

## Opening Bids:

1C: 16+p. Any shape.

1D: 10-15 p. A) 11-12 bal.  
B) 10-15 unbal.

1H/S: 10-15 p. 5+ in the suit.

1N: 13-15 p. Bal, no 5 crds in major, than getur verið 6 crds in minor.

2C: Weak with D, 5+-5+ in H and S, 5+-5+ in S and C or 24-25 p. bal

2D: Weak with H, 5+-5+ in D and S, 5+-5+ in C and D or 26-27 p. bal

2H: Weak with S, 5+-5+ in H and C, 5+-5+ in H and D or 28-29 p. bal

2S: 4S and 6+ in minor 3-10 p.

2N: Barrage in minor.

3 of minor: barrage with bid suit and 4H, 4-11 p.

3N: Solid minor, without A or K outside in first and second seats. in 3rd and 4th has outside strength.

4 suit: Natural = barrage

4N: asks for aces (hvaða ace)

5 in minor: Barrage

5 in major: Forces bid 6 with A or K in the suit, with both bid 7.

## RELAY-METHOD

Uppbyggingin in relayinu is in grundvanyatriðum ávalt hin sama. After laufopning 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+crds 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-crds 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+ crds and 8+ p.  
Cue : 8+ no stopper in the suit.  
2N : 8+ and stopper in the suit.  
Jump: 5-7 p. 6-crds with 4-7 p. in the suit.  
Jump cue: 12+ p, 4-4-4-1. ??
6. 1C-2N-dbl: Penaltyseeking.  
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-crđ 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, yfírfært in minor, þetta is GF.

2x = Einn of þrem ífstu 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

**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-crds 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 arrari 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 trumpsuit 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

2H-2N: Sets S

3D: 5-3-3-2

3H: RKCB:

3N: 1 or 4 aces.

4C: Asks for SQ

4D: Asks for DK

4H: Asks for HK

4S: to play.

4N: Asks for CK

5C: Asks for DQ

5D: Asks for HQ run-on.

1C-2D

2H-2S: 4S-1H

3C : Sets S

-3S: 4-1-5-3

3N : RKCB.

-4H: 2 aces, no SQ.

4S : To play

4N : Asks for DK

5C : Asks for CK

5D : Asks for DQ

5H : Asks for CQ

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. | With odd: | 1st step = C 1 longer. |
|            | 2. Step = C 2 longer.    |           | 2. Step = D 1 longer.  |
|            | 3. Step = D 2 longer.    |           | 3. Step = C 3 longer.  |
|            | 4. Step = C 4 longer.    |           | 4. Step = D 3 longer.  |
|            | 5. Step = D 4 longer.    |           | 5. Step = C 5 longer.  |
|            | 6. Step = C 6 longer.    |           | 6. Step = D 5 longer.  |
|            | 7. Step = D 6 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-crđ 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 = 3S and 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. HCPbil 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, 2controls+ 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 sidesuit

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

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

If showing 8-crds, 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-crds forcing one round.

1N = 11-12 p.

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

2D = 5D and 2 in M.

2M = 3-crds 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+ crds 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+ crds and nothing else.

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

## 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 = Naturalur 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+-crds, invite.  
3D = Good 6+ crds, 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, slaminvite.

**4C** = Void to C and 4+H, slaminvite.

**4D** = Void in D and 4+H, slaminvite.

**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 bal 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+ crds, invite

3D = Good 6+ crds, invite.

3NT H = Short H10-12 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 = Shapeasking:

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+S5+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 = signoff in 6M.

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

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

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 = Shapeasking.

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 = Slamtry with 9+ in majors.  
3N = Natural showing 4S.  
4CD= Splinter, 9+ in majors.  
4N = RKCB with H.

2S = 2N = Invite.  
3C = Shapeasking  
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 = Signoff.  
3H = 9+ cards in majors, slamtry.  
3S = Invite.  
3N = To play.  
4CD= Splinter 9+ cards in majors.  
4H = Slaminvite 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 CONF1, asks for controls minimum 3. Bid suits up the line.  
4C = 4-4-4-1. 18+  
4M = 6-7 in M slamtry án shortness.  
4N = 18-19 p. any 4-3-3-3. shape.  
5C = Asks for 4 crd suit.  
2H-2N = Invite with 5H.  
3CD= 4+ crds GF.  
3H = Invite.  
3S = Splinter.  
4CD= Splinter.  
4H = Slamtry with slappan suit and no shortsuit.  
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, signoff 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 slamtry.

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 = Slamtry, no shortness

4NT= Slamtry, bal 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 = Slamtry with slappan suit and no shortsuit.

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 við öllum 3x svörum.

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 eigen 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. bal**

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. Allt 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 shortsuit.  
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 Aceasking:**

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