

ALERT! by Steve Sep 24, 2013 Tues Eve

Last night we talked about the ACBL Alert procedure. There was lot's of interest so here's a review. You can look to the following links for details: [Alert Procedure](#) [Alert Chart](#)

The ACBL requires 4 types of alerts:

- 1) The **ANNOUNCEMENT**
- 2) The **Immediate ALERT**
- 3) The **Delayed Alert**
- 4) The **Pre-Alert**

Alerts must be timely and accurate. **Not alerting** and **over-alerting** are improper and might cause an adjusted score. Alerting properly allows opponents to know your partnership agreements without causing **Unauthorized Information**.

The **ANNOUNCEMENT**: Shown in **blue** on your convention card includes only 4 cases:

- "Could be short" for a 1♣ or 1♦ opening bid that might have fewer than 3 cards in the suit
- NT Strength 15-17 or 14-16 or 12-14 etc.
- "Transfer" over ♦ or ♥ bid transferring to the next higher suit at any level after partner's NT bid.
- "Forcing" or "Semi-Forcing" for a 1N response to opener's 1 of a Major bid.

No other cases permit an announcement!

The **Immediate Alert** covers a range of options too many to list here (See the Alert Chart above). In general we alert a bid that is "highly unusual and unexpected". "Highly unusual and unexpected" refers to historical usage not local custom. To ensure full disclosure, however, at the end of the auction and before the opening lead, declarers should volunteer to explain the auction (including available inferences). There are exceptions. The spirit of the exceptions is to limit the damage the alert process causes to Unauthorized Information. Simply put, we are not allowed to wake up partner by using alerts. Some examples might help:

- 1) The Support Double is alertable, but none of the other calls (pass, NT, rebids, cue bids) are alertable.
- 2) Any simple ♣ response to partner's NT call is not alerted. That means if you play Puppet Stayman you may not alert 1N-P-2♣ or 2N-P-3♣ or 2♣-P-2♦ -P-2N-P-3♣ and so on...instead you alert the continuations. A jump ♣ response is an alert if it is not natural (1N-P-3♣).
- 3) Most cue bids are not alertable. Most Doubles and Redoubles are not alertable (but the Support variety are alerts!).

9/24 - 99er Leaders

- 1st OA: **Mark Mitchell & Gail Zimmer** (59.2%)
 2nd OA: **Natalie Crowe & Darlene Young** (55%)
 3rd OA: **Steven Simon & Garen Wisner** (52.1%)



**New! Tues Eve
6:30 PM Sharp!**

Have a question?

Mike & Steve will talk a bridge topic of interest before the Tuesday Game.

CBA NLM Games – Play Often!

NEW! NLM Game Tues Mornings 11 AM

Mon <2000 7 PM Tues NLM 11 AM Tues 99er 7 PM

Wed Home Style 11:00 AM [Wed 199er 6:30 PM NKY]

Thu Eve 7 PM (if attendance warrants)

Fri NLM 11 AM (Lecture 10:30) [1st Fri 99er 10AM NKY]

Sat 99er 10 AM to 12 Noon Supervised Play

Area Tournaments

Sep 24 – 29	Fairborn, OH	R
Oct 19 – 20	Cincinnati, OH	D11 NAP Finals
Oct 25 – 27	Cincinnati, OH	S

For Details go to <http://tournaments.acbl.org/display.php>

- 4) Playing "4-suit transfers" 1N-P-2♠/2N are both **ALERTS**.
Announcing 2♠/2N as transfers is improper.

Best is to make you and partner familiar with the alert chart and your own bidding system.

Delayed Alerts – in order to avoid Unauthorized Information from alerts, pairs are NOT ALLOWED to alert any call at their 2nd turn or later above the level of 3N. All delayed alerts are revealed at the end of the auction. The declaring side reveals before the lead, the defending side reveals after the face down lead is made, before the dummy is faced. Players are cautioned to request information during the auction to protect their interests. A **delayed alert** example: 1♠-P-2♥-P-3♣-P-4♦ where 4♦ shows a splinter raise (0/1 ♦) for ♠s.

Pre-Alerts: These alerts happen before play at the start of every round. They are to protect opponents from legal but rare methods. Some examples include:

- a. Two system methods (e.g., strong club when equal or favorable vulnerability; a natural 2 over 1 when not)
- b. Systems based on very light openings or other highly aggressive methods.

- c. Systems which may be fundamentally unfamiliar to the opponents (e.g. Fantunes, Polish Club).
- d. Methods and conventions listed on the ACBL Super and Mid-Charts.
- e. Leading low from two small.

How to Alert:

Using spoken bidding, the partner of the player making an Alertable call says "Alert."

Using **bidding boxes**, an Alert is made by tapping an Alert card on the table or by tapping the Alert strip on the side of the bid box. In addition, the Alerter must say "Alert."

Using **screens**, ALL Alerts are immediate - there are no delayed Alerts. All Announcements become Alerts.

How to Announce:

When Bid Boxes are not in use, the partner says aloud the required spoken statement.

When Bid Boxes are being used, the Alert strip is tapped and the appropriate spoken statement is made.

IT IS THE RESPONSIBILITY OF THE ALERTER OR ANNOUNCER TO ENSURE THAT THE OPPONENTS ARE AWARE THAT AN ALERT HAS BEEN MADE. WHEN IN DOUBT WHETHER TO ALERT OR NOT, ALERT!

FAILURE TO ALERT OR ANNOUNCE

If partner fails to Alert or Announce, a player may not make any indication during the auction. Showing surprise or discomfort may awaken partner to the error and would be a violation of Law. In addition, a player may not make allowances for partner's error. The auction must continue as if partner had acted properly.

*When the auction is over, the declaring side MUST reveal to the defenders, after first calling the Tournament Director, any errors of explanation (including Alerts or Announcements that were omitted) before the opening lead is faced. A defender MUST reveal any of his partner's errors but *may NOT do so until after the play has been completed*. A defender (or any other player) who becomes aware of his own error or omission *should correct it immediately*. Again, in either case **the Tournament Director should be called first.***

Similarly a mistaken explanation of an alert must not be corrected until the auction is over – to do so beforehand creates Unauthorized Information for partner. You might encourage the opponents to call the director to protect themselves from damage.

HOW TO ASK FOR THE MEANING OF THE ALERT

To ask, it must be your turn to bid or play. It is improper to ask out of turn – you might be calling partner's attention to the strain unnecessarily. It is also improper to ask for partner's benefit. If you know partner doesn't understand the bid, you must allow partner to ask – you may not ask for them. Finally it is improper to ask for irrelevant details. We are entitled to the details of opponent's agreements in the specific instance at hand. They do not have to reveal their entire bidding notes just because we are curious. Save those questions for after the round or the game.

Beware, there are proprieties here! It is improper to single out a specific call by pointing or mentioning the denomination when asking for clarification. You hear 1N-P-3♣ **ALERT!** It's wrong to ask "What does 3♣ mean" It's also wrong to point to the 3♣ bid and ask "What does that mean?" Never ask about an alert by putting your own specific interpretation in the question: "Does 3♣ show a ♣ suit?" is grossly improper. Comments like "That's not how we do it" or "We play a different convention" or "My teacher says this is the way to play that bid" are out of line period. Save the coffee-housing for the coffee house.

So what's a person to do? Easy-peasy – simply ask **"May I have an explanation please?"** or my favorite: **"Yes, please?"** if you are asking at your 1st turn. If you wait to ask later, the best way is to ask **"May I have a review of the bidding with all explanations, please?"** Now the opponents must tell you the meaning. It is improper for partner to review the bidding for you! It is also improper for you to define the meaning of your own bids during a review or an alert discussion for the opponents.

Unauthorized Information - Failure to alert, improper explanations, alerting bids not requiring an alert, improper questions and statements all can cause Unauthorized Information. When UI occurs players are bound NOT to take the action suggested by the UI. Logical Alternatives (LA) to the action suggested by the UI might be imposed on your side by the director if the director judges harm has occurred.

Here's **LAW 16 AUTHORIZED AND UNAUTHORIZED INFORMATION - Section B - Extraneous Information from Partner:**

1. (a) After a player makes available to his partner extraneous information that may suggest a call or play, as for example by a remark, a question, a reply to a question, an unexpected* alert or failure to alert, or by unmistakable hesitation, unwonted speed, special emphasis, tone, gesture, movement or mannerism, the partner may not choose from among logical alternatives one that could demonstrably have been suggested over another by the extraneous information.
1. (b) A logical alternative action is one that, among the class of players in question and using the methods of the partnership, would be given serious consideration by a significant proportion of such players, of whom it is judged some might select it.
2. When a player considers that an opponent has made such information available and that damage could well result, he may announce, unless prohibited by the Regulating Authority (which may require that the Director be called), that he reserves the right to summon the Director later. The opponents should summon the Director immediately if they dispute the fact that unauthorized information might have been conveyed.
3. When a player has substantial reason to believe that an opponent who had a logical alternative has chosen an action that could have been suggested by such information, he should summon the Director when play ends*. The Director shall assign an adjusted score (see Law 12C) if he considers that an infraction of law has resulted in an advantage for the offender.

- * i.e., unexpected in relation to the basis of his action.

We ALERT to be transparent about our agreements and we avoid unethical communication to partner.

Newcomer News – Mike “Keeping Fun On My Convention Card” Purcell 513 702 4007

This coming Saturday Phyllis Bishop and I will run our Informal Supervised Play session 10-12 Noon. If you are not at the Dayton Regional having fun, you are welcome to play with us. This week’s hand shows us once again the power of distribution in reaching game. Enjoy!

Board 25 ♠ 5 (Tues 9/24)

North Deals ♥ J108764
E-W Vul ♦ QJ92
♣ J5

♠ KQ10942	<table style="margin: auto; border: 1px solid black; padding: 5px;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W	E	S	♠ AJ76
N						
W						
E						
S						
♥ Q2		♥ K95				
♦ 854		♦ 6				
♣ Q3		♣ A9762				

♠ 83
♥ A3
♦ AK1073
♣ K1084

Bidding – East [12 HCP (High Card Points) and 5 ♣s] opens 1♣ (12+ HCP, 3+ ♣s). South [14 HCP and 5 ♦s] overcalls 1♦. West [9 HCP & 6 solid ♠s] will respond 1♠ (6+ HCP, 4+ ♠s). North has 5 HCP with 6 ♥s and 4 ♦s for partner. In this sequence where all the other suits are bid, I like doubling to show ♥s and a weaker hand but many will raise ♦s instead. Either way East with 4 ♠s and a known 8+ card trump fit now has at least 14 support points for ♠s (12 HCP, 2 more for the singleton) and will rebid 2♠. South can raise ♦s if partner supported, otherwise pass is best. West with a known 10 card ♠ fit (partner has 4 ♠s for their raise) should reassess their hand to 11 support points with 9 HCP and 2 more for the extra ♠s. This is now an invitational hand and a 3♠ bid asks partner to go to game with a hand worth 14-

	Scores		MPs	
BD 25	N-S	E-W	N-S	E-W
3♠ W	200		3	0
4♠ W	650		1.5	1.5
4♠ x E	790		0	3
3♠ W	200		1.5	1.5
3♠ W	200		1.5	1.5
3♠ W	200		1.5	1.5

15 support points and pass with only 12-13. West with 14 support points will bid 4♠.

If North opens 2♥ – Many will not open with such a weak suit. If they do East will bid 3♣ on a minimal opener and West will respond 3♠. Partner raises ♠ to get to a 4♠ game.

Play of the Hand – Assume a ♦Q lead (Top of a sequence for partner’s suit). West has 5 losers (1♥, 3♦, 1♣). 2 of the ♦ losers can be ruffed in dummy. Best play is to draw trump and then attack ♥s playing low from dummy to your ♥Q. If South goes up with the ♥A you can win the next 2 ♥s pitching a losing ♣, making 5. If South holds up on their ♥A then you can still set it up by playing low as the ♥A will fall.

Post Mortem – This hand is yet another example of reaching game on distribution as much as (HCP).

Looking to improve your game? If you have an Intel Computer we highly recommend the free software offered by the ACBL and developed by Mr. Fred Gitelman. Check it out at: <https://web.acbl.org/LearnToPlayBridge/>