



**O**ned  
**S**tandtogether  
**E**lectronic  
**R**econers

Orbewrit

---

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# Infare

The OSER is a layout for standtogethers meant to eath the reconing and trade of onputs. An OSER standtogether is made up of a **main hold**, one or more **reconing onelings** and naught or more **lincd onelings**.

In the OSER, reconings and trades are bewrit through **broocs**. When a brooc is run, three steps happen:

- grasp;
- underbreac; and
- framing.

## Grasp

In a grasp, an **onput** is overdragged between a oneling and the main hold.

## Underbreac

In an underbreac, a oneling maces a lincd oneling run a new brooc.

## Framing

In framing, a reconing oneling runs a brooc.



# **Part I**

## **Grasp**





# Cutup 1

## Main Hold

The main hold is made of **cells**.

### Tellingstrings

The cells hold **tellingstrings**. In a tellingstring, the tellings are tallied from 1 and are worth either 0 or 1. A string which is made of  $n$  tellings is called an  **$n$ -string**.

Each cell in the main hold holds an only 8-string. To hold a string which is longer than an 8-string, it is cut into 8-strings and the 8-strings are held in following cells.

#### 8-String

1	8
1	

#### 16-String

1	8 9	16
1	2	

#### 32-String

1	8 9	16 17	24 25	32
1	2	3	4	

#### 64-String

1		8 9		16 17		24 25		32 33		40 41		48 49		56 57		64	
1		2		3		4		5		6		7		8			

#### 128-String

1	8 9	16 17	24 25	32 33	40 41	48 49	56 57	64
1	2	3	4	5	6	7	8	
65	72 73	80 81	88 89	96 97	104 105	112 113	120 121	128
9	10	11	12	13	14	15	16	

**256-String**

1	8 9	16 17	24 25	32 33	40 41	48 49	56 57	64
1	2	3	4	5	6	7	8	
65	72 73	80 81	88 89	96 97	104 105	112 113	120 121	128
9	10	11	12	13	14	15	16	
129	136 137	144 145	152 153	160 161	168 169	176 177	184 185	192
17	18	19	20	21	22	23	24	
193	200 201	208 209	216 217	224 225	232 233	240 241	248 249	256
25	26	27	28	29	30	31	32	

**Onwrits**

Each cell is marced out by a whole tale called an **onwrit**. A telllingstring which is bigger than an 8-string is marced out by the onwrit of its first 8-string.

Each onwrit is a **true onwrit** or a **craft onwrit**.

**True Onwrit**

A true onwrit marcs out a lone cell in the main hold. Onwrit 0 marcs out the first cell, and following onwrits marc out following cells.

**Craft Onwrit**

A craft onwrit has a few shapes.

**1st Ring Shape**

1	7 8	16 17	25 26	34 35	43 44	52 53	64
R	5-T	4-T	3-T	2-T	1-T	O	

R Root Tale

5-T 5th Ring Field Tale

4-T 4th Ring Field Tale

3-T 3rd Ring Field Tale

2-T 2nd Ring Field Tale

1-T 1st Ring Field Tale

O Offset

**2nd Ring Shape**

1	7 8	16 17	25 26	34 35	43 44	64
R	5-T	4-T	3-T	2-T	O	

R Root Tale

5-T 5th Ring Field Tale

4-T 4th Ring Field Tale

3-T 3rd Ring Field Tale

2-T 2nd Ring Field Tale

O Offset

**3rd Ring Shape**

1	7 8	16 17	25 26	34 35	64
R	5-T	4-T	3-T	O	

R Root Tale

5-T 5th Ring Field Tale

4-T 4th Ring Field Tale

3-T 3rd Ring Field Tale

O Offset

**4th Ring Shape**

1	7 8	16 17	25 26	64
R	5-T	4-T	O	

R Root Tale

5-T 5th Ring Field Tale

4-T 4th Ring Field Tale

O Offset

**5th Ring Shape**

1	7 8	16 17	64
R	5-T	O	

R Root Tale

5-T 5th Ring Field Tale

O Offset

**6th Ring Shape**

1	7 8	64
R	O	

R Root Tale

O Offset



## Cutup 2

# Onelings

A oneling grasps the main hold when a telllingstring is overdragged between this oneling and marced out cells.

1. The oneling puts out the true onwrit of the first of the marced out cells in the main hold.
2. The telllingstring is overdragged between the oneling and the marced out cells in the main hold.

## True Onwrit

When a telllingstring in the main hold is marced out, all of its 8-strings are also marced out.

## Overdrag

The grasp is either a **read** or a **write**, hingging on the overdrag's way.

### Read

The grasp is a read when the string is sent from the oneling to the main hold.

### Write

The grasp is a write when the string is sent from the main hold to the oneling.

## Grasp Timelayout

For every oneling and for every main hold cell, a read from the cell by the oneling will overdrag the worth overdragged by the last write to that same cell by that same oneling.

## Craft Onwrit

A craft onwrit is overset into a true onwrit.

## Frame Field

The **frame field** holds the onputs for oversetting.

### Root Field

A root field holds 6th ring frame bewrits, 6th ring frame ceys or 5th ring frame field bewrits.

1 7 8 57 58 59 60 61 62 63 64

- T Frame Teacher
- E Wended
- S Swapped
- W Write Leave
- R Read Leave
- F Frame Leave

1 59 60 61 62 63 64

T Gate Teacher  
W Write Leave  
R Read Leave  
F Frame Leave

1	52 53	64
---	-------	----

T Field Teacher

1	7 8	57 58 59 60	64
---	-----	-------------	----

T Frame Teacher  
E Wended  
S Swapped

1 16 17 57 58 59 60 61 62 63 64

- T Frame Teacher
- E Wended
- S Swapped
- W Write Leave
- R Read Leave
- F Frame Leave

1 59 60 61 62 63 64

---

F Frame Leave

1	52 53	64
---	-------	----

---

T Field Teacher

1	16 17	57 58 59 60	64
---	-------	-------------	----

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S Swapped

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1 25 26 57 58 59 60 61 62 63 64

[illegible]

## F Frame Leave

1 59 60 61 62 63 64

[illegible]

## F Frame Leave





S Swapped

**2nd Ring Frame Field**

A 2nd ring frame field holds 2nd ring frame bewrits, 2nd ring frame ceys or 1st ring frame field bewrits.

**2nd Ring Frame Bewrit**

1		43 44	57 58 59 60 61 62 63 64
	T	0000000000000000	ES1WRF0

T Frame Teacher

E Wended

S Swapped

W Write Leave

R Read Leave

F Frame Leave

**2nd Ring Frame Cey**

1		59 60 61 62 63 64
	T	0WRF1

T Gate Teacher

W Write Leave

R Read Leave

F Frame Leave

**1st Ring Frame Field Bewrit**

1		52 53	64
	T	000010000000	

T Field Teacher

**2nd Ring Frame Gate**

A 2nd ring frame gate is taught to by a 2nd ring frame cey.

1		43 44	57 58 59 60	64
	T	0000000000000001	ES	000000

T Frame Teacher

E Wended

S Swapped

**1st Ring Frame Field**

A 1st ring frame field holds 1st ring frame bewrits or 1st ring frame ceys.

**1st Ring Frame Bewrit**

1		52 53	57 58 59 60 61 62 63 64
	T	00000	ES1WRF0

T Frame Teacher

E Wended

S Swapped



6. If the dragin has none of the forbewritten shapes, then the fall **ZEE** happens.

Otherwise, if the dragin is either a 2nd ring frame cey or a 2nd ring frame bewrit, then the oneling undertaces the 2nd ring frame grasp with the dragin.

Otherwise, the oneling reads from the 1st ring frame field the dragin which the 1st ring field tale marcs.

7. If the dragin has none of the forbewritten shapes, then the fall **ZEE** happens.

Otherwise, the oneling undertaces the 1st ring frame grasp with the dragin.

### ***n*th Ring Frame Grasp**

The *n*th ring frame grasp gives a true onwrit needed in step 1 of the main hold grasp from an *n*th ring frame cey or an *n*th ring frame bewrit.

1. If the dragin does not allow the grasp, then the fall **ZZE** happens.

The dragin allows the grasp if one and only one of the following is met.

- The grasp is a write and the W-telling is 1.
- The grasp is a read and the R-telling is 1.
- The grasp is a read of a bid (as bewritten in step (1) of the bid loop) and the F-telling is 1.
- The grasp is a read of a root field bewrit (as bewritten with bid BRS) and all 3 tellings are 0.

2. If the dragin is a cey, then the oneling reads the gate to which the cey's gate teacher teaches.

3. If the S-telling is 1, then the fall **ZSW** happens.

4. If the grasp is a write, then the oneling sets the E-telling of the dragin in the main hold to 1.

5. The oneling gives the offset to the frame teacher to give the true onwrit.



## **Part II**

# **Underbreac**



## Cutup 3

# Onbuilds

In an underbreac, onputs are traded between onelings.

## Sinc

Each lincd oneling is a sinc.

## Gate

An undebreac gate is a cell in the main hold which is bound to a sinc.

## Dragin

An underbreac dragin holds a craft onwrit to an onput and a teacher to the root field with which the onwrit must be overset.

1		52 53	64
	T		0000000000000
65			128
	B		

T Root Field Teacher

B Onput Craft Onwrit

## Well

A well is a oneling which starts an underbreac.





## Cutup 4

## Runup

An underbreac happens when the well writes an underbreac dragin to the sinc's underbreac gate.

1. The well writes the dragin to the sinc's gate.
2. The sinc oversets the dragin's craft onwrit with the root field taught to by the dragin's root field teacher.
3. The sinc forworcs the onputs taught to by the aforegiven true onwrit.



## **Part III**

# **Framing**



# Cutup 5

## Drive

In the OSER, reconing onelings follow a fast drive.

### Bid Loop

A reconing oneling follows the *bid loop*.

1. The oneling reads a bid.
2. If the bid is not crown, then the fall **AEA** happens.
3. The oneling frames all grasps which the bid hinges on.

### Falls

When a fall happens, the oneling runs a **trap**.

A trap is a sunder brooc which gets the oneling's stand at the time of the fall as input.



# Cutup 6

## Reconing Onelings

In the OSER, the reconing onelings are built to a bespocen layout.

### Near Hold

The near hold does not hingg on the main hold.

### 0-15 – Onputs

1		64
	0	
	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	
	13	
	14	
	15	

### BT – Bid Teacher

1		63 64
	T	S

T Teacher

S Stand

0 Running

1 Stopped

**SD – Stand Dragin**

1		52 53	61 62 63 64
	R	00000000	H0
65			128
	BT		

R Root Field Teacher

H Hingg

BT Bid Teacher

**Onputs**

An onput can be either a fast bystrice tale or a floating bystrice tale.

**Fast Bystrice Tales**

Let  $Z_U(S, M)$  be the tale bewritten by a telllingstring  $S$  with lowest might  $M$  in an unsigned meaning.

$$Z_U(S, M) = 2^M \sum_{i=1}^{|S|} 2^{|S|-i} S_i$$

Let  $Z_Z(S, M)$  be the tale bewritten by a telllingstring  $S$  with lowest might  $M$  in a signed meaning.

$$Z_Z(S, M) = 2^M \left( -2^{|S|-1} S_1 + \sum_{i=2}^{|S|} 2^{|S|-i} S_i \right)$$

**U/Z1**

1	8
S	

**U/Z2**

1	16
S	

**U/Z4**

1	32
S	

**U/Z8**

1	64
S	

**Floating Bystrice Tales**

Let  $X(V, M, B)$  be the tale bewritten by a sign tellling  $V$ , a might telllingstring  $M$  and a cut telllingstring  $B$ .

$$X(V, M, B) = (-1)^V 2^{Z_U(M, 0) - 2^{|M|-1}} Z_U(B, -1 - |B|)$$

**X4**

1	2	9	10	32
V	M	B		



**X8**

1	2	12	13	64
V	M		B	

**X16**

1	2	16	17	64
V	M		B	
65				128
			B	

**X32**

1	2	20	21	64
V	M		B	
65				128
			B	
129				192
			B	
193				256
			B	

**Bids**

A bid bewrites a wend in the brooc's stand. Each bid has **shapes**.

**Steer Bid**

A steer bid wends the run of the brooc when its hingg is fulfilled. Each telling of the bid fall marcs a worth of the SD-hingg, and the bid hingg is fulfilled if the SD-hingg has the worth whose telling in the bid's hingg is 1.

A steer bid has three shapes.

**Fast Shape**

1	3	4	5	8	9	12	13	32
0	0	0	*	H	R		W	

In this shape:

- the sinc is near hold cell *R*;
- the well is *W*.

**Main Hold Shape**

1	3	4	5	8	9	12	13	16	17	32
0	1	0	*	H	R	Q		A		

In this shape:

- the sinc is near hold cell *R*;
- the well is the main hold cell which is marced by the tally of *A* and near hold cell *Q*.

**Near Hold Shape**

1	3	4	5	8	9	12	13	16
1	1	0	*	H	R	Q		

In this shape, the sinc and well are near hold cells *R* and *Q*.

**SCI – Scip**

After this bid:

- *BT* is set to the tale of *BT* and the well;
- the sinc is set to *BT* before the bid.

1	3	4	5																													32																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
*	*	*	0	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

**JMP – Jump**

After this bid:

- *BT* is set to the well;
- the sinc is set to *BT* before the bid.

1	3	4	5																													32																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
*	*	*	1	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*

**Stir Bid**

A stir bid bewrites a stirring of onputs between the main hold and the near hold.

**STR – Stir**

After this bid, the sinc is set to the well.

This bid has four shapes.

**Fast Shape**

1		8	9		12	13		32
0	0	1	1	0	0	0	Z	W

In this shape:

- the sinc is near hold cell *Z*;
- the well is *W*.

**Main Hold Shape**

1		8	9		12	13		16	17	18		20	21		32
0	1	1	1	0	0	0	Z	Q	Ä	G		A			

In this shape:

- the sinc is near hold cell *Z*;
- if the Ä-telling is 0, then the well is the main hold cell which the tale of *A* and near hold cell *Q* marcs; otherwise:
  - the well is the main hold cell which near hold cell *Q* marcs;
  - *A* is given to near hold cell *Q* after the bid.

1		8	9		12	13		16	17	18		20	21		32
1	0	1	1	0	0	0	Z	Q	Ä	G		A			

In this shape:

- if the Ä-telling is 0, then the sinc is the main hold cell which the tale of *A* and near hold cell *Z* marcs; otherwise:

- $A$  is given to near hold cell  $Z$  before the bid;
- the sinc is the main hold cell which near hold cell  $Z$  marcs;
- the well is near hold cell  $Q$ .

**Near Hold Shape**

1	8	9	12	13	16
1	1	1	1	0	0
0	0	0	0	0	0
Z					
Q					

In this shape, the sinc and well are near hold cells  $Z$  and  $Q$ .

**USS – Unsplit Stir**

This bid's run hinges on its shape.

This bid has two shapes.

1	8	9	12	13	16	17	18	20	21	32
0	1	1	1	0	0	0	1			
Z										
Q										
0										
G										
A										

In this shape:

- the sinc is near hold cell  $Z$ ;
- the well is the main hold cell which the tale of  $A$  and near hold cell  $Q$  marcs.

1	8	9	12	13	16	17	18	20	21	32
1	0	1	1	0	0	0	1			
Z										
Q										
0										
G										
A										

In this shape:

- the sinc is the main hold cell which the tale of  $A$  and near hold cell  $Z$  marcs;
- the well is near hold cell  $Q$ .

Sunderly, this bid will not run if a write to the sinc has happened after the last **USS** thereto.

**BRS – Brooc Switch**

This bid's run hinges on its shape.

This bid has two shapes.

1	8	9	12	13	16	17	32
0	1	1	1	0	0	1	0
R							
Q							
A							

In this shape:

- $SD$  is put in a main hold cell which near hold cell  $R$  marcs;
- a new stand dragin is loaded from the main hold cell which the tale of  $A$  and near hold cell  $Q$  marcs.

1	8	9	12	13	16
1	1	1	1	0	0
0	1	0	1	0	1
R					
Q					

In this shape:

- $SD$  is put in a main hold cell which near hold cell  $R$  marcs;
- a new stand dragin is loaded from the main hold cell which near hold cell  $Q$  marcs.

**UDB – Underbreac**

1	8	9	12	13	15	16	17	32
1	0	1	1	0	0	1	0	
Z								
Q								
0								
A								

In this bid:

- the well is the pair of near hold cells  $(Q, Q + 1)$ ;
- the sinc is the main hold cell which the tally of  $A$  and near hold cell  $Z$  marcs.

## Telling Bid

A telling bid bewrites a reconing over lone tellings.

Each telling bid has four shapes.

### Fast Shape

1	4 5	8 9	12 13	32
0 0 1 0	* * * *	Z	W	

In this shape:

- the sinc is near hold cell *Z*;
- the well is *W*.

### Main Hold Shape

1	4 5	8 9	12 13	16 17 18	20 21	32
0 1 1 0	* * * *	Z	Q	Ä	G	A

In this shape:

- the sinc is near hold cell *Z*;
- if the Ä-telling is 0, then the well is the main hold cell which the tale of *A* and near hold cell *Q* marcs;  
otherwise:
  - the well is the main hold cell which near hold cell *Q* marcs;
  - *A* is given to near hold cell *Q* after the bid.

1	4 5	8 9	12 13	16 17 18	20 21	32
1 0 1 0	* * * *	Z	Q	Ä	G	A

In this shape:

- if the Ä-telling is 0, then the sinc is the main hold cell which the tale of *A* and near hold cell *Z* marcs;  
otherwise:
  - *A* is given to near hold cell *Z* before the bid;
  - the sinc is the main hold cell which near hold cell *Z* marcs;
- the well is near hold cell *Q*.

### Near Hold Shape

1	4 5	8 9	12 13	16
1 1 1 0	* * * *	Z	Q	

In this shape, the sinc and well are near hold cells *Z* and *Q*.

### LSH – Left Shift

After this bid, the sinc is shifted to the left by the tally of tellings given by the well.

1	4 5	8 9	32
* * * * 0000 * * * * * * * * * * * * * * * * * *			
1	4 5	8 9	16
* * * * 0000 * * * * * * *			

### RNS – Right Naught Shift

After this bid, the sinc is shifted to the right by the tally of tellings given by the well. The leftmost tellings are set to 0.

1	4	5	8	9	32
*****0001*****					
1	4	5	8	9	16
*****0001*****					

**RFS – Right Sign Shift**

After this bid, the sinc is shifted to the right by the tally of tellings given by the well. The leftmost tellings are set to the sinc's first telling before the bid.

1	4	5	8	9	32
*****0010*****					
1	4	5	8	9	16
*****0010*****					

**THR – Thraw**

After this bid, the sinc is thrawn to the right by the tally of tellings given by the well.

1	4	5	8	9	32
*****0011*****					
1	4	5	8	9	16
*****0011*****					

**AND – Throughcut**

After this bid, each of the sinc's tellings will be set to the throughcut of the matching tellings of the sinc and the well.

1	4	5	8	9	32
*****0100*****					
1	4	5	8	9	16
*****0100*****					

**OR – Foronening**

After this bid, each of the sinc's tellings will be set to the foronening of the matching tellings of the sinc and the well.

1	4	5	8	9	32
*****0101*****					
1	4	5	8	9	16
*****0101*****					

**NOT – Not**

After this bid, each of the sinc's tellings will be set to the swapped worth of the matching tellings of the well.

1	4	5	8	9	32
*****		0110	*****		
1	4	5	8	9	16
*****		0110	*****		

**SSW – Sign Swap**

After this bid, the sinc will be set to the wrixle of the well.

In the standing shape, the well is naught-filled.

1	4 5	8 9	32
***	0111	*****	*****

  

1	4 5	8 9	16
***	0111	*****	

## Recon Bid

A recon bid bewrites a reconing.

All recon bids recon over fast bystrice tales.

Each recon bid has four shapes.

## Fast Shape

1	4 5	8 9	12 13	32
0010	****	Z		W

In this shape:

- the sinc is near hold cell *Z*;
- the well is *W*.

## Main Hold Shape

1	4 5	8 9	12 13	16 17 18	20 21	32
0110	****	Z	Q	Ä	G	A

In this shape:

- the sinc is near hold cell *Z*;
- if the Ä-telling is 0, then the well is the main hold cell which the tale of *A* and near hold cell *Q* marcs;  
otherwise:
  - the well is the main hold cell which near hold cell *Q* marcs;
  - *A* is given to near hold cell *Q* after the bid.

1	4 5	8 9	12 13	16 17 18	20 21	32
1010	****	Z	Q	Ä	G	A

In this shape:

- if the Ä-telling is 0, then the sinc is the main hold cell which the tale of *A* and near hold cell *Z* marcs;  
otherwise:
  - *A* is given to near hold cell *Z* before the bid;
  - the sinc is the main hold cell which near hold cell *Z* marcs;
- the well is near hold cell *Q*.

## Near Hold Shape

1	4 5	8 9	12 13	16
1110	****	Z	Q	

In this shape, the sinc and well are near hold cells *Z* and *Q*.

## GIIV – Togive

After this bid, the well is given to the sinc.

In the standing shape, the well is sign-filled.

1	4 5	8 9	32
***	1000	*****	*****

  

1	4 5	8 9	16
***	1000	*****	

**TAC – Undershed**

After this bid, the well is tacen from the sinc.

In the standing shape, the well is sign-filled.

1	4	5	8	9																	32										
* * * *				1001				* *																							
1	4	5	8	9																	16										
* * * *				1001				* * * * * * * *																							

**FLD – Forfolding**

After this bid, the well is folded by the sinc.

In the standing shape, the well is sign-filled.

1	4	5	8	9																	32									
* * *		1 0 1 0			* *																									
1	4	5	8	9																	16									
* * *		1 0 1 0			* * * * *																									

**CUT – Fordeal**

After this bid, the well is cut by the sinc.

In the standing shape, the well is sign-filled.

1	4	5	8	9	32
* * * * 1 0 1 1 * * * * * * * * * * * * * * * * * *					
1	4	5	8	9	16
* * * * 1 0 1 1 * * * * * *					