

IMPORTANCE of SINGLETONS and VOIDS

Splinter bids are unusual jumps to show trump support and shortness (a singleton or void) in the suit bid.

1. How many trumps do you need to make a splinter bid? Should have at least 4
2. Can you splinter with a singleton honor? Yes, I don't with a singleton Ace.
3. Is a splinter bid in response to an opening bid in a minor the same as a splinter after partner opens a major? Definitely not!

Partner opens 1 heart:

- A. If we respond 2 diamonds, we show a diamond suit and force opener to bid again.
- B. If we jump to 3 diamonds, we show a very good diamond suit, 15+ HCP and forcing to game.
- C. What would it mean if we made a double jump to 4 diamonds?
A good way to play this is that it shows:
 1. At least 4 card support for opener's major
 2. Enough values for game (usually 11+ HCP)
 3. A singleton or void in that suit, example: over 1 heart, you bid 4 diamonds with "AQ3 K1094 5 QJ1076, this double jump is a splinter and it's an ALERT.

When you discover that partner has a singleton in a particular suit, your holding in that suit is the key. A good working rule is to deduct any points in the suit that partner has the singleton in, except for the Ace.

If you don't "like" partner's splinter because you have wasted values in that suit, then you sign-off in 4 of the agreed major.

If you do "like" partner's splinter, then you can try for slam by asking for Aces, by cue-bidding, or just jumping to 6 of the agreed suit.

	4	
	10874 2 Diamonds	
	A9654 Your Bid??	
	984	
K8753		J1092
J PASS		93 PASS
Q873 PASS		KJ10
J75		10632
	AQ6	
	AKQ652	
	2 DEALER – 2 Clubs	
	AKQ	2 Hearts

Most Norths would choose between 3 and 4 hearts. What's the best bid with this hand?

We all know we need 33 points for slam when we have 2 balanced hands opposite each other. This can be a little lower when we have a good trump fit. But 26 ---how can we be making a slam? THE ANSWER IS ALMOST ALWAYS THAT EITHER OR BOTH HANDS CONTAIN A SINGLETON OR VOID OPPOSITE NO WASTED VALUES. Consider the 2 following examples:

AKXXX	Q10XX	On this hand, with a total of 26 H.C.P., it's easy to make 6, losing just the A of diamonds. Bidding: 1 Spade, 4 Hearts, 4 NT – None, Q ask
AXXX	X	
XX	KQJ10X	
AX	KXX	

AKXXX	Q10XX	With exactly the same 26 H.C.P., 4 spades is all that can be made, losing diamond A and 2 hearts Bidding: 1 Spade, Jacoby 2NT, 4 Spades, no shortness
AXX	XXX	
XXX	KQJ10	
AX	KX	

Good Holdings: XXX XXXX AXXX JXX AXX JXXXX in the suit partner has a singleton in

Bad Holdings: KQJX KQX KJXX QJXX AKQ Good working rule is to deduct any points in the suit partner has a singleton in except Ace

Splinters can occur in many other situations: You hold AXX KQJX X AQJ10X
You open 1 Club, partner bids 1 Heart, your bid 4 Diamonds, splinter, 4 trump, singleton

You hold: K109X AQ10XX KXX X: Partner opens 1 Diamond, you bid 1 Heart,
Partner bids 1 Spade, your bid of 4 clubs, shows
4 trump and a singleton or void in clubs.

You hold: Q932 QJ76 6 KQ83 – Partner opens 1 Diamond, you bid 1 Heart, Partner 4 Clubs
Splinter doesn't excite you, wasted values, sign off 4 H's

Splinter bid also shows values. The rule is, "In light of the points you know partner has, you have enough to guarantee game." You partner evaluates his hand in terms of whether the splinter bid has helped him.

If you do not use splinter bids, it's worth the effort to find out about them.

Rebids by initial "Splinter bidder"

- A Usually respect partner's sign off and pass his game bid unless you have 17+ points.
- B If partner cue bids over your splinter,
 1. Bid cheapest ace with 13_ points or cue bid a void if it is the cheapest bid
 2. Sign off in game of the agreed suit with 10-12 points