

# ALERTING

## Key facts

- You should alert if there is any likelihood that your opponents will know less than you do about the meaning of your partner's bid.
- Alert artificial bids (unless listed below) and alert doubles of natural suits which are not takeout. Alert doubles of NT which are not penalty.
- Above 3N only alert in first round of bids, or if is a pass or double with unexpected meaning.
- Some common situations are announced rather than alerted because this saves time.

## COMMON ANNOUNCEMENTS

OPENINGS	DESCRIPTION	ANNOUNCEMENT
1♣ and 1♦	Might only have 0/1/2 of the suit	"May be 0" "May be 2" "May be 2 and may have a 5-card suit outside" "May be 2 and may have 5 diamonds"
1N	Balanced	"11 to 14" "15-17 and may contain a singleton"
2♥ or 2♠	Weak Two bid	"weak"
RESPONSES	DESCRIPTION	ANNOUNCEMENT
1N-2♣, 2N-3♣	Stayman	"stayman"
1N-2♦, 2N-3♦	Transfer	"hearts"
1N-2♥, 2N-3♥	Transfer	"spades"

*The worst that can go wrong by over-alerting or over-announcing is that partner has some unauthorized information. And the easy remedy for that is not to use it.*