. Read Chapter 43 on differences between the 1♣ and 1♦ openings. These openings are very similar in 2/1, but there are some subtle differences in MOSSO. Newcomers to the system are liable to confuse certain sequences after these opening bids.
9. Read Chapter 13 to Chapter 17 in order to gain an appreciation of the further developments after a 1♦ opening.
10. Practice bidding after a 1♦ opening.
11. If unfamiliar with 2/1, read Chapter 28 on the 1♠ opening to gain an appreciation of the 2/1 approach, which also applies after the MOSSO 1♥ opening.
12. Developments after a 1♥ opening are covered in Chapter 18 to Chapter 22. The full system is somewhat complicated, although a pair could attempt to play it from the outset if they already have a good knowledge of 2/1. Others may prefer to move to the full system by stages.
13. Practice bidding after a 1♥ opening.
14. Read Chapter 42 on how to deal with very strong opening hands in MOSSO. Also read Chapter 41 and Chapter 44 if you haven’t already done so.
15. Learn the principles of responding and rebidding after a 2♣, 2♦ or 2♥ opening.
16. Practice bidding after a 2♣, 2♦ or 2♥ opening.
17. Read Chapter 27 to gain an appreciation of the various refinements in Più MOSSO.
18. Discuss the refinements with your partners and then decide which of them to adopt.
19. Read the chapters that relate to these refinements.
20. Finally, revisit the whole system.

Many partnerships will be keen to try out the system at the table, in which case they also need to understand the basics of handling intervention. In practice the MOSSO approach isn’t a lot different from 2/1, so even a new partnership will be able to cope well on most hands.

Good luck!

## 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](http://bridgewinners.com). This is the first volume of a two-book series and describes the full system in detail. The second volume contains example auctions and quizzes.



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