

ICELAND: KRISTJÁN MÁR GUNNARSSON - GUNNLAUGUR SÆVARSSON

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	ICELAND: KRISTJÁN MÁR GUNNARSSON - GUNNLAUGUR SÆVARSSON			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	X	0	4♥	Strong 16 + HCP	1♦=0-7hcp, 1nt=8-13hcp, 1♠,♥,2♣,♦= 8+ and 5+, 2♥=4-4-4-1 type 8+hcp, 2♠=14-15 hcp balans, 2NT,3♣,♦,♥,♠= 6+ and transfer 5-8 hcp, 3♠= 2-4hcp 7+, 3nt=7card minor AKD, not void. 4♣,♦ 7+ in ♥,♠ AKD not void	1♣-1nt; 2♣ asking. 1♣-1♦; 1nt=17-19, 2nt=22-23, 3nt= to play. 1♣-1♦; 1♥-1♠; 1nt=20-21, 2nt=24-25 and 3nt=26-28. Other , control ask, suit ask, puppet,stayman and more	.
1♦	X	1	4♥	11-15 hcp	1♥♠= Natural. 1NT=6-10hcp. 2♣=4+♣, 11+hcp. 2♦=4♦+. 2maior/3minor=6cards,8-11.2NT=11-12,	Natural, support doble,	Openings in 3 rd hand can be light.
1♥		5	4♥	11-15.	1♠=nat.1NT= "Semi forcing", 2♣= GF, (3)4+♣ 2♦= GF, 2♥=8-10hcp 3+♥, 2NT= Stenberg 4+♥,3♣,♦=8-11hcp 6card +, 3♥=week 4+♥, 3♠= splinter. 3NT=13-15hcp 3♥, 4♣,♦= splinter	2♣= Drury, good raise. 2/1=max pass,2nt=4card maxpass 1♥-2♥; 2♠=ask for 2Nt to show singleton n/round. 2NT,3♣,♦ ask for help in ♠,♣,♦	Openings in 3 rd hand can be light. Fit showing jumps in some situations.
1♠		5	4♥	11-15.	Same as after 1♥. Exc, 3♥=splinter, . 4♥=nat.	Same as aftir 1♥	
INT			4♥	14-16	2♣=staym, 2♦♥NT=transfers, 3♣= minors weak 3♦♥♠=6+card slam intr. 3nt=to play, 4♣,♦=transf to ♥,♠. 4♥♠= to play. 4NT= Inv	1NT-2♣/2♦-2♥=majors to play 2♣/3♣ sek ask after 2♣ stayman , Smolen. Lebensolh after op doble or bidding	
2♣		5		a) 5card+ ♣ and 4card Maior b) 6card+ ♣ . 11-15hcp	2♦=ask, 2♥♠ 5 card NF 2NT= asking, 10-11hcp or 12+ with 5 card M. 3♦♥♠= 5card + FG, 4♣=inv , 4♦=RKC	Natural, 4♦=RKC	
2♦	X		T out to 4♥	a) 6+ in♥ or 5♠+ 5card minor . 2-10 hcp.	2♥, /3♣♦♥♠, 4♣♦♥=pass/ corr, 2NT=ask. 2♠_= spade suit inv, , 3nt=to play, 4♠= to play	New suit responders after 2NT = own suit	
2♥	X		T.out to 4♥	6+ ♠ cards, 2-10 hcp.	2♠, /3♣♦♥♠, 4♣♦♥=pass/ corr, 2NT=ask., 3NT=to play	New suit responders after 2NT = own suit	
2♠	X		T.out to 4♥	5♥ +5♠ or 5♣ +5, 2-10♦ hcp.	2NT=ask, 3♣/3♦/3♥/♠, 4♣♦♥♠ pass or corr	New suit responders after 2NT = own suit	
2NT	X	6-7 min 5-6+Ma		Preemt in ♣ or ♦, or 5-6/6-5 in Maior. 5-10 hcp	3♣= pass or corr. , 3♦=ask, 3♥♠=nat inv, 3NT=nat		
3♣ 3♦ 3♥,3♠		(6)7 (6)7 (6)7		Preempt, 6-10p	New suit on 3 rd level= nat forcing 4♣(except 3♣-4♣)= cue , , slamtry in any suit. 4♦(except 3♦-4♦ to play) = cue slam any suit 3♣-4♣ and 3♦-4♦= preemptive. 4NT= RKCB	In competative action new suit not forcing.	New suit NF.
3NT	X			Gambling, solid 7+ cards minor	4♣/5♣= Pass correct, 4♦= Ask for shortness.	HIGH LEVEL BIDDING	
4♣ 4♦		(7)8 (7)8		Transfer to ♥ Transfer to ♠	4♦=asking for 8 og 9 tricks hand 4♥= ask for 8 or 9 tricks hand	4NT frequently used as takeover after 4M preempt. 4NT= RKCB=0314 5NT= pick a slam 5NT=general grand slam try Voidwood	
4♥ 4♠		(6)7 (6)7		Natural, to play, can have an opening bid. Preemptive	4♥-4♠= to play. , 5♣♦ = to play 4NT= RKCB		
4NT				Minors, preemptive	natural		
5♣♦		8		Preempt nat			
5♥♠				Slam tray			