

# All text on the card

- ✓ If in black, nothing needs to be done
- ✓ If in blue, an announcement is required
- ✓ If in red, an alert is required



- ✓ If nothing is entered for an item that may need alerting, opps should assume *natural*
- ✓ When a checkbox clicked for an item, it must be **alerted**/**announced** if red or blue

**NOTRUMP OPENING BIDS**

1NT 15 to 17

2♣ Stayman  Puppet

5 card Major common

System on over      Dbl

2♦ Transfer to ♥

Forcing Stayman

2♥ Transfer to ♠

2♠     

2NT     

3♣     

3♦     

3♥     

3♠     

4♦, 4♥ Transfer

Smolen

Lebensohl       denies

Neg. Double      

- ✓ Transfers require announcement
- ✓ Smolen requires alert on meaning of convention not just its name

Everything else requires nothing ...

# Take aways 1

- ✓ Discuss your card with your partner(s) and get in sync on what needs to be announced/alerted
- ✓ Put that into practice
- ✓ Announce or alert the necessary bids
- ✓ Say nothing when not necessary

# Take aways 2

- ✓ Announcing a bid
  - Do not click Alert box
  - Enter text then make your bid
- ✓ Alerting a bid
  - Click the alert box
  - Enter text then make your bid

# Take aways 3

- ✓ Asking for an explanation
  - When your turn to bid
  - Click the bid you want more info on
- ✓ Giving an explanation
  - Use the window that appears
  - Enter pertinent info including holdings and HCP range

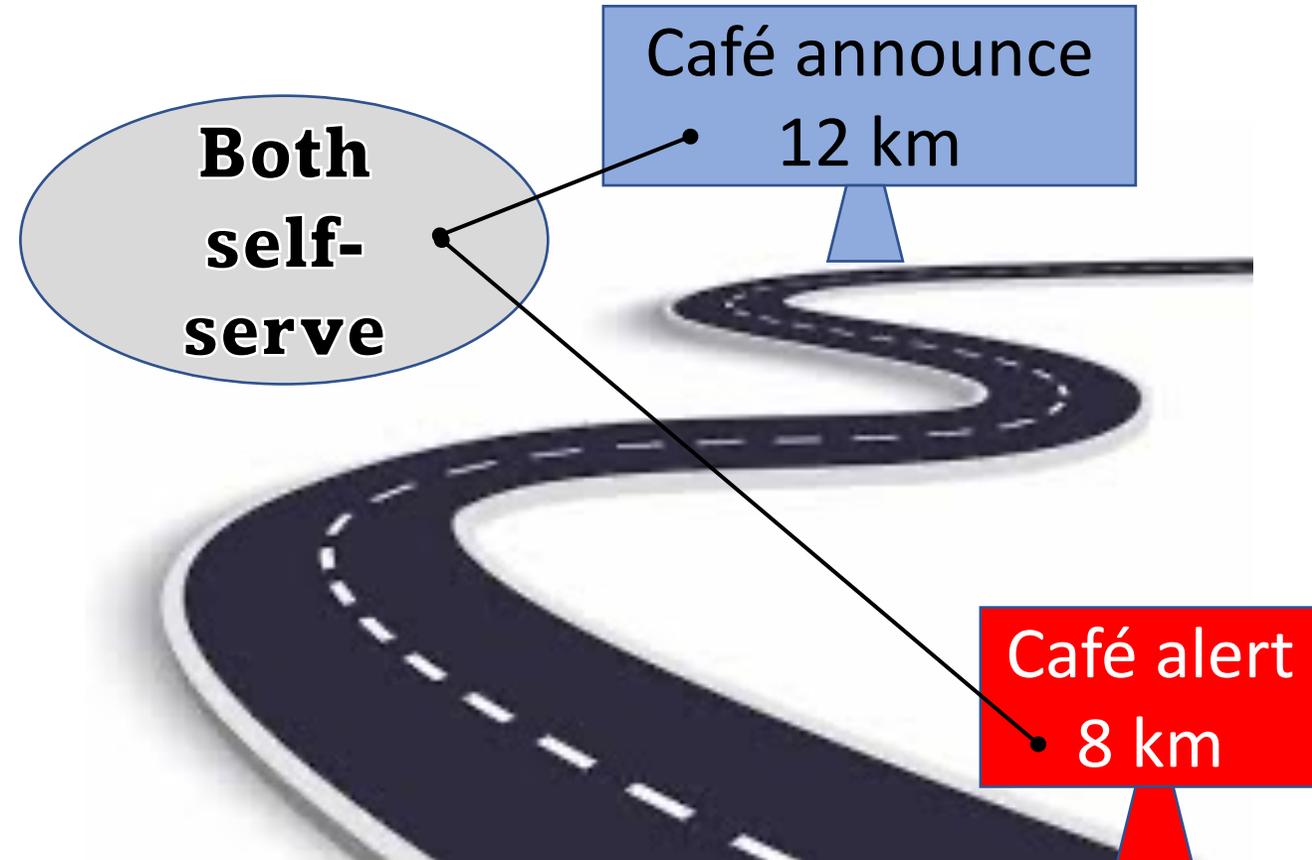
## Bids people keep alerting that are not needed

- Michaels
- Unusual 2NT
- 1430
- Blackwood
- Responses to 1430
- Responses to Blackwood
- 2♣ strong

**Unless they mean something other than what is “normal”**

*and there are a lot more we see every game ...*

[See here](#) online to ascertain what needs alerting or announcing and what requires nothing ...



*Self-serve yourself on what needs to and does not need to be announced/alerted ..*