

Alert!

What, When, & Why

reference:

<http://web2.acbl.org/documentLibrary/play/uploads/AlertProcedures.pdf>

<http://cdn.acbl.org/wp-content/uploads/2014/02/AlertChart.pdf>

Alert!

Common Alerts

- * **Announcements (when the bid is made)**
 - * Appear in **blue** on the Convention Card
 - * Exactly 4: NT opening range, major suit transfers, semi/forcing NT response, and short ♣/♦
 - * Make announcement, and use the **blue** alert card
- * **Immediate Alerts (when the bid is made)**
 - * Almost all conventional calls (usually in **red** on CC)
 - * Natural bids that have side suit implications
 - * Only say, "alert", and use the **blue** alert card

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Less Common Alerts

- * **Delayed Alerts (after the auction is over)**
 - * Alertable bids 3NT & higher beginning with opener's 2nd call
 - * Declarer: alerts before the opening lead is selected
 - * Defenders: alert after the hand is played
- * **Pre-Alerts (before the auction begins)**
 - * 3 level preempts with short (5) or bad suits (Qxxxxx)
 - * Regularly open with <10 HCP or overcall with <6 HCP
 - * Mid/Super Chart conventions
 - * Unusual or Two System methods
 - * Lead low from doubletons

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Balance

- * Alerting rules walk the fine line between:
- * Game Tempo
 - * If every bid were described in full ... zzzzz
- * Complete Disclosure to Opponents
 - * Bridge is a game of logic, not secret messages
- * Unauthorized Information to Partner
 - * "Partner I have 2 aces, so I bid 5♥"
 - * "2NT-P-3♣ (alert!)-" (Partner I recognize your bid as Puppet, so treat my rebid accordingly)

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NT Auctions

* Alert if ♣ bid is: Stayman Puppet Natural

* INT-(P)-2♣ Convention Alert Exception Alert

* 2NT-(P)-3♣ Convention Alert Exception Alert

* (1♥)-INT-(P)-2♣ Convention Alert Exception Alert

* INT-(P)-3♣ Alert Alert Alert

* INT-2♣-2(♦♥♠)-2NT!

* alert (if responder may NOT have a 4 card major)

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Natural Suit Bids

- * Bids with unexpected meanings are generally alertable
- * Expected length when a suit is first bid:
 - * minor suit: 3+ cards
 - * major suit: 4+ cards
 - * 1 level overcall: 4+ cards
 - * 2 level overcall: 5+ cards
 - * 2 level preempt: 5+ cards
 - * 3 level preempt: 6+ cards
- * 5 card majors are as common as Stayman
 - * neither require an alert
- * Weak jump shifts are deemed less common
 - * still require an alert when NOT in competition

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Natural Suit Bid Examples

* Typical expectations set the alert rules for natural suit bids

* 1 ♠ -(P)-3 ♠ alerted only if weak

* 1 ♠ -(X)-3 ♠ NOT alerted

* 1 ♦ -(P)-2 ♠ alerted if NOT forcing

* 1 ♦ -(X)-2 ♠ NOT alerted

* 2 ♥_(weak) -(P)-3 ♥ alerted if invitational or better

* 2 ♥_(weak) -(P)-2 ♠ alerted if NOT forcing

* 2 ♥_(weak) -(P)-2NT alerted if NOT forcing

Convention Alert Exception

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Treatments

- * A treatment is a natural call with a specific meaning about the suit mentioned, e.g. 5 card majors or constructive raises
- * Most treatments are NOT alerted unless they convey highly unexpected information regarding strength or length (e.g. weak jump shift/raise NOT in competition)
- * In the spirit of complete disclosure, information from a treatment should be disclosed before the opening lead

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Treatment Examples

* Don't alert most treatments

* 1♣-(P)-1♠ if 5♠ promised, disclose before lead

* 1♦-(P)-1♠-(2♣)-X alerted if support double

* 1♦-(P)-1♠-(2♣)-2♠ NOT alerted

* Unless the meaning is unexpected

* 1♣-(P)-1♠-(P)-INT alerted if strong (weak NTs)

* 2♣ Convention Alert Exception alerted if NOT forcing (precision)

* 1♦-(P)-2♦ alerted if invitational or better (inverted minor raise)

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Conventions

- * A convention is an artificial call that does NOT propose the call as a final contract, e.g. Jacoby 2NT or Bergen raises
- * Almost all conventional calls are alerted
- * Exceptions are the very common ones, e.g. Stayman, some ace asking, cue bids, strong 2♣, most doubles & redoubles

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Conventional Calls & Exceptions

* 2♣-(P)-2♦

* neither bid is alertable

* most conventional bids

* alertable: bergen, mccabe, mini-roman, etc.

* exceptional: unusual, stayman, strong 2♣

* cue bids

* alertable: only if natural

* not alerted: michaels, western, limit raise, etc.

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More Conventional Calls & Exceptions

* ace asking

- * (delayed) alertable: kickback, redwood, minorwood, etc.
- * not alerted: 4NT over suits, 4♣ over NT

* splinters

- * alertable: 1♥-(P)-4♣
- * (delayed) alertable: 1♦-(P)-1♥-(P)-4♣
- * not alerted: 1♥-(1♠)-3♠

* help suit game tries

- * not alerted if promising at least 3 cards