

To overseas players: While you are in Japan please follow the JCBL Alert Procedures. Note that (unlike the ACBL, for example) there are no “Announcements” in JCBL events, only alerts.

In the NEC Cup you will be playing with screens, so please alert when you’re not sure. However, please make every possible effort to follow the JCBL Alert procedures (below) in the Yokohama Swiss and Asuka Cup.

## **JCBL Alert Chart (Adopted June 1, 1997, Last Modified May 1, 2005)**

### **1. Definition of “natural”**

1) The following bids suggesting the possibility of playing in the suit bid will be considered natural:

- an opening with three or more cards in a minor
- an opening with four or more cards in a major
- an overcall with four or more cards
- a weak two with five or more cards
- a preemptive opening at the 3 level or higher with six or more cards

2) NT openings and overcalls with a balanced hand, which in general means a hand with no singletons or voids and at most two doubletons, will be considered natural.

### **2. Definition of “cue bids”**

1) If the opponents have already agreed on a trump suit, or have bid a suit (or shown it through a convention, e.g., Michaels or Unusual NT), a bid of the opponent’s suit that does not suggest that suit to partner as a possible trump suit is a cue bid.

2) If the opponents have bid NT naturally, or if partner has bid NT naturally and been doubled for penalties, a subsequent NT bid that from either clear information or unmistakable inference does not suggest playing in a NT contract is treated as a “cue bid” for purposes of these alert regulations.

### **3. Pre-Alerts (must be stated to opponents before cards are taken from the first board)**

- Any 1NT openings outside the range 15-18HCP.
- Use of two different systems depending on vulnerability, etc. (e.g., Precision non-vul, 2/1=FG vul)
- Extremely light opening bids (less than 10 HCP) or extremely light overcalls (less than 5 HCP at the one level) or preempts with extremely weak suits (Qxxxxx or worse).
- Use of relatively rare treatments such as canape (unless you are sure the opponents are familiar with the treatment)
- Use of List D conventions (Note that if you use List D Conventions you must have two copies of the JCBL official sample defense for use by the opponents).

#### 4. Delayed Alerts

• Starting with the opener's rebid, bids above the level of 3NT should not be alerted at the time they are made. A delayed alert should be made as follows. By the declaring side: Before the defense makes their opening lead. By the defending side: After the face down opening lead, but before the dummy is spread.

#### 5. Other

- 1) Generally speaking, alert if you're not sure.
- 2) It's the responsibility of the alerting side to make sure the opponents are aware of an alert.
- 3) If partner forgets to alert or makes an incorrect alert or explanation, you may not show any visible reaction to that omission or error, and you may not use that information in your own bidding. You must bid on the basis that partner's bidding is correct, according to your system. The declarer's side should correct mistaken alerts and/or explanations before the opening lead is made. The defenders should correct mistaken alerts or explanations after the play of the board has ended.
- 4) Even if partner fails to alert an asking bid, you must alert partner's response to the asking bid as per your agreement. If the alert causes partner to remember the agreement that is UI (unauthorized information) to partner, and use of that information, if it causes damage to the non-offending side, is grounds for a score adjustment. Example: even if partner forgets to alert 2♣ (Reverse Drury) in the following auction, responder must still alert opener's 2♦ response:

Pass	1♠
2♣	2♦

## 6. Chart of Calls that should be/should not be alerted

<b>Category</b>	<b>Should <u>not</u> Alert</b>	<b><u>Should</u> alert</b>
Natural Bids	If the strength and length is what would normally be expected.	If the strength and/or length differ significantly from what would normally be expected
Artificial, Conventional calls	Stayman, Blackwood, Gerber (after NT bid), Double, Redouble, other conventional calls listed below	All artificial bids not specifically specified as non-alertable in this chart. Note, however, that some artificial bids should be alerted by <b>delayed alerts</b> , rather than immediate alerts, as specified above.
1NT opening/overcall	15-18, natural	If other than 15-18 HCP or if may be an unbalanced hand by partnership agreement
2NT openings or higher	Natural, Strong	If conventional
Responses to NT openings (including 2♣ – 2♦-2NT/3 NT)	a. 2♣/3♣/4♣ asking for 4 card/5 card major (Stayman, Puppet Stayman, etc.); b. Natural, forcing response at the 3 level or higher; c. 2♦, 2♥, 2♠ natural, signoff;	a. Responses to Stayman (including puppet stayman, etc.) that show a 5 card suit; b. NT rebids by responder where Stayman may not promise a four card major; c. transfer bids (alerted, not announced) or other conventional responses; d. Non-forcing natural responses at the 3-level
Suit openings	a. weak 2♦/2♥/2♠; b. strong (demand) 2 openings; c. strong and artificial 2♣ opening	a. Natural openings at the two level other than those at left; b. third hand openings known to be habitually light (less than 10 HCP); c. 2♣ openings that are not strong and forcing (e.g., precision 2♣); d. Openings in a canape system

<b>Category</b>	<b>Should <u>not</u> Alert</b>	<b><u>Should</u> alert</b>
Responses to suit openings	a. Four card or more 1♥ or 1♠ responses to 1♣ that may bypass a diamond suit; b. 2/1 responses that are game forcing; c. 2♦ responses to strong/artificial 2♣ or 2NT responses to a demand two that are either negative or waiting; d. 2NT asking bid responses to a 2 opening (e.g., Ogust)	a. forcing or semi-forcing 1NT responses to 1♥/1♠ opening; b. non-forcing new suit responses by an unpassed hand; c. jump shift responses that are not game forcing or that are conventional; d. weak jump raises; e. 1NT response to 1♣/1♦ that does not deny four card majors; f. non-forcing new suit response to a weak two opening; g. 1♠ response to 1♥ promising five or more spades; h. transfer responses
Opener's rebid	rebid of 2♣/2♦ in response to (semi)-forcing 1NT response may be 3 card suit	1NT rebids that may have more than 16 HCP or that may bypass a 4 card major
Other constructive calls	weak jump raise after opponents takeout double	limit or forcing jump raise after opponent's double
Defensive bidding	a. Unusual 2NT; b. Unusual NT at 4 level or higher; c. Unusual 1NT overcall by passed hand	a. Non-jump unusual NT by unpassed hand; b. weak jump bid in response to partner's overcall or double; c. intermediate (or stronger) jump overcall
Cue Bids in opponents suit	All cue bids in opponent's suit (examples: (1♣)-2♣; (1♦)-1♠-(P)-2♦; (1♥)-1NT-(P)-2♥; (P)-1♦-(2♦*)-2♥ *majors	

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