



## 2nd bid after a Sputnik and 1NT

### The responder's 2nd bid after an overcall in a major, a Sputnik and 1NT rebid by the opener.

Analyze the hand of the 1♦ opener that rebid 1NT after a 1♠ overcall : He has a regular 1st zone hand (12-14HCP), with :

- 4 or 5 cards in ♦ (opening of his best minor)
- Not 4 cards in ♥, otherwise, he would have shown support after his partner's Sputnik
- Not necessarily a stopper in the overcalled suit (1NT could have been the only possible bid with 2 or 3 small cards in ♠....).

Now, all you have to do is draw the logical conclusions...depending on your hand !

S	W	N	E
1♦	1♠	X	Pass
1NT			

  

5	4	3	K	10	9	Q	8	2	A	K	J	10
♠	♠	♠	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦

#### Problème E9998

The opener's rebid at 1NT does not guarantee a stopper in the overcalled suit. It may well be the only possible rebid.



## 2nd bid after a Sputnik and 1NT

### With a hand of 10HCP or less : there is no hope for game

- Without support or a 5 cards suit : PASS. Even if the opps start by cashing in 5 tricks in the overcalled suit, you can still get 7 tricks !
- With a 5 cards suit, bid it : The contract will probably be easier to play than 1NT especially if you don't have a stopper in the overcalled suit.
- Without a stopper in the overcalled suit and 4 cards in the opener's suit : show support.
- After your Sputnik double, bidding a new suit at level 2 promises at least 5 cards and less than 11HCP (otherwise you would have bid it in the first round) : It is a stop.

S	W	N	E
		1 ♦	1 ♠
X	Pass	1 NT	Pass
Pass			



#### Problème E5424

Pass with that uninspiring 10HCP regular hand.

S	W	N	E
		1 ♦	1 ♠
X	Pass	1 NT	Pass
2 ♦			



#### Problème E5427

2 ♦ Minimum opening, No ♠ stopper: You must show support in ♦.



## 2nd bid after a Sputnik and 1NT

**With a 10 - 11HCP hand : game is possible !**

- With 11HCP and a stopper in the overcalled suit : 2NT game invite for 3NT
- With a good support, Invite to game with a jump support

S	W	N	E
		1 ♦	1 ♠
X	Pass	1 NT	Pass
2 NT			

K	8	Q	9	7	6	A	Q	9	7	4	6	5
♠	♠	♥	♥	♥	♥	♣	♣	♣	♣	♣	♦	♦

[Problème E5428](#)

2NT With that regular, 11HCP hand and a ♠ stopper. Invite to game.



## 2nd bid after a Sputnik and 1NT

**With a 12+HCP hand, Impose game!**

- With a stopper in the overcalled suit : 3NT
- Without a stopper : cue bid to verify

S	W	N	E
		1 ♦	1 ♠
X	Pass	1 NT	Pass
3 NT			

A	10	7	2	A	10	6	5	A	J	8	7	9
♠	♠	♠	♠	♥	♥	♥	♥	♣	♣	♣	♣	♦

[Problème E5430](#)

3NT Without a possible fit, impose game at 3NT.