

Alerting and announcing on BBO

- Most common bids. If you do not recognize something (and therefore do not do it) ... ignore
- If call has nothing to its right (i.e., no need to alert or announce), say nothing
- Alerting or announcing is done (on BBO) by the person making the call – see *** How to* at end of document
- A call with nothing beside it may need an alert or announcement if it deviates from the *standard understanding*
- Best way to figure out whether a call needs something, or nothing can be deduced from the colour on the convention card ([see here](#) for an example ... zoom in to make it clearer) or travel to the end of this document
- Announcements in **BLUE** and alerts in **RED**

1♣	2+♣ “could be short”	
	1+♣ “could be short as 1”	
1NT opening	15-17 HCP	
	Anything other than 15-17	
1NT overcall		
2NT opening		
Bergen	Responder bids 3♣ or 3♦	
Blackwood	And all responses	
Cuebid	Bidding opponent’s suit to show support for partner’s suit	
Drury	Opener’s 2 nd bid of 2♣ or 2♦	
Gerber	And all responses	
Inverted minor	Responder shows weak	
	Responder shows 10+ HCP and support	
Jacoby 2NT	Responder bids 2NT	
	Opener shows shortness at the 3-level	
Michaels cuebid		
Mini-roman	Opener 2-level bid	

	Responder's 1 st bid	
Pre-empt	At any level	
	2NT response asking for feature	
RKC	And all responses	
♠ response to NT ¹	Relay to ♣	
Stayman		
Takeout Dbl		
Texas transfer ²	Responder names major	
Transfer ³	Responder names major	
Unusual 2NT		

** How to

- Alert a call → when the bidding box opens
 - Press the Alert button and it will turn red
 - Enter your call
- Announce a call → when the bidding box opens
 - Do not press the Alert button (if you make it red by mistake, click again to restore its original colour)
 - Enter your call

When you alert/announce/explain a call, give the opponents a full picture of the meaning. That could entail some verbiage on your holding as well as the HCP range if applicable.

- Ask for an explanation → when your turn to bid, click the bid of the player you want an explanation from. That explanation is expected to follow the italicised advice above.
- Give an explanation → the only place this can be done is in the box that pops up when an opponent requests some details about the bid you make. That explanation is expected to follow the italicised advice above.

One is not allowed to use table chat to request or deliver an explanation; this gives unauthorized information to your partner.

¹ If right-hand opponent “steals” your bid and you use the Dbl card to start the transfer, it as well must be announced.

² Same as 1

³ Same as 1

SPECIAL DOUBLES
 After Overcall: **Penalty**
 Negative thru
 Responsive thru Maximal
 Support: **Dbl.** thru **Redbl**
 Card-showing Min. Offshape T/O

SIMPLE OVERCALL
 1 level to HCP (usually)
 often 4 cards very light style
Responses
 New Suit: Forcing NF Const NF
 Jump Raise: Forcing Inv. Weak

JUMP OVERCALL
 Strong Intermediate Weak

OPENING PREEMPTS
 Sound Light Very Light
 3/4-bids
 Conv./Resp.

DIRECT CUEBID
 OVER: Minor Major
 Natural
 Strong T/O
 Michaels

SLAM CONVENTIONS Gerber 4NT: Blackwood RKC 1430
 vs Interference: DOPI DEPO Level: ROPI

LEADS (circle card led, if not in bold)
 versus Suits versus Notrump
X X X X X X **X X** X X X X
 X X X X X X X X X X X X X X X X
 A K X T 9 X A K J X A Q J X
K Q X K J T X A J T 9 A T 9 X
Q J X K T 9 X **K** Q J X K Q T 9
J T 9 Q T 9 X **Q** J T X Q T 9 X
K Q T 9 **J** T 9 X T 9 X X

LENGTH LEADS:
 4th Best vs SUITS vs NT
 3rd/5th Best vs SUITS vs NT
 Attitude vs NT

Primary signal to partner's leads
 Attitude Count Suit preference

SPECIAL CARDING **PLEASE ASK**

NOTRUMP OVERCALLS
 Direct: to Systems on
 Conv.
Balancing: to
 Jump to 2NT: Minors 2 Lowest
 Conv.

DEFENSE VS NOTRUMP
 vs:
 2♣
 2♦
 2♥
 2♠
 Dbl:
 Other:

OVER OPP'S T/O DOUBLE
 New Suit Forcing: 1 level 2 level
 Jump Shift: Forcing Inv. Weak
 Redouble implies no fit
 2NT Over Limit+ Limit Weak
 Majors
 Minors
 Other:

VS Opening Preempts Double Is
 Takeout thru Penalty
 Conv. Takeout:
 Lebensohl 2NT Response
 Other:

DEFENSIVE CARDING
 Standard: vs SUITS vs NT
 Except
 Upside-Down: count attitude

FIRST DISCARD
 Lavinthal
 Odd/Even
OTHER CARDING
 Smith Echo
 Trump Suit Pref.
 Foster Echo

NAMES _____

GENERAL APPROACH
Two Over One: Game Forcing Game Forcing Except When Suit Rebid
VERY LIGHT: Openings 3rd Hand Overcalls Preempts
FORCING OPENING: 1♣ 2♣ Natural 2 Bids Other

NOTRUMP OPENING BIDS
 1NT to 3♣
 to 3♦
 to 3♥
 5-card Major common 3♠
 System on over
 2♣ Stayman Puppet
 2♦ Transfer to ♥ 4♦, 4♥ Transfer
 Forcing Stayman Smolen
 2♥ Transfer to ♠ Lebensohl (/ denies)
 2♠ Neg. Double
 2NT Other:

2NT to
 Puppet Stayman
Transfer Responses:
 Jacoby Texas
 3♠
 3NT to
Conventional NT Openings

MAJOR OPENING
 Expected Min. Length 4 5
 1st/2nd
 3rd/4th

MINOR OPENING
 Expected Min. Length 4 3 0-2 Conv.
 1♣
 1♦

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Conv. Raise: 2NT 3NT Splinter
 Other:
 1NT: Forcing Semi-forcing
 2NT: Forcing Inv. to
 3NT: to
 Drury Reverse 2-Way Fit
 Other:

RESPONSES
 Double Raise: Force Inv. Weak
 After Overcall: Force Inv. Weak
 Forcing Raise: J/S in other minor
 Single raise Other:
 Frequently bypass 4+♦
 1NT/1♣ to
 2NT Forcing Inv. to
 3NT: to
 Other:

DESCRIBE RESPONSES/REBIDS

2♣ to HCP
 Strong Other
 2♦ Resp: Neg Waiting

2♦ to HCP
 Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF

2♥ to HCP
 Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF

2♠ to HCP
 Natural: Weak Intermediate Strong Conv. 2NT Force New Suit NF

OTHER CONV. CALLS: New Minor Forcing 2-Way NMF
 Weak Jump Shifts: In Comp. Not in Comp.
 4th Suit Forcing: 1 Rd. Game