

4-Card Transfer-Oriented Canapé Symmetric Relay System

Known also as TOSR

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3.1 OPENING

REQUIREMENT: 10-14 HCP (11-16), 4+ ♠, 0-3 ♣, may have longer Minor suit

The relay structure retains the essential symmetric nature of the 1 ♠ relay structure, but uses one step to give a first-round minimum/maximum indication. Opposite a minimum, a minimal invitational relay hand 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 Hearts.
- 1 ♠ : **RELAY** - at least invitational to game.
- 1 NT: Balanced or semi-balanced, forcing, 0-11.
- 2 ♠ : Natural, 5+ ♠, non-forcing, 0-11.
- 2 ♣ : Natural, 5+ ♣, non-forcing, 0-11.
- 2 ♦ : Natural, 5+ ♦, constructive, 9-11(12).
- 2 ♥ : 6-10 HCP, 3 or 4 ♥.
- 2 NT: Some limit mini-splinter, relay for suit (natural, with 3 ♠ = ♠).
- 3 ♠ : Fit showing jump with Clubs, invitational in Spades.
- 3 ♣ : Fit showing jumps with Diamonds, invitational in Spades.
- 3 ♦ : Fit showing jump with Hearts, invitational in Spades.
- 3 ♥ : Preemptive/to play.
- 3 NT: Transfer to 4 ♣ ("You play it.")
- 4 ♠ : Fit showing jump, more distributional than 3 ♠.
- 4 ♣ : Fit showing jump, more distributional than 3 ♣.
- 4 ♦ : Fit showing jump, more distributional than 3 ♦.
- 4 ♥ : Fit showing jump, more distributional than 3 ♥.

After 1 ♠ -1 (R)

- 1 NT: Any minimum hand.
- 2 ♠ : Maximum, 4+ ♠.
- 2 ♣ : Maximum, 4 ♣, 5+ ♣.
- 2 ♦ : Maximum, reverser, 5+ ♦, 4 ♦.
- 2 ♥ : Maximum, 5-5 ♥+♦.
- 2 NT: Maximum, 6+ ♥, high shortage (♣), etc.

Note: The normal relay structure continues, with controls starting at 3.

After 1 ♠ -1 -1NT

Responder will pass (rare, since opener may have 13-14), or may make a signoff attempt (2 +) which opener may pass or correct to a better alternative (e.g. decent 6-card suit) or bid at 2 NT+ with 13-14.

After 1 -1 -1N-2 (R)

2 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 one step.

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

- 2 : 4+
- 2 : 4+, 5+
- 2 : Reverser, 5+, 4
- 2 NT: High shortage (), 5+ Spades.
- 3 : Middle shortage (), 5+
- 3 : Even shortage, **6-3-2-2** shape.
- 3 : Low shortage (), **5-3-3-2** shape.
- 3 : Low shortage (), **6-3-3-1** shape, etc.

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

- 2 : Reverser, 5 , 4
- 2 NT: High shortage (), **5-1-4-3**
- 3 : Even shortage, **5-2-4-2**
- 3 : Low shortage (), **5-3-4-1** , 0-2 controls, etc.

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

- 3 : High shortage (), **4-1-5-3**
- 3 : Even shortage, **4-2-5-2**
- 3 : Low shortage (), **4-3-5-1**
- 3 : Low shortage (), **4-2-6-1**, etc.

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

- 2 NT: 5-5 or better, and
- 3 : High shortage (), **5-1-3-4**
- 3 : **5-2-2-4**
- 3 : Low shortage (), **5-3-1-4**
- 3 : Low shortage (), **6-2-1-4**, etc.

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

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

After 1 -1 -2-2 (R)

- 2 : Reverser, 5+ , 4
- 2 : 5+ , 5+
- 2 NT: 5+ , 4 , high shortage, etc.

After 1 -1 -2 -2 (R)

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

After 1 -1NT (R)

1 NT is a natural, but forcing bid made by a balanced or semi-balanced hand with no clear fit for Spades and no clear suit to bid. Opener is expected to correct to any 5- or 6-card suit, which responder is likely to pass. The singular 1 -1NT-2 shows 5 -3 exactly. Opener may only pass with 4-4-4-1 hands, or 11-13 balanced in 3/4 seats.

In particular limited balanced hands with potential Moysian Spade 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 4-3-5-1 with opener and 3-3-3-4 with responder, the auction 1 -1NT-2 is superior at IMPs to 1 -2 . Responding hands such as 3-2-2-6 with a weak suit are often best treated with 1 NT also.

Further bidding is not constructive.

After 1 -2

3 , 3 , 3 : Canapé Game Tries.
2 NT: 5M, asking for concentration.
3 : 5M, general game try.

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 structures on. X is the relay. Pass is a less encouraging version of 1 NT (but says nothing initially about Spade length).

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

1 -(2Y): X = takeout/balanced 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.