

4-Card Transfer-Oriented Canapé Symmetric Relay System

Known also as TOSR

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7. 2 CLUBS OPENING

REQUIREMENT: 10-14 (11-16) HCP, 6+ \heartsuit SINGLE SUITER

2 \heartsuit : Signoff in a Major, or mild invite with Hearts or Diamonds. Forces 2 \heartsuit . (then pass/2 \heartsuit = to play, 2NT = Hearts with no Club fit, 3 \heartsuit = Hearts with Club fit, 3 \heartsuit = invite with great Diamonds, 3 \heartsuit = invite with great Hearts)

2 \spadesuit : GF relay with normal one-suiter structure.

2 \clubsuit : Natural, mild invite. May pull with singleton.

2NT: Ogust-like. (3 \heartsuit = any minimum, 3 \spadesuit = maximum with 3-3 Majors or 7+ \heartsuit and a stiff (3 \heartsuit asks, 3 \spadesuit = stiff and 3NT = 3-3 Majors), 3 \heartsuit / = max w/ 3 cards *other* Major, 3NT = maximum 2-2 Majors)

3 \heartsuit : Preemptive/To Play.

3 \spadesuit , 3 \clubsuit , 3 \diamonds : Invitational fit-jumps.

In Competition

Over (X)

All structures on, but XX = general head-hunting.

Over (2 \heartsuit , 2 \spadesuit , 2 \clubsuit)

X = penalty, 2NT = limit raise, 3 \heartsuit = preemptive, cheap 3 suit = GF, cheap 2 suit = constructive or invite, jump = GF)