

The “SOINX” Convention

The “SOINX” Convention utilizes an acronym, for “**Scramble Out of 1-NT Doubled (X)**”. It is an artificial convention employed when an Opponents doubles 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 bidder, must decide, based upon his/her distribution and/or the presence or the absence of the majority of the remaining HCP’s existing in his own and the Partner of the doubling Opponent’s combined hands, whether to rescue his/her Partner’s doubled 1-NT contract, and, if yes, then how; or, alternatively, to punish the Opponents by introducing a penalty double.

<u>Example:</u>	<u>North (Opponent)</u> “Double”	
	<u>West (Partner)</u> 1NT	<u>East (You)</u> <u>???</u> (See a), b) and c) below)

The standard, more usual ways such a scenario is handled are either of the following:

- a. Everything is natural to play.

Example: 1NT Dbl. 2H (To Play)
- b. “Front of Card”; i.e., Stayman and transfers are both still in force.

- Examples:**
- (1) 1NT Dbl. “2C” (Stayman)
 - (2) 1NT Dbl. “2H” (Transfer to Spades)

The problem with the above-referenced extrication methods are that (1) they fail to include a method wherein the Partnership, as a whole, can be brought into the decision-making process and (2) they fail to allow for flexibility when Partner has two suits with which to “save” the situation. **The “SOINX” Convention**, however, deals effectively with these issues. It offers Opener’s Partner (the Responder), three bids, each of which signifies a very different kind of holding with variant intent.

They are as follows:

a) **A Re-Double forces a puppet bid of “2C”** from Opener, with Responder then placing the contract into a 1-Suiter (5 {+} pieces) by either passing if his/her suit is Clubs, or else by bidding 2D, 2H, or 2S.

b) **Any suit bid by the Responder is the lower-ranking of two touching suits** (4 {+} pieces each) with the No-Trump bidder either passing or bidding the next higher-ranking suit, whichever he/she prefers of the two offered choices.

Example: “2C” = C&D; “2D” = D&H; “2H” = H&S; “2S” = S&C

c) **A “Pass” by the Responder forces a “Re-Double” by the Opener.** The Responder now either converts the Re-Double to penalties by passing; else bids the lower ranking of two Non-Touching suits (4 {+} pieces each) (C= C&H; D=D&S) with Opener then choosing the lower-ranking by passing else converting to the higher-ranking suit if that be Opener’s preferred choice.