

4-Card Transfer-Oriented Canapé Symmetric Relay System

Known also as TOSR

By Mr. Daniel Neill and Mr. Josh Sher

3.1 OPENING

REQUIREMENT: 10-14 HCP (11-16), 4+ , may have longer suit, may be three-suited with both Majors

The relay structure retains the essential symmetric nature of the 1 \heartsuit relay structure, but uses one step to give a first-round minimum/maximum indication. Opposite a minimum, a minimal invitational relay will consider signing off or making a further invitational natural bid. The appropriate definitions are:

Minimum hand: any 10-12 HCP hand, upgrading for 5-5/6-4 or better shapes, or hands with a 7-card suit, and downgrading for honors in short suits, isolated Queens and Jacks ("quacks"), or 0-2 controls.

Maximum hand: any 13-14 HCP "value" hand with 3+ controls (see above criteria)

RESPONSES SUMMARY

- Pass: To play in Diamonds.
- 1 \heartsuit : **RELAY** - at least invitational to game, does not imply support.
- 1 \spadesuit : Natural 4+ Spades (occasionally 3), **forcing**, 0-11.
- 1 NT: Balanced or semi-balanced, forcing, 0-11.
- 2 \heartsuit : Natural, 5+ Clubs, non-forcing, 0-11.
- 2 \spadesuit : Natural, 5+ Diamonds, non-forcing, 0-11.
- 2 \clubsuit : 3 or 4 Hearts (3 only with compensation), tends to be constructive.
- 2 \diamonds : Some limit splinter bid, relay for suit (natural, with 3 \heartsuit = Spades).
- 2 NT: Fit showing jump with Spades, invitational in Hearts.
- 3 \heartsuit : Fit showing jump with Clubs, invitational in Hearts.
- 3 \spadesuit : Fit showing jumps with Diamonds, invitational in Hearts.
- 3 \clubsuit : Preemptive.
- 3 \diamonds : Any splinter (relay for suit (natural, 4 \heartsuit =), GF with at least mild slam interest opposite the right hand.
- 3 NT: Transfer to 4 \heartsuit ("You play it.")
- 4 \heartsuit : Fit-showing jump to 4 \heartsuit .
- 4 \spadesuit : Fit-showing jump to 4 \spadesuit .

After 1 \heartsuit -1

- 1 \heartsuit : Any minimum hand.
- 1 NT: Maximum, 4+ , may be three-suited with both Majors.
- 2 \heartsuit : Maximum, 4+
- 2 \spadesuit : Maximum, 4+ \heartsuit , 5+
- 2 \clubsuit : Maximum, reverser, 5+ \heartsuit , 4
- 2 \diamonds : Maximum, high shortage (), 5+ , etc.

Note: The normal relay structure continues, subject to the constraint that the lowest control-showing response is 0-2 controls.

After 1 -1 -1 -1 NT

There are no continuations after this 1 NT response. Opener should pass, correct to a long suit cheaply, or bid at 2 NT or above with a low-control 13-14.

After 1 -1 -1 -2 \square (R)

2 \square is a forcing relay, but does not quite force to game, since opener's shape is still nebulous. The relay structure is roughly symmetric but shifted up two steps.

Any subsequent non-relay bid by responder is invitational in the context of the auction.

- 2 : 4+ , may be three-suited with both Majors.
- 2 : 4+
- 2 : 4+ \square , 5+
- 2 NT: Reverser, 5+ \square , 4
- 3 \square : High shortage (), 5+ Hearts.
- 3 : Middle shortage (), 5+ Hearts.
- 3 : Even shortage, **3-6-2-2** or **7-2-2-2** shape.
- 3 : Low shortage, **3-5-3-2** shape.
- 3 NT: Low shortage, **3-6-3-1** shape, etc.

After 1 -1 -1 -2 \square -2 -2 (R)

- 2 : Three-suiter, both Majors (see 1 \square relay structure [section 2.4](#) for three-suited continuations).
- 2 NT: Reverser, 4 , 5+
- 3 \square : 5-5 or better.
- 3 : High shortage (), 4 , 5+
- 3 : 5-4-2-2

After 1 -1 -1 -2 \square -2 -2 -2NT-3 \square (R)

- 3 : High shortage ()
- 3 : 4-5-2-2
- 3 : Low shortage, (\square), **4-5-1-3**, etc.

After 1 -1 -1 -2 \square -2 -2 (R)

- 2 NT: Reverser, 5+ , 4
- 3 \square : 5-5 or better.
- 3 : High shortage (), 5+ , 4
- 3 : 2-5-4-2
- 3 : Low shortage (\square), 5+ , 4

After 1 -1 -1NT-2 \square (R)

- 2 : Three-suited, both Majors (see 1 \square relay structure [section 2.4](#) for three-suited continuations).
- 2 : Reverser, 5+ , 4
- 2 : 5/5, +
- 2 NT: 5+ , 4 , high shortage, etc.

After 1 -1 -2 \square -2 (R)

- 2 : Reverser, 5+ , 4

2 : 5/5, +
2 NT: 5+ , 4 , high shortage, etc.

After 1 -1NT (R)

1 NT is a natural forcing bid made by a balanced or semi-balanced hand with no clear fit for Hearts and no clear suit to bid. Opener is expected to correct to any 5 or 6-card suit, which responder is likely to pass. Opener may only pass with a 4-4-4-1 hand, or if a balanced 11-13 in 3/4 seat.

In particular, limited balanced hands with potential Moysian Heart fits should respond 1 NT rather than 2 as any eight card fit will always be found after the 1 NT response. For example with 5-4-3-1 with opener and 3-3-3-4 with responder, the auction 1 -1NT-2 is clearly superior to 1 -2 . Responding hands such as 2-3-2-6 with a weak suit are often best treated with 1 NT also. Further bidding is not constructive.

After 1 -2

New suit: Canapé Game Try
2 NT: 5M, asks for concentration.
3 : General try, 5M

After Interference

1 -(X): 1 is still the relay and all other bids as usual. XX is general strength, no fit, desire to penalize. Pass shows tolerance for playing 1 -X.

1 -(1): All systems on. X is the relay, and pass is less encouraging version of 1 NT (but says nothing initially about Heart length).

1 -(1): simple two-level bids are natural and non-forcing but may be invitational, double is multi-meaning (takeout or GF in a suit biddable at the two-level or 3-card support balanced), 1 NT is to play, 2 /NT are defensive/offensive limit raises, and jumps are fit-showing.

1 -(1NT): X = penalty, else to play.

1 -(2Y): X = takeout/balanced or GF in Spades or invite in a lower excluded suit, 2 / = constructive or invite, 2NT/3/3 are transfers to a new suit (weak or GF) or cue (defensive limit raise) or raise (offensive limit raise), while the jump raise is preemptive and others are fit (new suit) or splinter (their suit).

1 -(P)-1 -(bid): relays on if they bid below 2 of our Major; at or above our Major, relays are off and bids are non-minimums with 2 NT = 5-card Major, new suit = canapé; we are in a force at the 1 and 2 level, but not at the 3-level, so double is take-out at the 3-level.