

**PARTNERSHIP: Tsang-Cozart**

General system: MOSCITO — 15+/17+ strong club, transfer 1-level openings, multi and Muiderberg, 11-14/13-16NT

**Midchart methods not allowed by GCC**

- [1st/2nd seat] **1♥ opening**: 10-14 pts, (4♠1♥4♦4♣ or 4♠5m or 5+♠). Promises 4+♠
  - ▷ ACBL approved defence: <http://web2.acbl.org/defensedatabase/mc23.pdf>
  - ▷ Suggested defence: treat 1♥ mostly as a ♠ opening. In later rounds, ♠ is the cuebid suit
    - (1♥)-X: has ♥ or strong (will X then bid)
    - (1♥)-1♠: takeout of ♠
    - (1♥)-1NT: strong, has ♠ stopper
    - (1♥)-2♣/2♦/2♥: regular overcalls
    - (1♥)-2♠: Michaels, ♥+m
    - (1♥)-2NT: Unusual, ♣+♦
    - (1♥)-3♣/3♦/3♥: weak jump overcalls
    - (1♥)-3♠: jump cue, asks stopper for 3NT
- [1st/2nd seat] **1♠ opening**: 10-14 pts, (5/4 minors either suit longer or 6+♦). Promises 4+♦
  - ▷ Suggested defence: treat 1♠ mostly as a ♦ opening. In later rounds, ♦ is the cuebid suit
    - (1♠)-X: has ♠ or strong (will X then bid)
    - (1♠)-1NT: strong, has ♦ stopper
    - (1♠)-2♣/2♥/2♠: regular overcalls
    - (1♠)-2♦: Major-oriented takeout of ♦
    - (1♠)-2NT: Unusual, ♥+♣
    - (1♠)-3♣/3♥/3♠: weak jump overcalls
    - (1♠)-3♦: jump cue, asks stopper for 3NT
- [except 4th seat] **2♦ opening**: WEAK-ONLY MULTI. 3-9 pts, weak 2 in either ♥ or ♠. Usually 6 cards, can be 5
  - ▷ ACBL approved defence: <http://web2.acbl.org/defensedatabase/mc20.pdf>
- [except 4th seat] **2♥ opening**: 3-9 pts, 5♥ + 5any suit including ♠
  - ▷ ACBL approved defence: <http://web2.acbl.org/defensedatabase/mc15.pdf>
- [1st/2nd seat] **1♦-1♥**: like forcing 1NT, asks second suit looking to play or at least invitational, unlimited
  - ▷ Suggested defence: treat as a 1♥ opening. In later rounds, ♥ is the cuebid suit
    - (1♦)-(1♥)-X: takeout of ♥ (can be strong)
    - (1♦)-(1♥)-1♠/2♣/2♦: regular overcalls
    - (1♦)-(1♥)-1NT: strong, has ♥ stopper
    - (1♦)-(1♥)-2♥: Michaels, ♠+m
    - (1♦)-(1♥)-2♠/3♣/3♦/3♠: weak jump overcalls
    - (1♦)-(1♥)-2NT: Unusual, ♦+♣
    - (1♦)-(1♥)-3♥: jump cue, asks stopper for 3NT
- [1st/2nd seat] **1♥-1♠**: like forcing 1NT, asks second suit looking to play or at least invitational, unlimited
  - ▷ Suggested defence: treat as a 1♠ opening. In later rounds, ♠ is the cuebid suit
    - (1♥)-(1♠)-X: takeout of ♠ (can be strong)
    - (1♥)-(1♠)-1NT: strong, has ♠ stopper
    - (1♥)-(1♠)-2♣/2♦/2♥: regular overcalls
    - (1♥)-(1♠)-2♠: Michaels, ♥+m
    - (1♥)-(1♠)-2NT: Unusual, ♦+♣
    - (1♥)-(1♠)-3♣/3♦/3♥: weak jump overcalls
    - (1♥)-(1♠)-3♠: jump cue, asks stopper for 3NT
- [1st/2nd seat] **1♠-2♣**: like XYZ, forces 2♦ to show a suit, weak (passes if wanting to play ♦)
- [1st/2nd seat] **1♠-2♦**: constructive to invitational, 5+♥
- [1st/2nd seat] **1♠-2♥**: constructive to invitational, 5+♠
- [1st/2nd seat] **1♠-2♠**: invitational raise of (possibly presumed) ♣

### Other unusual methods allowed by GCC

- [1st/2nd seat] **1♦ opening**: 10-14 pts, (4♥(441) or 4♥5any suit including ♠ or 5+♥). Promises 4+♥
  - ▷ Suggested defence: treat 1♦ mostly as a ♥ opening. In later rounds, ♥ is the cuebid suit
  - (1♦)-X: has ♦ or strong (will X then bid)
  - (1♦)-1♥: takeout of ♥
  - (1♦)-1♠/2♣/2♦: regular overcalls
  - (1♦)-1NT: strong, has ♥ stopper
  - (1♦)-2♥: Michaels, ♠+m
  - (1♦)-2♠/3♣/3♦/3♠: weak jump overcalls
  - (1♦)-2NT: Unusual, ♦+♣
  - (1♦)-3♥: jump cue, asks stopper for 3NT
- [except 4th seat] **2♠ opening**: MUIDERBERG. 3-9 pts, 5♠ 5m
  - ▷ Was midchart, ACBL had an approved defence. Now GCC
  - ▷ Suggested defence: either treat as a normal weak 2♠, or compare ACBL defence to 2♥
- [1st/2nd seat] **1♦-1♠/1NT/2♣/2♦/2♥**: responses are natural, not forcing
- [1st/2nd seat] **1♥-1NT/2♣/2♦/2♥/2♠**: responses are natural, not forcing
- [1st/2nd seat] **1♦-2NT**: forces 3♣, either to play, or unknown mini-splinter supporting ♥ with short ♦ or ♠
- [1st/2nd seat] **1♠-1NT**: forcing one round, either ♣ preference or at least invitational, unlimited
  - ▷ Suggested defence: treat as ♦ opening. In later rounds, ♦ is the cuebid suit
  - (1♠)-(1NT)-X: takeout of ♦, can be strong
  - (1♠)-(1NT)-2♣/2♥/2♠: regular overcalls
  - (1♠)-(1NT)-2♦: Michaels, ♠+♥
  - (1♠)-(1NT)-2NT: Unusual, ♥+♣
  - (1♠)-(1NT)-3♣/3♥/3♠: weak jump overcalls
  - (1♠)-(1NT)-3♦: jump cue, asks stopper for 3NT

### Other common methods allowed by GCC

- **1♣ opening**: Strong, artificial, forcing, any shape including NT. Strength varies by position
  - ▷ [1st/2nd seat]: 15+ pts unlimited
  - ▷ [3rd/4th seat]: 17+ pts unlimited
- [3rd seat] **1♦ opening**: PRECISION. (9-16 pts, 4+♦) or 14<sup>+</sup>-16NT. Promises 2+♦
- [4th seat] **1♦ opening**: 9-16 pts, constructive, 4+♦
- [3rd/4th seat] **1♥ opening**: PRECISION. 9-16 pts, 5+♥
- [3rd/4th seat] **1♠ opening**: PRECISION. 9-16 pts, 5+♠
- **1NT opening**: Balanced, (4333) or (4432) or (5332) except no 5♠. Strength varies by position
  - ▷ [1st/2nd/3rd seat]: 11-14 pts
  - ▷ [4th seat]: 13-16 pts
- **2♣ opening**: 10-14 pts, 6+♣, denies 4♦, may have 4 card M. Strength varies by position
  - ▷ [1st/2nd seat]: 10-14 pts
  - ▷ [3rd/4th seat]: 9-16 pts, may be only 5♣, constructive in 4th
- **2NT opening**: UNUSUAL. 3-9 pts, 5♦ 5♣
- **3-level suit openings**: natural preempts
- **3NT opening**: GAMBLING