

The “SOINX” Convention

“SOINX,” an acronym for “Scrumble Out of 1-NT Doubled (X),” is an artificial convention utilized when the Opponents “*double*” your Partner’s opening **1-NT** bid (evidencing an equivalency of approximately 16 or more HCP’s over a Strong (15-17 HCP) No-Trump opening, or 13 or more HCP’s over a weak (11-14 HCP) No-Trump opening. When this occurs, the Partner of the **1-NT** Opener, must decide, based upon his/her distribution, and presence of any remaining HCP’s, whether to either save Partner’s “*doubled*,” most-likely-doomed, **1-NT** contract, or to attempt to punish the original “Doubler” by orchestrating the bidding into a **Penalty Double** scenario.

<u>Example:</u>	<u>North (Opponent)</u> “Double”	
<u>West (Partner)</u> 1-NT		<u>East (You)</u> ???

The standard ways that this scenario is customarily handled, absent The “SOINX” Convention, are as follows:

a. *Everything is natural to play.*

Examples: 1-NT Db1. 2C, 2D, 2H, or 2S (To Play) or

b. *The use of “Front of Card” tools; i.e., “Stayman” and “Jacoby Transfers” are in effect and available for use.*

Examples: (1) 1-NT Db1. “2C” (“*Stayman*”)
 (2) 1-NT Db1. “2D” (“*Jacoby Transfer*” to Hearts)
 “2H” (“*Jacoby Transfer*” to Spades) or

c. *“Passing”*

The problem with the above-referenced, standard, extrication method is that (1) it fails to include a method wherein the No-Trump Bidder can be brought into the decision-making process when Partner has two suits with which to “*save*” the situation, and (2) if “*passed*” by the Responder, the Opener, residing to the left of the “Doubler,” is in deep trouble with little or no help to find a possible way out.

The “SOINX” Convention, however, attempts to solve this problem by utilizing three bids by Opener’s Partner, each of which signifies a very different kind of holding, and with variant intent. They are as follows:

1) A “re-double” by the Responder forces a “Puppet Bid” of “2C” by the Opener, with Opener’s Partner then placing the contract into a 1-Suiter by either “*passing*” if his/her long suit (5+) is Clubs, or by bidding **2D, 2H, or 2S**. The Opener then “*passes*.”

2) Any suit bid by the Responder is the lower-ranking of 2 touching (4-4) (+) suits with the No-Trump bidder either “*passing*” or bidding the next higher-ranking suit, whichever he/she prefers of the two choices offered. Examples: “2C” = C & D; “2D” = D & H; “2H” = H & S. The Opener either “*passes*,” or “*corrects*” to the higher-ranking suit.

3) A “pass” by the Responder forces a “re-double” by the Opener. The Responder now either converts the “*re-double*” to penalties by “*passing*,” or bids the lower-ranking of 2-non-touching suits (“2C” = C & H), or (“2D” = D & S), with Opener then choosing the lower-ranking suit by simply “*passing*,” or by converting to the higher-ranking suit referenced, if that is the Opener’s preferred choice.