



## Opener's wake-up bid

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You have opened with a 1st level bid in a suit, the Opp on your right has overcalled, your P has passed and you are now in a wake-up bid position.

On the 2nd bidding round, don't bid unless you really have something to say, e.g. :

- a strong hand
- or a very interesting distribution

With an uninspiring hand, pass !

S	W	N	E
1 ♠	1 NT	Pass	Pass
Pass			



Problem E20312 Pass ! Beware of the danger of a 2 ♥ wake-up bid. Your majors aren't good enough to justify continuing the bidding by yourself.



## Opener's wake-up bid

### Opener's possible wake-up bids :

- Rebidding the opening suit, normally guarantees a very strong suit and in most cases a 6 carder
- With a strong hand and short in Opp's suit, prefer doubling
- With 18-19HCP, a regular hand and stoppers in Opp's suit : bid 1NT or 2NT depending on the level of bidding (don't jump !)

S	W	N	E
1 ♠	2 ♣	Pass	Pass
4 ♠			



Problem E20344 4♠ and nothing less ! You have a very good shot at game with ♠ as trump... not with ♦ as trump

S	W	N	E
1 ♠	2 ♣	Pass	Pass
X			



Problem E20342 The best bid is a wake-up double and this should be systematic with a 3 suiter (and, of course, void or singleton in Opp's suit)



## Opener's wake-up bid

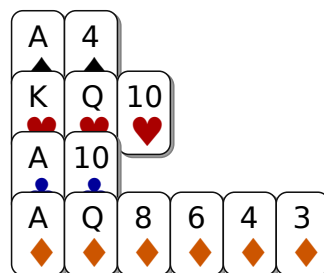
### Opener's wake-up bid after Opp's overcall : examples

S	W	N	E
1 ♠	2 ♣	Pass	Pass
3 ♦			



Problem E20343 3♦. This jump bid describes a particularly strong 5-5 2 suiter. A 2♦ rebid doesn't accurately describe the strength of your hand.

S	W	N	E
1 ♦	2 ♥	Pass	Pass
2 NT			



Problem E20351 2NT shows a 3rd zone (18-19HCP) regular hand. With this double ♥ stopper this bid is preferable to a rebid of your suit : 3♦ (Your 6 carder is nothing special and you have a regular distribution)