Some remarks about the use of MOSCITO in Jack 3.01

Version: june 2005.

References between brackets [x.y] are based on the document by Paul Marston (PM).

On the whole Jack is very disciplined when following the biddingrules. In this version all requirements about HCP, QP etc. are very strict. For instance, in first or second hand Jack will never open 1.4 with less than 15 HCP (no matter how good the hand looks).

[1]

2NT in third hand: minors and HCP=4-9 2NT in third hand: minors and HCP=13-16

[2.1]

Basic rule: hands with the same shape are shown 'numerically'. For instance 5440-hands with a diamond void: first 4=4=0=5, then 4=5=0=4 and finally 5=4=0=4 (numerically: 4405<4504<5404).

In this version there is no difference between responding to 1* in first/second position and 1* in third/fourth position.

[2.3]

In most cases the bidding after 2-over-1 is natural and not according to the PM-document.

$$[2.6] + [2.8]$$

Of course the user can choose other options from the conventionlibrary.

[2.9]

The Dutch version is implemented:

- 2NT is forcing (3 \clubsuit and 3 \blacklozenge show 5/4, 3 \blacktriangledown = 5 \spadesuit , 3 \blacktriangle = 5 \spadesuit , 3NT = 5440, 4m = 5M/6+m).
- 3♣ is nonforcing relay.
- 3♦ is invitational with majorfit.

[2.10]

In this version no 6 aces.

[2.11]

The responses $3 \spadesuit$, $4 \clubsuit$, $4 \spadesuit$ and $4 \blacktriangledown$ are not implemented.

[2.12]

The responses 4♣ (RKB) and 4♦ (M-fit and slamtry) are not implemented.

[2.13]

Gambling 3NT only with minorsuit (can be selected by the systemeditor).

[2.15]

After major onesuiter is shown: no asking for shortness.

No askings after $2 \blacklozenge$, $2 \blacktriangledown$ and $2 \spadesuit$ in third/fourth position.

[2.16]

After 1♣:1♠, 1NT only Stayman, but no transfers.

[3] and [4]

Being a system in development there have been many changes in the Moscito-system lately. Unfortunately after a 1. - opening not all of these latest developments have been implemented.

In Jack 3.01 the responsestructure is:

3.1 After 1♣:1♦.. and 1♣:1♦, 1♥..

1 🌲	2 with ♥ or		?	
	1 red (♦/♥)			
1N	Bal/4441			
2.	*&*/*	?	♦&♥/♦	?
2♦	♦&♠		∀ & ♠	
2♥	^	*	•	•
2♠	♦ &♣->	♣&♠->	&&∀->	♦&♥->

[3.5]

In this version:

Natural bidding after $1 \div 1$ ♥ (1NT=15-17) and $1 \div 2$ ♠.

After a semi-positive response: in many situations no relay-bidding if the suit (s) and basic hand type is known.

[3.7]

After $1 \div 3 \div$ is $3 \leftrightarrow$ relay.

[4.3]

Jack uses a different balenced template.

[5]

No denial cuebids and no suit asking bids.

[7]

After 1. no conventional overcalls are implemented. In most cases the bidding becomes natural over 'we open 1. and the overcall': double is take-out (HCP=6+) and a new suit is forcing to game.

[8] - [10]

The systemeditor provides a lot of conventions the user can choose from.

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