

Stamford Bridge Club

7th October 2015

Splinter Bids - Recap

1

How do we define a splinter bid?

Over an opening 1level bid a **splinter bid** is a response that shows:

Values for game

A void or singleton in the bid suit

Four or more trumps

Looking at these points individually:

2

1. Values for game

Somewhat self-evident but as we are going to commit to game we should have sufficient values between the two hands

Over a major,

10 hcps may be sufficient

(if you're a losing trick afficianado, a seven loser hand in response will be enough and such hands can contain as few as 10 hcps)

Over a minor,

We should have a little more (12+) since we may have to bid to the 5level if we don't stop off in 3N

Agreeing the minor denies a 4card major

3

2. A void or singleton in the bid suit

When responder shows where the shortage is, partner can assess how well the two hands fit together. The goodness of the fit is influenced by what cards lie opposite the shortage

Great holdings

A 4 3 2	opposite	5
5 4 3 2	opposite	6

We say there is no wastage (of honours) and we prefer to ruff small cards

Bad holdings

A Q 10	opposite	2
K J 9 8	opposite	2
K Q 6	opposite	2

Here we have much wastage of honour cards, crediting honour points but making tricks often by ruffing them

4

3. Four or more trumps

Because the hand opposite the shortage will have length there, we want to have sufficient trumps to deal with those (possible) losers

5

Q : How do we make the splinter bid?

A : After a 1level opening, by making a double jump in a new suit

1♣ 3♦/3♥/3♠
Splinter raise
nb – no 4card major

1♦ 3♥/3♠/4♣
Splinter raise
nb – no 4card major

1♥ 3♠/4♣/4♦
Splinter raise

1♠ 4♣/4♦/4♥
Splinter raise

6

We can use splinters in other situations

1. Opener agrees responder's suit by making a **double jump** in a lower-ranking suit

As responder could have 5/6 hcp for a 1level response, opener should have a good 17+hcp hand [after a 2level response we can bring this down, say, to a good 14+]

e.g. 1♦ 1♠
 4♣

1♥ 2♣
4♦

(Board 1 – Talk)

7

8

2. Opener agrees responder's suit by making a **single jump in a higher-ranking suit at the three level**

This is unusual as it isn't forcing to game. Responder can seek to sign-off in 3 of the agreed suit. For this reason the opener can be shaded – down to a good 13 hcp hand.

e.g. 1♦ 1♠
 3♥

 1♣ 1♥
 3♦

These jumps are not needed as natural bids because the reverses into 2♥ (on the 1st hand) and 2♦ (on the 2nd) are natural, forcing and showing extras

9

3. Opener agrees responder's suit and responder jumps in a new suit

Opening hand opposite opening hand = game, means responder can do this with 13+ hcps

e.g. 1♣ 1♥
 2♥ 4♦

10

... and a new one ...

4. Responder agrees opener's second suit by jumping to the 4level

e.g. 1♣ 1♥
 1♠ 4♦*

***for completeness:**

2♦ 4th suit forcing

3♦ A jump in the 4th suit is best played as game forcing with 5/5 in the two suits (here hearts and diamonds)

(Board 2 – Talk)

11