



Wake-up on a 1 in a suit opening, at level1

A player is in a wake-up position when, last to bid after an opening by the opps, a Pass on his part would set the final contract. This memo only covers direct wake-ups, ie after an opening bid and 2 passes.



Exercise E20458 In South, after 2 "passes" You are in a wake-up position



Exercice E4763

Do not confuse wake-up bids and opening in 4th seat...





The different direct wake-up bids

- Bidding a suit without a jump shows 8-13HD with, normally 5 cards in that suit
- Bidding a suit with a jump shows 11-13HD and 6 good cards.
- 1 NT shows 10-13HD, a regular hand and, in principle, a stopper in the opps suit
- 2 NT shows 17-19 HD , a regular hand and a stopper in the opps suit
- Double is used with
 - either 8+HCP in a 3-suiter hand,(short in the opps suit)
 - or opening values with no other bid possible



Exercise E20458 An obvious wake-up. Limited, in general to 13HD



Exercise E20457 1NT,ou have a ♦ stopper, a regular hand and the strength to wakee-up with 1NT (10-13HD)





Further bidding after a wake-up at level 1

- After a wake-up in a suit
 - Suit changes are forcing and promise:
 - 4 cards and 8HL at level 1
 - 5 cards and 12HD at higher levels
 - NT bids
 - 1 NT with 8-12HD
 - 2 NT jump, with 13-14HD
 - Support bids :
 - Simple: 8-12HD
 - Jump support : with unbalanced distributions
 - o Cue-bid
 - At least 13HD and support in the wake-up suit
 - or at least 13HD without a better bid
 - After a take-out double, the "doubler" owes his partner a bid if he has a 'decent' hand (12-13HD). L.

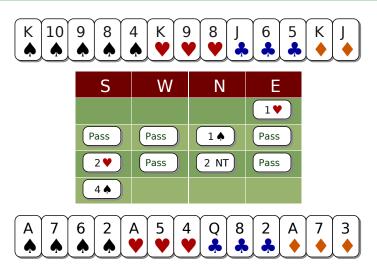


Exercise 20635 In this fairly regular hand, Simple support which is an invite to game which your partner will only accept if he is maximum.





Example



Your hand is too strong for a direct support. Cue-bid to get to know more!