

Splinters

<p>♠AQ876 ♥94 ♦KQ9 ♣KQ7</p> <p>♠3 ♥A1083 ♦10754 ♣9643</p> <p>♠1095 ♥QJ2 ♦86 ♣AJ1085</p> <p>♠KJ42 ♥K765 ♦AJ32 ♣2</p>	<p>Board 1 : Dealer North : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♠</td><td>Pass</td><td>4♣⁽¹⁾</td></tr><tr><td>Pass</td><td>4♣</td><td>All pass</td><td></td></tr></table> <p>1 <i>Splinter raise – 10+hcps, 0-1clubs and 4+trump support</i></p> <p>North has a very bad club holding opposite the advertised shortage so signs off in game. South has little in reserve so respects this decision. East leads ♥Q. Declarer will lose two hearts and the ace of clubs but fulfil his contract.</p>	West	North	East	South		1♠	Pass	4♣ ⁽¹⁾	Pass	4♣	All pass					
West	North	East	South														
	1♠	Pass	4♣ ⁽¹⁾														
Pass	4♣	All pass															
<p>♠3 ♥10843 ♦Q10754 ♣AQ9</p> <p>♠KJ42 ♥K765 ♦AJ32 ♣2</p> <p>♠AQ8765 ♥AQ ♦K9 ♣543</p> <p>♠109 ♥J92 ♦86 ♣KJ10876</p>	<p>Board 2 : Dealer East : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♠</td><td>Pass</td></tr><tr><td>4♣⁽¹⁾</td><td>Pass</td><td>4N⁽²⁾</td><td>Pass</td></tr><tr><td>5♥⁽³⁾</td><td>Pass</td><td>6♠</td><td>All pass</td></tr></table> <p>1 <i>Splinter, 10+hcps, 0-1clubs with 4+spade support</i> 2 <i>Roman Key Card Blackwood</i> 3 <i>Two of the five “aces”, no queen of trumps</i></p> <p>East knows that one of the five “aces” is missing so has no thoughts of a grand slam. His club holding was ideal for a slam try opposite the known shortage. This information is sufficient to allow him to use Roman Key Card Blackwood as East knows that the partnership has controls in all the side suits (i.e. aces or kings or shortages).</p> <p>There are always twelve tricks. Declarer can either ruff two clubs in dummy; or ruff one club and throw the other on ♥K.</p>	West	North	East	South			1♠	Pass	4♣ ⁽¹⁾	Pass	4N ⁽²⁾	Pass	5♥ ⁽³⁾	Pass	6♠	All pass
West	North	East	South														
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5♥ ⁽³⁾	Pass	6♠	All pass														

<div><div><div>♠4</div><div>♥QJ42</div><div>♦AJ87</div><div>♣A542</div></div><div><div>♠KJ9</div><div>♥10</div><div>♦Q1065</div><div>♣QJ987</div></div><div><div>♠Q108732</div><div>♥93</div><div>♦432</div><div>♣106</div></div><div><div>♠A65</div><div>♥AK8765</div><div>♦K9</div><div>♣K3</div></div></div>	<div>Board 3 : Dealer South : EW vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♥</td></tr><tr><td>Pass</td><td>3♠⁽¹⁾</td><td>Pass</td><td>4N⁽²⁾</td></tr><tr><td>Pass</td><td>5♠⁽³⁾</td><td>Pass</td><td>7♥</td></tr></table></div> <div>All pass</div> <div>1 <i>Splinter raise</i> 2 <i>Roman Key Card Blackwood</i></div> <div>3 <i>Two of the five “aces” with the queen of trumps</i></div> <div>What a useful bid is 3♠! Declarer knows of a ten card fit in hearts (always four card support for a splinter raise) and can see that, after drawing trumps, the two spade losers can be ruffed in dummy. If partner has both minor suit aces, there'll be thirteen tricks (six hearts, ace of spades, two spade ruffs and four tricks by way of the aces and kings in the minors. He launches into Roman Key Card Blackwood and the response, showing those two aces, is ideal. Grand slam efficiently bid.</div>	West	North	East	South				1♥	Pass	3♠ ⁽¹⁾	Pass	4N ⁽²⁾	Pass	5♠ ⁽³⁾	Pass	7♥
West	North	East	South														
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<div><div><div>♠J1098</div><div>♥3</div><div>♦AK107</div><div>♣J1053</div></div><div><div>♠K3</div><div>♥AJ1098</div><div>♦9543</div><div>♣AQ</div></div><div><div>♠A654</div><div>♥KQ75</div><div>♦2</div><div>♣K876</div></div><div><div>♠Q72</div><div>♥642</div><div>♦QJ86</div><div>♣942</div></div></div>	<div>Board 4 : Dealer West : All vulnerable</div> <div><table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1♥</td><td>Pass</td><td>4♦⁽¹⁾</td><td>Pass</td></tr><tr><td>4N⁽²⁾</td><td>Pass</td><td>5♠⁽³⁾</td><td>Pass</td></tr><tr><td>6♥</td><td>All pass</td><td></td><td></td></tr></table></div> <div>1 <i>Splinter raise, game+ values with 4card trump support</i></div> <div>2 <i>Roman Key Card Blackwood</i> 3 <i>Two of the five “aces” plus ♥Q</i></div> <div>Apart from holding the ace of diamonds, West has the ideal holding opposite partner's advertised shortage. There are no wasted cards in diamonds meaning that the hands are fitting together well. With all side suits known to be controlled (the defence cannot quickly cash two tricks in any suit) using Roman Key Card Blackwood is appropriate. West knows that one ace (or the king of trumps) is missing but can bid the slam safe in the knowledge of East holding the queen of trumps.</div> <div>North is likely to lead a top diamond. Since trumps could, and do, break 3-1 declarer will have to be careful to take two diamond ruffs in dummy before trumps are drawn. The fourth diamond can be thrown on ♣K (declarer again being careful to unblock the club winners from hand). There are twelve tricks by way of two spades, five trumps, two diamond ruffs and three clubs.</div>	West	North	East	South	1♥	Pass	4♦ ⁽¹⁾	Pass	4N ⁽²⁾	Pass	5♠ ⁽³⁾	Pass	6♥	All pass		
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<p>♠A54 ♥A874 ♦5 ♣KJ942</p> <p>♠Q9832 ♠KJ107 ♥Q93 ♥1065 ♦10843 ♦AK92 ♣8 ♣103</p> <p>♠6 ♥KJ2 ♦QJ76 ♣AQ765</p>	<p>Board 5 : Dealer North : NS vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td>1♣</td><td>Pass</td><td>3♠⁽¹⁾</td></tr><tr><td>Pass</td><td>4♣⁽²⁾</td><td>Pass</td><td>5♣</td></tr></table> <p>All pass 1 <i>Splinter raise, forcing to game</i> 2 <i>Keeping the bidding low lest partner has any slam interest</i></p> <p>Splinter raises also apply if partner has opened in a minor at the one level but the responder should have a little more (say, 12+hcps) since, if no trumps is not an option, the contract may be at the five level for the minor suit game. The splinter also denies a four card major.</p> <p>With the trumps breaking 2-1 the contract is assured. Declarer can ruff two spades and a heart in the South hand. Along with five trumps, the ace of spades, the ace and king of hearts, that's eleven tricks. Looking on the flip side there are two losers – a diamond and a heart.</p> <p>Provided the defence leads a spade (or switches to one after cashing a top diamond) 3N should fail.</p>	West	North	East	South		1♣	Pass	3♠ ⁽¹⁾	Pass	4♣ ⁽²⁾	Pass	5♣				
West	North	East	South														
	1♣	Pass	3♠ ⁽¹⁾														
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<p>♠A7 ♥Q5432 ♦J9 ♣K1076</p> <p>♠109652 ♠KJ83 ♥A97 ♥6 ♦A82 ♦KQ1065 ♣83 ♣A54</p> <p>♠Q4 ♥KJ108 ♦743 ♣QJ92</p>	<p>Board 6 : Dealer East : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td>1♦</td><td>Pass</td></tr><tr><td>1♠</td><td>Pass</td><td>3♥⁽¹⁾</td><td>Pass</td></tr><tr><td>4♠</td><td>All pass</td><td></td><td></td></tr></table> <p>1 <i>Splinter raise, showing 0-1hearts and 4+spade support. This bid is only forcing to 3♠ (i.e. not game) and can be made with a good 13+hcps.</i></p> <p>This is the one situation we're looking at where the splinter does not commit the partnership to game or higher. Here West can sign off in 3♠ but East's rebid is just what West wanted to hear. With a fifth spade and two aces jumping to game is a good shot. The best, but not obvious, lead for North is a club. After this start declarer may get the trumps wrong (losing to both ♠A and ♠Q) and lose three tricks. The contract will always make and often with an overtrick. Those riding their luck may escape a club lead and guess to play a trump to ♠K. There would now be two overtricks.</p> <p>If East were to raise 1♠ to 2♠ (i.e. no use of the splinter bid) it's most unlikely game will be reached.</p>	West	North	East	South			1♦	Pass	1♠	Pass	3♥ ⁽¹⁾	Pass	4♠	All pass		
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<p>♠ A98 ♥ 4 ♦ KJ762 ♣ A1075</p> <p>♠ K6432 ♠ Q107 ♥ 10532 ♥ K9876 ♦ 9 ♦ 8 ♣ J92 ♣ K843</p> <p>♠ J5 ♥ AQJ ♦ AQ10543 ♣ Q6</p>	<p>Board 7 : Dealer South : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1 ♦</td></tr><tr><td>Pass</td><td>3 ♥⁽¹⁾</td><td>Pass</td><td>3 N</td></tr></table> <p>All pass 1 <i>Splinter raise, showing 0-1 hearts and 4+ diamonds and forcing to game. As the suit is a minor responder should have a little more (12+, say, as a minimum)</i></p> <p>North has no 4 card major so making the splinter jump to 3 ♥ is the correct bid. This allows South to make a good assessment of his hand. His heart holding is wasted if playing in a suit contract but is very good for playing in no trumps. Further the minor honour holdings in the black suits also suggest a no trump contract. South can therefore suggest 3N as a playable spot. North has a minimum for the splinter raise and will know that South has good cover in hearts. Passing 3N is the correct call. There are always at least nine tricks.</p>	West	North	East	South				1 ♦	Pass	3 ♥ ⁽¹⁾	Pass	3 N				
West	North	East	South														
			1 ♦														
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<p>♠ 105 ♥ 1053 ♦ AQJ9 ♣ K1098</p> <p>♠ KQ32 ♠ AJ8764 ♥ AQ876 ♥ K9 ♦ 8 ♦ 7432 ♣ AQ5 ♣ 3</p> <p>♠ 9 ♥ J42 ♦ K1065 ♣ J7642</p>	<p>Board 8 : Dealer West : Love all</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td>1 ♥</td><td>Pass</td><td>1 ♠</td><td>Pass</td></tr><tr><td>4 ♦⁽¹⁾</td><td>Pass</td><td>4 N⁽²⁾</td><td>Pass</td></tr><tr><td>5 ♦⁽³⁾</td><td>Pass</td><td>6 ♠⁽⁴⁾</td><td>All pass</td></tr></table> <p>1 <i>Game-forcing splinter raise of spades (0-1 diamonds and 4+ trumps, a good 17+ hcp hand)</i> 2 <i>Roman Key Card Blackwood</i> 3 <i>Zero or three of the five "aces", clearly three because of the extra values</i> 4 <i>Asking for the queen of trumps is superfluous when holding a known minimum of ten trumps</i></p> <p>Here we see any example where the opener is able to make a splinter raise with his rebid. Since the responder may have 5/6 hcps this rebid promises extra values as we are committing to game or higher. East has no wastage in the splinter suit so can use Roman Key Card Blackwood (now that the responder has, or knows of, controls in all the side suits). Opener's response is such that East will settle for the six level.</p> <p>Declarer can ruff two diamonds in dummy, throwing the third on dummy's ♥Q – six trumps, three hearts, two ruffs and a club for twelve tricks.</p>	West	North	East	South	1 ♥	Pass	1 ♠	Pass	4 ♦ ⁽¹⁾	Pass	4 N ⁽²⁾	Pass	5 ♦ ⁽³⁾	Pass	6 ♠ ⁽⁴⁾	All pass
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<p> ♠AK642 ♥K7 ♦AQ6 ♣874 </p> <p> ♠J5 ♥QJ3 ♦K542 ♣A963 </p> <p> ♠98 ♥1082 ♦J10987 ♣QJ10 </p> <p> ♠Q1073 ♥A9654 ♦3 ♣K52 </p>	<p>Board 1 (Talk) : Dealer North : EW vulnerable</p> <table> <tr> <th>West</th> <th>North</th> <th>East</th> <th>South</th> </tr> </table> <p><u>Without splinters:</u></p> <table> <tr> <td></td> <td>1♠</td> <td>Pass</td> <td>2♥⁽¹⁾</td> </tr> <tr> <td>Pass</td> <td>2N⁽²⁾</td> <td>Pass</td> <td>4♠⁽³⁾</td> </tr> </table> <p>1 Too strong for 3♠ (seven loser hand) 2 15-18, balanced, possibly 5spades 3 Minimum hand</p> <p><u>With splinters:</u></p> <table> <tr> <td></td> <td>1♠</td> <td>Pass</td> <td>4♦⁽¹⁾</td> </tr> <tr> <td>Pass</td> <td>4♠⁽²⁾</td> <td>All pass</td> <td></td> </tr> </table> <p>1 Splinter bid showing 10+hcps, 4+trump support, sufficient values for at least game 2 Wasted diamond values so doesn't make a try for slam</p> <p>If we look at this hand together with the second Talk board we can see how useful splinter bids are. North's hand is the same for both boards. South's hands are similar but the minor suit holdings have been switched. Each North hand has 16 hcps and each South has 9 hcps, for a total of 25 hcps, but ten tricks is the limit on board 1 but a small slam can be made on board 2. The difference between the two hands is that on the first hand the minor suit cards do not fit together well. We have A Q 6 opposite a shortage meaning that we have wasted values (the queen of diamonds can always be ruffed so does not have any high card relevance). On board 2 the hands fit well together with North's A Q 6 now being bolstered by South's K. As a corollary, there's no wastage on board two as the club shortage is opposite small cards.</p> <p>Using splinters allows the opener to evaluate the responder's hand better. Without their use the auctions are the first ones shown and we see that in each case we'll probably bid in the same way.</p>	West	North	East	South		1♠	Pass	2♥ ⁽¹⁾	Pass	2N ⁽²⁾	Pass	4♠ ⁽³⁾		1♠	Pass	4♦ ⁽¹⁾	Pass	4♠ ⁽²⁾	All pass	
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<p>♠AK642 ♥K7 ♦AQ6 ♣874</p> <p>♠J5 ♠98 ♥QJ3 ♥1082 ♦J74 ♦10983 ♣A9652 ♣KQJ10</p> <p>♠Q1073 ♥A9654 ♦K52 ♣3</p>	<p>Board 2 (Talk) : Dealer East : All vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td colspan="4"><u>Without splinters:</u></td></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>Pass</td></tr><tr><td>Pass</td><td>2N⁽²⁾</td><td>Pass</td><td>2♥⁽¹⁾</td></tr><tr><td></td><td></td><td>Pass</td><td>4♣⁽³⁾</td></tr></table> <p>1 Too strong for 3♠ (seven loser hand) 2 15-18, balanced, possibly 5spades 3 Minimum hand</p> <p><u>With splinters:</u></p> <table><tr><td></td><td></td><td>Pass</td><td>Pass</td></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>4♣⁽¹⁾</td></tr><tr><td>Pass</td><td>4♦⁽²⁾</td><td>Pass</td><td>4♥⁽²⁾</td></tr><tr><td>Pass</td><td>4N⁽³⁾</td><td>Pass</td><td>5♣⁽⁴⁾</td></tr><tr><td>Pass</td><td>5♦⁽⁵⁾</td><td>Pass</td><td>6♦⁽⁶⁾</td></tr><tr><td>Pass</td><td>6♠</td><td>All pass</td><td></td></tr></table> <p>1 Splinter bid showing 10+hcps, 4+trump support, sufficient values for at least game 2 Ace-showing cue bid 3 Roman Key Card Blackwood 4 One or four of the "five" aces" 5 Do you have the queen of trumps? 6 Yes (and ♦K)</p> <p>See commentary above for Board 1 (Talk). We can always ruff two clubs for twelve tricks.</p>	West	North	East	South	<u>Without splinters:</u>				Pass	1♠	Pass	Pass	Pass	2N ⁽²⁾	Pass	2♥ ⁽¹⁾			Pass	4♣ ⁽³⁾			Pass	Pass	Pass	1♠	Pass	4♣ ⁽¹⁾	Pass	4♦ ⁽²⁾	Pass	4♥ ⁽²⁾	Pass	4N ⁽³⁾	Pass	5♣ ⁽⁴⁾	Pass	5♦ ⁽⁵⁾	Pass	6♦ ⁽⁶⁾	Pass	6♠	All pass	
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<p>♠AQ862 ♥A764 ♦KJ5 ♣3</p> <p>♠74 ♠109 ♥K983 ♥QJ102 ♦94 ♦1082 ♣KQ852 ♣A1094</p> <p>♠KJ53 ♥5 ♦AQ763 ♣J76</p>	<p>Board 3 (Talk) : Dealer South : EW vulnerable</p> <table><tr><th>West</th><th>North</th><th>East</th><th>South</th></tr><tr><td></td><td></td><td></td><td>1♦</td></tr><tr><td>Pass</td><td>1♠</td><td>Pass</td><td>2♠⁽¹⁾</td></tr><tr><td>Pass</td><td>4♣⁽²⁾</td><td>Pass</td><td>4N⁽³⁾</td></tr><tr><td>Pass</td><td>5♠⁽⁴⁾</td><td>Pass</td><td>6♠</td></tr></table> <p>1 Minimum raise (not quite enough for a splinter jump to 3♥) 2 Splinter and slam try 3 Roman Key Card Blackwood 4 Two of the "five" aces plus the queen of spades</p> <p>If the responder has game values he can make a splinter bid after responder has made a simple raise of responder's suit. Here South can use Roman Key Card Blackwood as there won't be more than one top loser in clubs. There are always twelve tricks with declarer losing only one club. The other two clubs can be ruffed in the North hand. If we make dummy the master hand we can count four trumps, one heart, five diamonds and two club ruffs.</p>	West	North	East	South				1♦	Pass	1♠	Pass	2♠ ⁽¹⁾	Pass	4♣ ⁽²⁾	Pass	4N ⁽³⁾	Pass	5♠ ⁽⁴⁾	Pass	6♠																								
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