

Ice Relay Precision: Gauksrelay or Gauks Relay

Opening Bids:

- 1 ♣: Promises 16 plus points. Any shape.
- 1 ♦: Promises 10-15 points.
 - A: 11-12 points and balanced distribution or
 - B: 10-15 points and unbalanced distribution.
- 1 ♥: Promises 10-15 points and a minimum of 5 cards in Hearts.
- 1 ♠: Promises 10-15 points and a minimum of 5 cards in Spades.
- 1 NT: Promises 13-15 points and balanced distribution. Denies a 5-card suit in either Major suit. Implies a possible 6-card suit in either Minor suit.
- 2 ♣: Weak values with Diamonds. Shows a 5-5 distribution in Hearts and Spades, or
 - shows a 5-5 distribution in Spades and Clubs, or
 - shows 24-25 points and a balanced distribution.
- 2 ♦: Weak values with Hearts. Shows a 5-5 distribution in Diamonds and Spades, or
 - shows a 5-5 distribution in Clubs and diamonds, or
 - shows 26-27 points and a balanced distribution.
 - Weak with H, 5+-5+ in D and S, 5+-5+ in C and D or 26-27 p. bal
- 2 ♥: Weak values with Spades. Shows a 5-5 distribution in Hearts and Clubs, or
 - shows a 5-5 distribution in Hearts and Diamonds, or
 - shows 28-29 points and a balanced distribution.
- 2 ♠: Promises 4 Spades and an unspecified 6-card Minor suit. Values between 3-10 points.
- 2 NT: Barrage in Minor
- 3 ♣: Barrage with bid suit and 4 Hearts. Values between 4-11 points.
- 3 ♦: Barrage with bid suit and 4 Hearts. Values between 4-11 points.
- 3 NT: Promises a solid Minor suit without Ace or King outside in First and Second Seat. Shows outside strength in Third and Fourth Seat.
- 4 any suit: Natural = barrage

- 4 NT: Asking for Aces.
- 5 ♣/♦: Barrage.
- 5 ♥/♠: Force a bid on the six level with Ace or King in the suit bid. With both the Ace and King in the suit bid, then forcing a bid on the seven level.

RELAY-METHOD

Uppbyggingin in relayinu is in grundvanyatriðum ávalt hin sama. After laufopening ask opener than hann getur þó in sumum tilvikum varpað boltanum til svarara and gert hann að askli. After majoraopnum stjórnar responder askingarleiknum.

- 1) First shape shown in majors and then in einni sögn fyrir minori.
- 2) Ask for HCP after shape shown.
- 3) After shape and HCP we ask for total controls. Singleton K's are not counted. Þar as HCPvör eru no with and responder is with síðustu mögulegu shape then tengjast controlsasvarið þar beint við.
- 4) Specific controls are then shown with a scan. First scan the longest suit, lowest first if two or more are equal length. Suits with less than 2 cards are not scanned. First show top controls by bidding steps for each control in the suit scan possessed. Stopping denies the control in the corresponding suit. Then Q and J are shown in the same way and in sönnuðum stöðum tengjast svörin A milli controlsa and Q.
- 5) 3N always to play, never a relay.
- 6) 4D hjá askli showing slamáhuga nema síðasta sögn hafi verið 4C then is a relay. Þetta is gert after svör geta komiddle manni in samning as erfitt gæti verið að standa. Responder bids 4H til að afneita slamáhuga, than svarar anothers in stepum and bætir then við einu controlsi hafi þeim no verið svarað. If controls eru þekkt then is tetta asking for innmat Q and J as to playfélagar skulu setja sér reglur um.
- 7) Highest relay is 6S.
- 8) Relay are broken if opponents interfere with a jump. Lesser interference is handled with Pass and double/redbl as steps. We may gain or lose steps, or neither, from interference.

1C OPENING:

Responses:

1D = 0-7 or 8+ and few controls

1H = 8+ p. No singleton or void and no 5+cards in major

1S = 8+ p. 5+H.

1N = 8+ p. 5+S.

2C = 8+ p. 0-1S, 0-4H.

2D = 8+ p. 0-1H, 2-4S.

2H = 8+ p. 0-1D, 2-4 cards in both majors, 4+C.

2S = 8+ p. 4S, 1C.

2N = 3 top honors in any suit, 6-8 cards

3C = 8+ p. 3S, 1C.

3D = 8+ p. 2S, 1C.

3H = 8+ p. 4S, 0C.

3S = 8+ p. 3S, 0C.

3N = 8+ p. 2S, 0C.

4C =

4D =

4H =

4S =

Opponents interfere:

1. 1C-dbl-Pass: 0-4.
Rdbl: 5-7 p. and good 4+ C cards
1D: 5-7 p. No good C cards
Higher bidding as before.
Dbl is penalty after responder shows 8+ p.
2. 1C-1D-Pass: 0-4 p. or penalty.
Dbl: 5-8 p. any shape.
Higher bidding as before.
3. 1C-1H-Pass: 0-4 p. or penalty.
Dbl: 5-8 p.
1S: 8+p 5+S. Relay to Continuations.
1N: 8+ p. Bal and stopper in H. Continuations relay.
2H: 8+ p. Bal no stopper in H.
Jump: 5-8p. 6-cards with 2 of 3 top honors.
3H: 8-11 p. Bal shape with stopper in H.

1C-1S- ? :Same as after interference of 1H.
4. 1C-1N-Dbl: 5-7p unbal or 8+p, and bal. With 5-7 p. bal, bid on the next round. If instead 1N shows a suit: Dbl = penalty. 2N = 8+ and stopper. Cue 8+ and no stopper. If 1N shows 2 suits, then cue is 8+ and stopper in bid suit, and not in other.
5. 1C-2x-Dbl: 6-8 p.
Suit: 5+ cards and 8+ p.
Cue: 8+ no stopper in the suit.
2N: 8+ and stopper in the suit.
Jump: 5-7 p. 6-cards with 4-7 p. in the suit.
Jump cue: 12+ p, 4-4-4-1. ??
6. 1C-2N-dbl: Penalty seeking.
3C: 6-8 p, takeout.
3D: 9+ p, takeout.
7. 1C-3x-dbl: 8+ p, bal shape (gæti átt langlit undir suit andstæðings).
8. 1C-4M-dbl: 7+ sóknarHCP.
4N: 2-suit takeout.
9. 1C-P-1D-dbl: Pass = hlutlaust
Rdbl = D
1HS = Natural
1N = 18-20 p.
2M = Forcing (3C = second negative)
2N = 21-23p. Nota JB ?
10. 1C-1M-X-3M-
Pass = NF
11. 1C-P-1D-P
1H-X-Pass: Relay

Rdbl: 5+H
1S : 5+S
else: forcing.

12. 1C-P-1D-P
1S-X- here is same as after 1M-D.

13. 1C-X-XX/1D-P
1H = H or 18-19 p, bal.
1N = 16-17 p.

14. 1C-crash and else bull ?

15. 1C-1D-X-P
1H = Relay
1N = 16-17 p. NF.

New suit forcing one round.

16. 1C-P-1D-1M
1N = 18-19 p.

Alltaf sama útfærsla in 1N and 2N stöðum.

1D Negative

1C-1D = 0-8+ if controls weak, any shape:

Opener's rebids:

1 H = 5+H OR 18-19 p. bal OR 22-23 p. bal

1S = Relay

1N = 18-19 p. bal. Continuations as after 1N.

2m = 5+H, 3+m. Natural continuations.

2H = 6-7 H. Natural continuations.

2S = 5+H, 4S. Better than minimum.

2N = Weak forces 3C

3x = Natural, 5-7 p.

2N = 22-23 p. Bal. Continuations as after 1C-1D-2N.

3m = 5-4 in H and m, forcing.

3H = 6-7 H, 19-22p ??

3S/4m = Splinter.

1N = Any 6-crd suit to A,K or Q in the suit and no controls outside.

2C = Relay = pass with C, else bid suit

2D = Relay = major bid, yfirfært in minor, þetta is GF.

2x = Einn of prem ifstu in the suit and no A or K outside.

2N = asks for singleton. 1st step = no singleton. 2 Step = Singleton in lowest

suit

run-on.

3x = 2 of 3 top honors in x. Continuations natural.

1S = 5+S or 4-4-4-1, 4-4-1-4, and 16-19 p.

- 1N = Forcing as after major opening.
- 2x = Natural, 5-7 p.
- 2S = 5-7 p. 3 -cards
- 3x = 2 of 3 top honors, 6-cards
- 3S = 5-7p. 4-cards

1N = 16-17 p. Continuations as after 1N opening.

2C = 5+C

- 2D = Relay
 - 2H = 4 H
 - 2S = 4S
 - 2N = 4D
 - 3C = 6-7 cards
- 2H = 5+ H
- 2S = 5+ S
- 2N = 5+ D

2D = 5+ D

- 2H = Relay
 - 2S = 4S
 - 2N = 4H
 - 3C = 4+C
 - 3D = 6+D
- 2S = Natural
- 2N = 5+H
- 3C = 5+C

2H= Any 5-5 GF OR Any 4-4-4-1 shape and 20-29p.

- 2S = Relay
 - 2N = Any 4-4-4-1 shape.
 - 3C = Relay
 - 3D = 4-1-4-4, 20-24 p.
 - 3H = Control-ask 1st step = 6
 - 3H = 1-4-4-4, 20-24 p.
 - 3S = Control-ask 1st step = 6
 - 3S = 4-4-4-1, 20-24 p.
 - 4C = Control-ask 1st step = 6
 - 3N = 4-4-1-4, 20-24 p.
 - 4C = Control-ask 1st step = 6
 - 4C = 4-4-1-4, 25-29 p.
 - 4D = Control-ask 1st step = 8
 - 4D= 4-1-4-4, 25-29 p.
 - 4H = Control-ask 1st step = 8
 - 4H = 1-4-4-4, 25-29 p.
 - 4S= Control-ask 1st step = 8
 - 4S = 4-4-4-1, 25-29 p.
 - 5C = Control-ask 1 step = 8
- 3C = C and another suit, 3D= Relay
- 3D = D and H
- 3H = H and S
- 3S = S and D

Next one can ask for Q's by bidding opener's singleton. With no Q, bid the singleton or grand that ódýrara, with 1 or 2 is sú lægri bid. With 3 bid the 5th Step.

2S = Game forcing with S

2N = 4-7 p. Bal

3C = "second negative"

3x = 4-7 p. 5+ cards

2N = 20-21 p. Bal.

3C = Forces 3D

3D O.K.

P/3H/3S = To play.

3N = 9-cards in minors.

4C = Both minors, C better. GF.

4D = Both minors, D better. GF.

4H = Both minors, void in H and GF

4S = Both minors, void in S and GF

3D = Stayman

3H/3S/4C/4D= Natural and forcing

3C = Natural, GF.

3D = "second negative"

3D = Natural, GF.

3H = "second negative"

Other 1C-1D continuations:

3H = Sets H as trump, forces control-showing.

3N = no first-rd controls, than showing a.m.k. 1 arrarri fyrirstöðu.

4H = no A or K

Cue= cheapest stopper. Getur verið önnur stopper with firstu fyrirstöðu in öðrum lit, jafnvel trumpi.

3S = Same as after 3H.

3N = To play

THE SUPER-RELAY

The Super-Relay sets as trump suit responder's suit at an early stage. If responder is 2-suited, the cheapest super-relay sets the longer of the 2 suits while the double-super-relay sets the shorter suit as trumps. Shape is then shown as normal, followed by a relay that is RKCB. If the trump queen is unknown, the first step after RKC asks for it, otherwise the side suits are scanned for their Kings, longest first, with ties resolved lowest first. Then come the Q's, and trump J. 3NT is not to play anymore, but asking. 6S is the highest possible relay. Some examples:

1S-2C	1C-2D
2H-2N: Sets S	2H-2S: 4S-1H
3D: 5-3-3-2	3C : Sets S
3H: RKCB:	-3S: 4-1-5-3
3N: 1 or 4 aces.	3N : RKCB.
4C: Asks for SQ	-4H: 2 aces, no SQ.
4D: Asks for DK	4S : To play
4H: Asks for HK	4N : Asks for DK
4S: to play.	5C : Asks for CK
4N: Asks for CK	5D : Asks for DQ
5C: Asks for DQ	5H : Asks for CQ
5D: Asks for HQ run-on.	5S : Asks for SJ

Jump in 5N or 4N-5N:

Asks partner to bid 7 of trumps with 2 of 3 top honors.

If opponents interfere, then pass is 1st step, D or Rd 2. step.

If opponents interfere with jump, relays are off.

RESOLVING EXACT LENGTHS IN RELAYS:

1. If 5S shown, then H length is shown in steps: 3-2-4-1-5-0-6-7-8.
2. If 5H shown, then S length is shown in steps: 3-2-4-1-0.
3. If 6-7 S shown, then heart length is shown in steps: 2-3-1-4-0-5-6-7.
4. If 6-7 H shown, then spade length is shown in steps: 2-3-1-4-0.

Then if minors shown:

With even: 1st step = Equal length.
2. Step = C 2 longer.
3. Step = D 2 longer.
4. Step = C 4 longer.
5. Step = D 4 longer.
6. Step = C 6 longer.
7. Step = D 6 longer.

With odd: 1st step = C 1 longer.
2. Step = D 1 longer.
3. Step = C 3 longer.
4. Step = D 3 longer.
5. Step = C 5 longer.
6. Step = D 5 longer.
7. Step = C 7 longer.

HCP-ask after 1C-1H+.

HCP: Base minimum controls

- | | |
|--------------------|----|
| 1st step = 8-10 p. | 1. |
| 2. Step = 11-12 p. | 2. |
| 3. Step = 13-14 p. | 3. |
| 4. Step = 15-16 p. | 4. |
| 5. Step = 17-18 p. | 5. |
| 6. Step = 19-20 p. | 6. |

Controls:

Opener 1C: 1st step = 4.

Opener 1M: 1st step = 2-3. ?

Responder to 1C: 1st step = 1-2. ?

Scanning controls:

Show controls in the longest suit first and then the lowest of 2 or 3 of equal length.
Responding a certain step in the queue shows top controls in all the cheaper suits in the suit order, but denies one in the step stopped on. Voids and singletons are not scanned. Q and J follow after the A/K scan. Tnog getur orðið milli shapea, HCP and staðsetninga controlsa við Q and J.

1C-1H = 8+ p. No singleton or void. No 5-crd major.

1S = Relay

1N = Any 4-4-3-2 or 4-3-3-3 shape (2C+ all imply some 5 card suit)

2C = Relay

2D = 4H and 2-3S

2H = Relay

2S = 4H and 2 S

2N = Relay

3C = 2-4-3-4.

3D = asks for HCP.

3D = 2-4-4-3, 8-10 p.

3H = 2-4-4-3, 11-12 p. run-on.

2N = 3-4-3-3.

3C = 3-4-2-4.

3D = 3-4-4-2, 8-10 p

3H = 3-4-4-2, 11-12 p. run-on.

2H = 4S and 2-3 H.

2S = Relay

2N = 4S-2H

3C = Relay

3D = 4-2-3-4.

3H = 4-2-4-3. 8-10 p. run-on.

3C = 4-3-3-3.

3D = 4-3-2-4.

3H = 4-3-4-2. 8-10 p. run-on.

2S = 4S and 4H
 2N = Relay
 3C = 4-4-2-3.
 3D = 4-4-3-2. 8-10 p. run-on.
 2N = 3 Sand 3H
 3C = Relay
 3D = 3-3-3-4.
 3H = 3-3-4-3. 8-10 p. run-on.
 3C = 2-3-4-4.
 3D = 3-2-4-4. 8-10p run-on.
 2D = 6-7S
 2H = Relay
 2H = 5S-3H-x-x.
 2S = 5S-2H-x-x.
 2N = 5S-4H-x-x. run-on. Continuations as after 1C-1N.
 2C = 2S-2H
 2D = Relay
 2H = 2-2-4-5.
 2S = 2-2-5-4.
 2N = 2-2-3-6.
 3C = 2-2-6-3.
 3D = 2-2-2-7. run-on.
 2D = 2S-3H
 2H = Relay
 2S = 2-3-3-5.
 2N = 2-3-5-3.
 3C = 2-3-2-6.
 3D = 2-3-6-2. 8-10 p.
 3H = 2-3-6-2. 11-12 p. run-on.
 2H = 3S-2H
 2S = Relay
 2N = 3-2-3-5
 3C = 3-2-5-3
 3D = 3-2-2-6
 3H = 3-2-6-2. 8-10p. run-on.
 2S = 3S-3H
 2N = Relay
 3C = 3-3-2-5.
 3D = 3-3-5-2. 8-10 p. run-on.
 2N = 2S-4H
 3C = Relay
 3D = 2-4-2-5.
 3H = 2-4-5-2. 8-10 p. run-on.
 3C = 4-2-2-5.
 3D = 4-2-5-2. 8-10 p. run-on.

1C-1H RELAY BREAKS

1N = 16-19 p, bal.
2C = 13+p, bal. Relay as after 1C-1H-1S-1N. HCP bil tvö.
2D = 11+p, 2S-2H.
2H = 11+p, 2S-3H.
2S = 11+p, 3S-2H.
2N = 8-12 p, one or both majors.
3C = Stayman
3D = 4H
3H = 4S
3N = Both majors.
3C = 11+p, 3S-3H
3D = 11+p, 2S-4H
3H = 11+p, 4-2-2-5
3S = 11+p, 4-2-5-2
3N = To play.

That is no sagt nánar frá HCPstyrk here. (Virkar steypulegt !)

Other 1C-1H relay breaks:

2C = 0-1 S, and 0-4H. Continuations as after 1C-2C.
2D = 0-1 H, and 2-4S. Continuations as after 1C-2D.
2H = 0-1 D, and 2-4 cards in both majors. Continuations as after 1C-2H.
2S = 1C-4S.
2N = 1C-3S.
3C = 1C-2S.
3D = 0C-4S.
3H = 0C-3S.
3S = 0C-2S-4H-7D.
3N = 0C-2S-3H-8D.
4C = 0C-2S-2H-9D.

1C-1S = 8+ p, and 5-7H

1N = Relay
2C = 6-7H.
2D = Relay
2H = 7H.
2S = Relay
2N = 7H-2S, then 3C = Relay
3C = 7H-2S, then 3D = Relay
3D = 7H-1S, then 3H = Relay
3H = 7H-4S, then 3S = Relay
3S = 0-7-3-3.
3N = 0-7-2-4.
4C = 0-7-4-2. run-on.
2S = 6H-2S, then 2N = Relay
2N = 6H-3S, then 3C = Relay
3C = 6H-1S, then 3D = Relay
3D = 6H-4S, then 3H = Relay

3H = 0-6-3-4.
 3S = 0-6-4-3.
 3N = 0-6-2-5.
 4C = 0-6-5-2. run-on.
 2D = 5H-3S, then 2H = Relay
 2H = 5H-2S, then 2S = Relay
 2S = 5H-4S, then 2N = Relay
 2N = 5H-1S, then 3C = Relay
 3C = 0-5-4-4.
 3D = 0-5-3-5.
 3H = 0-5-5-3.
 3S = 0-5-2-6.
 3N = 0-5-6-2.. run-on.

Relay Breaks with H misfit:

2C = 5+C, minimum with short H. Continuations natural.
 2D = 5+D, minimum with short H. Continuations natural.
 2H = 0-1H, 0-4S. Continuations as after 1C-2D.
 2S = 5S-1H.
 2N = 6S-1H.
 3C = 7S-1H.
 3D = 5S-0H.
 3H = 6S-0H.
 3S = 7-0-3-3.

1C-1N = 8+ p. and 5-7S.

2C = Relay
 2D = 6 or 7S.
 2H = Relay
 2S = 7S.
 2N = Relay
 3C = 7S-2H, then 3D = Relay
 3D = 7S-3H, then 3H = Relay
 3H = 7S-1H, then 3S = Relay
 3S = 7S-4H, then 3N = Relay
 3N = 7S-0H, then 4C = Relay
 4C = 7S-5H, then 4D = Relay
 4D = 7S-6H, then 4H = Relay
 2N = 6S-2H.
 3C = 6S-3H.
 3D = 6S-1H.
 3H = 6S-4H.
 3S = 6S-0H.
 3N = 6S-5H.
 4C = 6S-6H.
 4D = 6S-7H.
 2H = 5S-3H.
 2S = 5S-2H.
 2N = 5S-4H.
 3C = 5S-1H.
 3D = 5S-5H.
 3H = 5S-0H.

3S = 5S-6H.
3N = 5S-7H.
4C = 5S-8H.

RELAY BREAKS with SPADE MISFIT:

2D = 5+D minimum with short S. Continuations natural.

2H = 5-7H and 0-1S

2S = Relay

2S = 1S-4H.

2N = 1S-3H.

3C = 1S-2H.

3D = 0S-4H.

3H = 0S-3H.

3S = 0S-2H.

3N = 1S-1H.

4C = 0S-1H.

4D = 1S-0H.

4H = 0S-0H.

1C-2C = 8+ p, 2 controls+ with 0-1S and 0-4H.

2D = Relay

2H = 1S-4H.

2S = Relay

2N = 1-4-4-4.

3C = 1-4-3-5.

3D = 1-4-5-3.

3H = 1-4-2-6.

3S = 1-4-6-2.

3N = 1-4-1-7.

4C = 1-4-7-1.

4D = 1-4-0-8.

4H = 1-4-8-0.

2S = 1S-3H. Show residue shape using relay rules described previously.

2N = 1S-2H.

3C = 0S-4H.

3D = 0S-3H.

3H = 0S-2H.

3S = 1S-1H.

3N = 0S-1H.

4C = 1S-0H.

4D = 0-0-6-7.

4H = 0-0-7-6.

4S = 0-0-5-8.

4N = 0-0-8-5.

1C-2D = 8+ p, 2 controls+ with 0-1H, and 2-4S.

2H = Relay

2S = 1H-4S

2N = 1H-3S.

3C = 1H-2S.
3D = 0H-4S
3H = 0H-3S.
3S = 2-0-5-6 run-on.

1C-2H = 8+ p, 2 controls+ with 0-1D, and 2-4 in both majors.

2S = Relay	2S = Relay
2N = 1D and 4S	3C = 1D and 3S.
3C = Relay	3D = Relay
3D = 4-4-1-4.	3H = 3-4-1-5
3H = 4-3-1-5.	3S = 3-3-1-6
3S = 4-2-1-6.	3N = 3-2-1-7.

2S = Relay
3D = 1D and 2S.
3H = 0D and 4S.
3S = 0D and 3S.
3N = 2-4-0-7. run-on.

0-1C and 8+ p, and 2+ controls respond:

1C-2S = 1C-4S.
3C = 1C-3S.
3D = 1C-2S.
3H = 0C-4S.
3S = 0C-3S.
3N = 2-4-7-0
4C = 2-3-8-0
4D = 2-2-9-0 2 controls
4H = 2-2-9-0 3 controls run-on. ????????

1C-2N = 3 top honors in any suit, 6-8 cards

3C = Relay for more info.
3D = A or K in lowest side suit
3H = Asks for length.
3S = 6-cards
3N = To play.
4C = Asks for any shortage.
4D = No singleton.
4H = Singleton in lowest suit.
4S = Singleton in middle suit.
4N = Singleton in highest suit.
3N = 7-cards
4C = Asks for shortage.
4D = No shortage.
4H = Singleton or void in lowest suit.
4S = Singleton or void in middle suit.
4N = Singleton or void in highest suit.
4C = 8-cards, singleton or void in lowest suit.

4D = 8-cards, singleton or void in middle suit.
 4H = 8-cards, singleton or void in highest suit.
 3S = Asks for any shortage.
 3N = No singleton.
 4C = Singleton in lowest suit.
 4D = Singleton in middle suit.
 4H = Singleton in highest suit.
 4C = Asks whether A or K. 1 step = K. 2. Step = A.
 3H = A or K in next lowest side suit. Continuations as after 3D resp.
 3S = A or K in highest side suit. Continuations as after 3D resp.
 3N = 6-cards, no A or K outside.
 4C = Asks for singleton. 1) no. 2) lowest 3) middle. 4) highest.
 4C = 7-cards, no A or K outside.
 4D = Asks for singleton.
 4D = 8-cards, no A or K outside, shortage in lowest.
 4H = 8-cards, no A or K outside, shortage in middle suit.
 4S = 8-cards No A or K outside, shortage in highest.

If showing 7-cards and shortage, the next cheapest bid asks 1) singleton. 2) void.

If showing 8-cards, the next cheapest bid asks for further shortages (but not when high shortage shown, obviously). 1st step: nothing further. 2. Step: shortage in next suit. 3. Step: singleton in highest suit, or void. ?? (4. Step: void.) ??

Opening 1D

1D = 11-12 p, BAL OR 10-15 UNBAL:

Responses

1M = 4-cards forcing one round.

1N = 11-12 p.

2C = Asks for 3-cards in M or 4H over 1S.

2D = 5D and 2 in M.

2M = 3-cards and minimum ! or 4H over S and no 3-crd support.

2N = 2 in M.

3C = 5C and 2M.

3D = 5D and 3M.

3M = Maximum with shape and 3 M.

2C = Showing 9+ cards in minors, or 6+C and not 4H.

2N = Maximum with 3M and 6+D.

Maximum and minimum skal metið with listrænu innsæi.

1NT = 6+-11 p.

2C = showing just C.

2CD = GF

2HS = GF with good suit and yfirleitt no annan suit outside.

2NT = Invite with 12-13 p.

3CD = one-suited.

3HS = Dand and viðkomandi major.

3x = barrage. With invite in minor is better to bid major bid and then rebid in minor.

3NT = Farðu fram að greiða þér and keyptu Gaterade.

4x = 7+ cards and nothing else.

Else as no kemur here fram ifti 1D opening, skal leikið of fingrum fram with einföldum and rökrænum stefnum.

Opening 1H/1S

Opening 1H:

1H = 10-15 p, 5+H and 3+ controls in first and second seats

Responses

1S = Artificial: like "1NT Forcing".

1NT = Bal.

2CD = 4+ in minor.

2S = Invite with 10-12 p, and 4+ in minor.

2NT = 2-5-4m-2 in other minor.

3m = To play.

3H = x-6-4m-x

2H = 6+H

2S = 5+D and 5+C weak.

2N = Natural "gametry" in 4H or 3N.

2S = Natural reverse and NF.

2N = Good H and hámrak..

3X = Maximum and læti.

1N = 4 or 5S semi-forcing.

2CD = better minor. May include 6H and maximum, if H not very good.

2C = GF or Drury. (bróðir Júrí Gagarín) = fróðleiksmoli. !

2D = Transfer to H = 3+H 8-12p.

Opener completes the transfer and then:

2S = Forces 2N, then gives opener short suit invite.

2N = O.K.

3C = short to C.

3D = short in D

3H = short in S.

2N = Long suit invite in S.

3C = Long suit invite to C.

3D = Long suit invite in D.

2H = Transfer to S = weak, invite or solid S (then bid natural or singleton outside)

2S = Transfer to 2N.

2N = O.K.

3C = Good 6+-cards, invite.

3D = Good 6+ cards, invite.

3H = Short H 10-12 p. 5+5+ in minors, invite.

3S = short S 10-12 p. 5+5+ in minors, invite.

3N = Solid minor and nothing outside.

2N = Transfer to C, weak, invite, or solid C GF (bid natural or shortness outside).

3C = Transfer to D, weak, invite or solid D GF (bid natural or shortness outside).

3D = Barrage and no fit. ?

3H = Barrage.

3S = Barrage. ?

3N = Void in S and 4+H, slam invite.

4C = Void to C and 4+H, slam invite.

4D = Void in D and 4+H, slam invite.

4H = To play.

4S = To play.

4N = RKCB

Opening 1S:

1S = 10-15 p. 5+S and 3+ controls in first and second seats.

Responses:

1N = 4-12 p. forcing one round.

2C = C or balanced hand.

2D = 4+ D

2C = GF or Drury.

2D = Transfer to H = weak, invite or solid H (bid natural or singleton outside).

2H = Transfer to S = 3+S 8-12 p.

Opener completes the transfer and then:

2N = Forces 3C, then gives opener short suit invite.

3C = O.K.

3D = short in D.

3H = short in H.

3S = short to C.

3C = Long suit invite in C.

3D = Long suit invite in D.

3H = Long suit invite in H.

2S = Transfer to 2N.

2N = O.K.

3C = Good 6+ cards, invite

3D = Good 6+ cards, invite.

3NT H = Short H 10-12 p. 5+5+ in minors, invite.

3S = short S 10-12 p. 5+5+ in minors, invite.

3N = Solid minor, and nothing outside.

2N = Transfer to C weak, invite or solid C GF with shortness outside.

3C = Transfer to D weak, invite or solid D GF with shortness outside.

3D = Barrage without fits. ?

3H = Barrage. ?

3S = Barrage.

3N = Void in H and 4+S, slam invite.

4C = Natural splinter with 4+S, slam invite

4D = Natural splinter with 4+S, slam invite.

4H = Natural barrage.

4S = To play.

4N = RKCB

Opening 1NT

1NT = 13-15 P.

Stayman:

1N - 2C = Stayman.

Rebids:

2D = neither major.

2H = Weak, both majors or weak with 4H and 5+C.

2S = Invite with 5+S or weak with 4S and 5+C.

2N = Invite getur átt 9 cards in majors.

3C = Shape asking:

3D = 5+ in minor

3H = Ask.

3S = 5C.

3N = 5D.

3H = 2-3-4-4.

3S = 3-2-4-4.

3N = 3-3-3-4 or 3-3-4-3.

3D = 5+S+H GF.

3H = 5+S and 4H GF.

3S = 4S and 5+H GF.

3N = To play.

4CD= Splinter, 4-6/6-4 in majors, 4H = sign off in 6M.

4HS= To play with 6-4 in majors.

4N = Svartiskógur and þar eru engar dömur in spiliinu.

2H = Showing 4H.

2S = Invite 4-5 S or weak with 4S and longer minor.

Pass = Minimum and 3-4 S.

2N = Minimum with 2S.

3C = Maximum no 4S.

3S = Maximum with 4S.

2N = Invite.

3C = Shape asking.

3D = 4D.

3H = 3-4-3-3.

3S = 4-4-x-x.

3N = x-4-x-4.

3D = Invite with D.

3H = Natural invite.

3S = Slam try with 9+ in majors.

3N = Natural showing 4S.

4CD= Splinter, 9+ in majors.

4N = RKCB with H.

2S = 2N = Invite.

3C = Shape asking

3D = 4D

3H = 4-3-3-3. With no good S.

3S = 4-3-3-3. With good S.

3N = To play.

1NT - 2C continuations:

2S = 4S.

3D = Sign off.

3H = 9+ cards in majors, slam try.

3S = Invite.

3N = To play.

4CD= Splinter 9+ cards in majors.

4H = Slam invite with 5+ good H and 4S.

4N = RKCB

2D Transfer

1N -2D = Forces 2 H (or superaccept), showing H or any 4-4-4-1 shape:

2H-2S = denies H and forces 2N.

2N-3C = 4-1-4-4 or 4-4-1-4.

3D = Asking.

3H = 4-1-4-4. Then ask 3S for controls 1st step = 3.

3S = 4-4-1-4. Then ask 4C for controls 1st step = 3.

3D = 1-4-4-4 or 4-4-4-1.

3H = Asking.

3S = 1-4-4-4. Then ask 4C for controls.

3N = 4-4-4-1. Then ask 4C for controls.

3H = 3-4-5-1. GF.

3S = 4-3-5-1. GF.

3N = Super CONFI, asks for controls minimum 3. Bid suits up the line.

4C = 4-4-4-1. 18+

4M = 6-7 in M slam try and shortness.

4N = 18-19 p. any 4-3-3-3. shape.

5C = Asks for 4 crd suit.

2H-2N = Invite with 5H.

3CD= 4+ cards GF.

3H = Invite.

3S = Splinter.

4CD=Splinter.

4H = Slam try with slappan suit and no short suit.

4N = Invite with 5H.

5N = Veldu slam.

Superaccept:

2S = maximum with 4H.

2N = only bid that shows H, other bids as after

1NT-2D;2H-2S;2N run-on.

2H Transfer

1N-2H = transfer to 2S:

Superaccept:

2N/3C = 4S maximum and better D or C.

3C/Pass = Transfer to a weak hand with minors.

3D = Short H GF with minors.

3H = retransfer, shows S.
3S = short S GF with minors.

After Transfer:

1N-2H

2S-2N = Minors, sign off or GF. Opener bids better minor and then :

3m = Better minor.

3HS= Shortness

3N = 2-2-4-5 or 2-2-5-4 with worthless majors.

4C = 5-5 in minors no void slam try.

4D = 1-1 in majors.

4HS= Void

4N = 6 aces Blackwood.

5m = To play.

3CD= 5S and 4+CD GF.

3H = 4S and 5+H invite.

3S = Invite.

4CDH= Splinter

4S = Slam try, no shortness

4NT= Slam try, balanced with 5S.

5NT= Veldu slam.

2S Transfer

1N –2S = Transfer to C, opener bids 3C with help in C:

2N = No help in C. (3C = To play.)

or

3C = Help in C.

then after either:

3x = 4x and 5C, GF.

3N = To play.

4C = Slam try with slappan suit and no short suit.

4DHS = Splinter

4N = Invite with C.

5N = Veldu slam.

2NT and higher responses:

1NT-2NT = Transfer to D, same as after 1NT-2S.

1NT-3C = short D (4-3-1-5, 3-4-1-5 or 4-4-05)

3D = No major, inviting to play in C or a 4-3 M fit.

3M = 4-cards

3N = Showing 4-4-0-5 void 3x void.

1NT-3D = Slammish control-ask, first step = 3 controls.

After controls, bid 4-card suits unless 4-3-3-3 shape.

1NT-3M = Barrage invite(?) either 1-3 or 3-1 in majors.
-3N = To play.
-4CD= transfer, then RKCB
-4HS= To play.

The Multi's...

OPENING 2C:

2C = 3-10 p. weak with D, 5+-5+ in SC/HS or 24-25 p.

2C-X-XX = Responder wants to play in suit.

2C - 2D = NF Relay

Pass = Weak 2 in D.

2H = H and S, 3-10 p.

2S = S and C, 3-10 p.

2N = 24-25 p. Then JB.

2M = Natural to play, opener must pass with minimum and no fit.

2N = Strong ask.

3C = C and S 3-10 p.

3D = Weak with D, and minimum.

3H = H and S 3-10 p.

3S = Weak 2 in D and maximum.

3N = 24-25. Continuations as after ?

3x = Barrage, p/c.

3N = To play.

4x = Barrage, p/c.

If opponents interfere, dbl is p/c, rest is natural.

Opening 2D:

2D = 3-10 p. weak with H, 5+-5+ in DS/DC or 26-27 p. balanced

2D-X-XX = Responder wants to play it.

2D - 2H = NF Relay.

Pass = Weak 2 in H.

2S = S and D, 3-10 p.

2N = 26-27 p. Then normal structure.

3C = C and D, 3-10 p.

2S = Natural to play, opener passes with minimum or no fit.

2N = Strong ask.

3C = C and D, 3-10 p.

3D = D and S, 3-10 p.

3H = Weak with H, and minimum.

3S = Weak with H, and maximum..

3N = 26-27 p. Continuations ?

3X = Barrage, p/c.

3N = To play.

4X = Barrage, p/c.

If opponents interfere is dbl p/c, rest bid natural.

Opening 2H:

2H = 3-10 p. weak with S, 5+-5+ HC/HD or 28-29 p. bal

2S = NF Relay.

Pass = Weak 2 in S.

2N = 28-29 p. Then normal structure.

3C = C and H, 3-10 p.

3D = D and H, 3-10 p.

3H = Weak 2 in S, and maximum..

3S = Weak 2 in S, and minimum.

3X = Barrage, p/c.

3N = To play.

Opening 2S:

2S= 3-10 p, with 4S and 6+ in minor.

2S-X-XX = Responder wants to play there.

2N = Relay.

3C = Minimum with C.

3X = To play.

3D = Minimum with D.

3X = To play.

3H = Maximum with feature in H. All then GF nema 4m.

3S = Maximum with feature in S. Void in a minor.

3N = Maximum without a feature.

3C = p/c.

3D = p/c.

3H = Forcing with H.

3S = Barrage.

3N = To play.

4m = p/c.

Opening 2NT+:

2N = Barrage in minor:

3C = NF Relay.

3D = Asking.

3H = C.

3S = Minimum with D.

3N = Maximum with D.

3M = Forcing.

3N = To play.

4m = NF Relay.

4H = Asks for top honors in minor.

4S = 1+ Q or worse.
4N = 2 no Q.
5C = 2 +Q.

3C/D = 3-10 p. 4H and 6+ in minor opened.

3D = Invite with H.
3H = Weak after 3C and NF after 3D.
3S = Forcing with S.
3N = To play.
4m = barrage.

3NT = solid minor without A or K outside in first and second seats.

4C = p/c.
4D = asks for short suit.
4M = Shortness
4N = No shortness
5m = Shortness in other m.
5N after short suit forces to bid minor.
4M = To play.
4N = Forces partner to bid suit.

4CDHS = Barrage

4NT = Specific Ace asking:

5C = No ace.
5DHS = Ace in the suit.
5N = Two aces.
6C = C ace.