

The Use of Alerts in the Game of Bridge

Alerts are required for all bids which diverge from a defined standard set of meanings. The use of an "ALERT" call by any player is, therefore, a method of drawing the Opponent's attention to the fact that a particular "Bid", "Double", or "Pass" by one's Partner has a conventional, special, or unusual significance, possibly unbeknownst to the Opponents. On the ACBL Convention Card, the "alertable" conventions are in red, and the ones just requiring announcement are in blue.

The "**Alert**" is announced immediately after the conventional bid by one's Partner, and before the original bidder's left-hand Opponent bids. It is triggered by the Partner of the conventional bidder either via a verbalization of the word "**ALERT**", by the knocking on the table, or by the presentation of an "Alert" card when using bidding boxes during the bidding phase of the game.

No explanation of the meaning of the conventional bid is then given unless requested by either Opponent, each in turn, and only at his/her turn to bid. If the explanation imparted by the bidder's Partner is incorrect, it is improper for the bidder to correct the error perpetrated by his/her Partner, or to indicate in any manner that a mistake has been made at the time the misrepresentation occurs.

Subsequently, if the misinformation is extended by the team achieving the final contract, the misinformation *must* be corrected *before* the lead card is tabled. If the misinformation is given by a Defender, it may not be corrected during the play of the hand. In both instances, however, an adjustment to the board can be awarded by a tournament Director, at his/her discretion, if applicable, at the end of play of the hand.

Most Common Alertable Bids (Among Others)

1. The Drury or Reverse Drury Conventions
2. The Use of a Strong Precision "1C"
3. Multi-Purpose "2-NT"
4. Jacoby "2-NT"
5. 4th-Suit Forcing
6. Klinger Ogust or Standard Ogust
7. "2-NT" Forces over Partner's Weak 2 Openings
8. "Short Club" Openings ("1D")
9. The "DOPI", "DOPE", or "DEPO" Conventions over Interference Bids to Blackwood, Gerber, or any other Convention.
10. Puppet Stayman
11. NAMYATS
12. Lebensohl
13. Gambling 3-NT Opening Bids
14. New-Minor Forcing
15. "Jordan"
16. Bergen Raises
17. Splinter Bids
18. Inverted Minors
19. Responsive Doubles and Re-Doubles
20. Maximal Doubles
21. Rosenkrantz Doubles
22. Support Doubles
23. Smolen
24. Snap-Dragon Doubles
25. "DON'T", "TWERB", "BROZEL", "CAPELETTI", "LANDY", "ASTRO", et.al.
(NT Interference Conventions)
26. Michaels over Michaels, and Unusual NT over Unusual NT

Non-Alertable Bids

1. Negative, Lead-Directing, Take-Out, and Penalty Doubles
2. Jacoby Transfer Bids over 1-NT and 2-NT Opening Bids ("Transfer")
3. Natural Pre-emptive Openings
4. Forcing No-Trump ("Forcing")
5. Most Cue-Bids (Michaels, Unusual 2-NT, Game-Forcing, Western Cue-Bids, et.al.)