

## 2. PRE-ALERTS

**Pre-alerts:** Before the round starts you should draw the opponents' attention to any unusual agreements you have which might surprise them, or to which they may need to arrange a defence (e.g. unusual two level openings, transfer pre-empts, canapé style bidding, etc.) Pay particular attention to unusual self-alerting calls (e.g. very unusual doubles, unusual cue bids of the opponents' suit, etc.). Highly unusual carding (e.g. leading low from doubletons) should also be pre-alerted at this stage.

In short, if you play a system that most players would not immediately recognize (such as a canapé system) or one the opponents may wish to discuss before the auction begins (e.g. a 10-12 1NT range with distributional requirements for minor-suit openings), you are required to pre-Alert the opponents. That means you must alert them straight after you greet them at the table, before play commences.