

4-Card Transfer-Oriented Canapé Symmetric Relay System

Known also as TOSR

By Mr. Daniel Neill and Mr. Josh Sher

2.13 Continuations after 1 Negative Response to 1

After 1 - 1 :

1 : 19+(21+) HCP any shape (could be less on a strong playing hand).

1 : 15-18(17-20), long Minor(s), or Minor-Major canapé. 1 No Trump is strong ask (2 / = non-max followed by Rigal inversion (2 NT and relay inverted), 2M = max with Major and good 6-card Minor (2 NT asks Minor, 3m p/c, 3oM = 6 cards), 2 NT = max 5-5 Minors (3m/4m to play/invite, 3M 6 cards), 3m = max good suit no Major), 2 is pass or correct, 2M/3m is weak to play.

1NT: 15-18(17-20), systems on, but transfer followed by 3-bid is only highly invitational.

2 : 15-18(17-20), both Majors. Then 2 asks for better Major, 2M is to play, 2 NT through 3 are invites, 3M is natural and GF (prepares slam tries), and 4 / are transfers to the corresponding Major. After 2 - 2M, bids are invite, but 4m is a cue for the bid Major, and 4OM is a slam try in the OM.

2 : 15-18(17-20), long Major. 2M is pass or correct, and 2 NT is multi-ogust (3 = weak relay for suit, 3 / = medium transfers, 3 /NT = max transfers).

2 : 15-18(17-20), hearts and a Minor, 5-4(+). 2 NT asks for other suit and strength (3 / min, 3 / max). 3 is pass or correct

2 : 15-18(17-20), Spades and a Minor 5-4(+). 2 NT asks for other suit and strength (3 / min, 3 / max). 3 is pass or correct.

2 NT: 6-card Minor of any quality, about 18-19(20-21) HCP, positionally suited to declare NT, almost good enough for a 1 strong relay (3 p/c, 3 / transfers, 3 asks m, 3 NT to play).

3, 3, 3, 3 : 15-18(17-20) but long good suit with high trick-taking capacity.

3 NT: to play, based on long running suit with side stoppers, 15-18(17-20) HCP.

After 1 - 1 - 1 :

The full relay structure is used as normal but shifted up 2 steps.

1 : Second negative, 0-4 HCP

1 NT: 5+ HCP and 4+ Spades

2 : 5+ HCP, balanced, or a red two-suiter

2 : 5+ HCP and 4+ Hearts and denies Spades and Diamonds

2 : 5+ HCP and 4+ Diamonds

2 : 5+ HCP and 5+ Clubs and denies other suit.

2 NT: 5+ HCP, reverser, 4 Diamonds, 5+ Clubs.

3 : 5+ HCP 5/5 in the Minors.

3 : 5+ HCP, Spade shortage, both Minors with longer Diamonds if bid directly.

3 : 5+ HCP, even shortage, both Minors with longer Diamonds if bid directly.

3 : 5+ HCP, 5-4-3-1 shape with low shortage, and longer Diamonds if bid directly.

3 NT : 5+ HCP, 6-4-2-1 shape with low shortage, and longer Diamonds if bid directly.

4 : 5+ HCP, 7-4-2-0 shape with low shortage, and longer Diamonds if bid directly.

4 : 5+ HCP, 6-4-3-0 shape with 8+ points

4 : 5+ HCP, 6-4-3-0 shape with 0 controls; etc. (*NB maximum controls = 3*)

After 1 - 1 - 1 - 1 :

1 NT: 19-22(21-24) balanced. Keri is on.

2 : Game-Force, any shape.

2 , 2 , 2 , 3 : Natural, non-forcing, 19-22(21-24) HCP. Rigal inversion over 2 (2 = Stayman, 2 NT =)

2 NT: 23-24(25-26) balanced. Stayman and transfers are on.

3 , 3 , 3 : Not Used.

3 NT: to play, based on long running suit with side stoppers.

After 1 - 1 - 1 - 1 - 2 :

Responses are Rigal-esque. No third negative. Natural relays. After relaying for length, relay for shortage (NHML for one-suiters). Run-on's for 2-suiters pertain to length of long suit, and never pass 3 NT unless 6-card Major or 7-card Minor:

2 : Balanced 4-4-3-2 or 4-3-3-3. CRASH relays like in main relay structure. Or opener may bid naturally: 2 NT (responder uses puppet Stayman), a suit, or 3 showing 4 and 5+ s.

2 : Hearts.

2 : Spades, denies Hearts.

2 NT: Minors, maybe a Major. 3 relays, 3 asks for 3+ card Major, 3M shows 6 cards.

3 : Single-suiter. 3 relays for length. 3M 5+ cards.

3 : 6+ s, no 3-card Major. 3 relays for length and 3 natural.

3 ♠, 3 ♥ : 5+ ♠ : 3-card fragment. Relay or super-relay for length.

3 NT: 5 ♠, 3 cards both Majors.

Notice that there is no question of right-siding hands once all the suit denominations have been bid at the one-level!

Interference after 1 ♠ - 1

Interference at the one-level is insufficient to raise the level of relays damagingly, but the danger of a preemptive raise increases significantly. Throw in that our combined strength should be less on average after such an overcall, and the advantage of maintaining a 19+relay has dissipated. Thus, double over a suited overcall at the 1, 2, 3 levels over the 1 ♠ negative response is for takeout, or any VERY strong hand, as standard. Non-jump new suits are minimum for the level bid. Redouble of a Double is Takeout of Diamonds or any really strong hand. 1 NT is 17-19(19-21) balanced with good stoppers. Non-jump 2 NT is Good-Bad. Pass is non-forcing and suggests either a trap pass or a hand with no good bid. Responder's double over a pass is takeout with almost any strength. After 1 ♠ - 1 ♠ - 1 ♠, however, relays may still be on after an overcall. Though this is rare, if the 3 ♠ Criterion still holds (interference is X, 1 ♠, 1 NT, or 2 ♠), relays are still on.