Section I – NoTrump Opening Bids

- 15-17 or 16-18 if you wish to play a slightly sounder style
- 5-card major common. Do you open 1H or 1NT with ♠KQ7 ♥AJ983 ♦K6 ♥K82? If 1NT, check this box. Steve and Gloria like 1NT; Paul & Nate like 1H. Either way is viable.

System on over: We recommend x and 2♣.
- This means that if the opponents double, stayman and transfers are still on. It does not matter if the double is penalty or not. Note that if the opponents alert the double, that means it should not be penalty (a one suited hand is popular).
- If they bid 2♠, double is Stayman (alert the x), and all transfers are still on.
- If they bid 2♥, 2♦ and 2♠ are not transfers. They are natural and non-forcing.
  - 3♥ and 3♠ are natural and forcing. Doubling 2♥ is for penalty. Playing stolen bid doubles above 2♠ makes it too easy for your opponents to interfere; you can’t double them!
  - We really, really dislike stolen bid doubles, but if you play them, the x should be alerted and not announced as a transfer.
- 2♠ is Stayman, and is not alertable.
- 2♥ is a transfer to hearts showing 5 or more; this call should be announced ("Transfer").
- 2♦ is a transfer to spades showing 5 or more; this call should be announced ("Transfer").
- 2♣ could ask opener to relay to 3♠. Responder then passes with 6 or more clubs and a weak hand, or bids 3♠ with six or more diamonds and a weak hand.
- 2NT is natural and invitational (8-9 HCP).
- 3♥, 3♦, 3♥, and 3♠ are natural and forcing in standard American, showing six card suits.
  - These bids have become unpopular, especially bidding the two majors, in the era of transfers. Modern bidding tries to make the 1NT opener the declarer.
- 4♥, 4♦ -- these are Texas Transfers to the majors. They show 6-8 card suits. These bids should be announced ("Transfer"). These transfers should be played on over interference through 3S.
- Smolen – this is Gloria’s favorite convention. We haven’t taught it yet. It is used for hands that are 5-4 in the majors.
- Lebensohl – this is a detailed system for handling interference over NT where responder’s 2NT is artificial and asks opener to bid 3♠. We haven’t taught it yet.
- Neg. Double – this is checked if you choose to give up penalty doubles at the 2 and 3 level.
- 2NT – 20-21 HCP. 3♣ is Stayman (no alert), 3♠/3♥ are transfers (announce), 4♣ is Gerber (no alert), 4♥/♥ are 6+ card transfers (announce).
- Puppet Stayman is Gloria’s least favorite convention. This is used to ask about 5 card majors; we haven’t taught it yet.
- 3♠ over 2NT should show both minors and slam interest when playing transfers (alertable).
- Opening 3NT should be played as “Gambling”; a solid 7 card minor with no outside cards.
Tips On Alerting and Announcing

The alert procedure is used to inform the opponents that a partnership is using a non-standard agreement. In modern duplicate bridge, a lot of these “non-standard” agreements are used by the vast majority of bridge players.

I’ve included a copy of the ACBL alert chart which lists common calls that do not have to be alerted, ones that have to be announced, and ones that have to be alerted.

The proper method for alerting is to say alert and to pull the “Alert” card out of the bidding box or tap the alert flag on the bidding box. This assists people that are hearing impaired.

If your opponents make an alertable call, you are allowed to ask for an explanation when it is your turn to bid. You should try to ask during the auction only when it affects your decision whether to pass or bid. If you have no bidding decision to make, it is best to ask for all explanations after the auction is over and before the opening lead is faced.

There are only three classes of bid that should be “announced.”

1. Transfers (both Jacoby & Texas transfers)
2. 1NT opening ranges
3. Minor suit openings that could show less than 2 cards (“Could be short”).

The players at our club are good about not announcing these calls in general, but some common things I have heard playing elsewhere are as follows and should not be announced:

1. Partner opens 2♣; responder says “That’s strong”
2. After opening 2♣, player announces 2♦ as “waiting”
3. 1NT overcalls (“15-18”). No one overcalls a weak NT here.
4. Other alertable calls such as a Cappalletti 2♦ “He has the majors.”

Bridge players frequently, and I mean frequently, forget their agreements. If it looks like they are having an accident in the bidding, try to let them do so without asking questions. Sometimes, the questions jog the memory of the player that has forgotten and help them recover.

Anytime the opponent on your right jumps in the bidding (open a preempt, make a weak jump overcall, jump to Gerber or blackwood, make a limit or preemptive raise), you should wait ten seconds before responding. The “Stop” card is a useful reminder but proper behavior is to hesitate every time whether the stop card is played or not.