

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.

## **JCBL Alert Chart (Adopted June 1, 1997, Last Modified October 15, 2024)**

### **1. Definition of “natural”**

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

- an opening or a response with three or more cards in a minor  
Exception : 1♣ opening which may be 4432 and 1♦ response which may be 3325 are natural (should alert)
- an opening or a response with four or more cards in a major
- an overcall with four or more cards
- a preemptive opening at the 2 level or higher with five 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. However, agreements that include singleton A, K or Q are also considered natural.

### **2. Definition of “cue bids”**

- 1) Bids of denomination(NT,♠,♥,♦,♣) shown by the opponent.
- 2) Control showing bids of a specific suit (includes NT bid) usually for slam try after a trump suit was agreed.

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

- Any 1NT openings outside the range of 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 a system that includes non-natural or forcing 1-level opening. (e.g., strong club/diamond, Polish club)
- Use of relatively rare treatments such as canape (unless you are sure the opponents are familiar with the treatment)
- 2NT opening showing both minors.
- Use of List D conventions.

#### 4. Delayed Alerts

· Starting with the opener's rebid, bids or pass 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♦

# JCBL Alert Chart

<b>Category</b>	<b>Should <u>not</u> Alert</b>	<b>Should <u>alert</u></b>
Natural Bids	If the strength and length is what would normally be expected.	a. If the strength and/or length differ significantly from what would normally be expected. b. 1♣ opening which may be 4432. c. 1♦ response which may be 3325.
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 (includes responses to NT overcalls)	a. 2♣/3♣ asking for 4 card/5 card major (Stayman, Puppet Stayman, etc.); b. response to Stayman that asks 4 card major; c. natural, forcing response at the 3 level or higher; d. 2♦, 2♥, 2♠ natural, signoff;	a. responses to Stayman that does not ask 4 card major (e.g. puppet stayman) ; b. Rebids by responder where Stayman may not promise a four card major; c. non-forcing natural responses at the 3-level; d. natural 2♣/3♣ response to 1NT/2NT opening; e. transfer bids (alerted, not announced) or other conventional responses.
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.

Category	<b>Should <u>not</u> Alert</b>	<b>Should 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. Ogust or Feature 2NT response to a weak 2 opening that promises invitational value.	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. 2NT response to a weak 2 opening that does not show invitational value. h. 1♠ response to 1♥ promising five or more spades; i. transfer responses; j. control showing bids to a strong 2 opening; k. forcing single raise of a natural 1-level opening.
in case of competition	natural suits responses other than those shown in the rightside column	a. non-forcing new suit response by an unpassed hand over a natural suit overcall b. non-forcing new suit response to a weak 2 opening by an unpassed hand.
Opener's rebid	rebid of 2♣/2♦ in response to (semi)-forcing 1NT response may be 3 card suit	a. 1NT rebids or 2 level raises that may have more than 16 HCP or that may bypass a 4 card major; b. 2♣ rebid to 1♥-1NT that includes 4522.
Game invitational bids	a. a new suit bid showing 3 or more cards after a fit in a major was shown. b. a new suit bid showing a stopper after a fit in a minor was shown.	artificial bids other than the one shown by a. in the leftside column after a fit in a major was shown.

<b>Category</b>	<b>Should <u>not</u> Alert</b>	<b>Should alert</b>
Defensive bidding	<ul style="list-style-type: none"> <li>a. All jump raises;</li> <li>b. Unusual 2NT;</li> <li>c. Unusual NT at 4 level or higher;</li> <li>d. Unusual 1NT overcall by passed hand</li> </ul>	<ul style="list-style-type: none"> <li>a. non-jump unusual NT by an unpassed hand;</li> <li>b. natural 2NT direct overcalls to 1-level opening;</li> <li>c. weak jump bid in response to partner's overcall or double;</li> <li>d. intermediate (or stronger) jump overcall.</li> </ul>
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♦)	
Artificial Pass	<ul style="list-style-type: none"> <li>a. pass by opener in support double sequence.</li> <li>b. pass to 2♣-(overcall/double) that shows value.</li> </ul>	pass to 2♣-(overcall/double) that shows the number of control.