

Splinter Bids

Splinter: Best tool to help you find low point count slams that can be made. Shows in 1 bid:

- Enough value for game.
- 4+ card support.
- Singleton or void in another suit (but not singleton Ace or King or Queen).

Case 1: Simplest Case: Double jump after partner opens 1 of a Major Suit: (Pard should alert.)

- **Double jump in the suit with singleton or void.** 1H-3S/4C/4D or 1S-4C/4D/4H.
- **Eg: 1S-4D*:** 4D (skipping 2D & 3D) shows 11-14 points, 4+ spades, shortness in diamonds.
- **Eg: 1H-3S*:** 3S (skipping 1S & 2S) shows 11-14 points, 4+ hearts, shortness in spades.
- **Exception 1:** With a singleton Ace, bid 2/1 game force or Jacoby 2NT, not a splinter.
- **Exception 2:** If too strong (15+ points), bid 2/1 game force or Jacoby 2NT, not a splinter.

Case 2: Single jump in a suit bid by the opponents: (Opponent bids are shown in brackets)

- **Eg: 1H-(2C)-4C:** 4C (skipping 3C) shows enough for game, 4+ hearts, shortness in clubs.
- **Eg: 1S-(2H)-4H:** 4H (skipping 3H) shows enough for game, 4+ spades, shortness in hearts.
- **Note 1:** A non-jump in the opponent suit is a limit raise or better.
 - **Eg: 1H-(2C)-3C:** 3C shows 4+ card heart support & 10+ points.
- **Note 2:** A jump in a suit the opponents have not bid is weak, preemptive, to play.
 - **Eg: 1H-(2C)-3D:** 3D shows a weak hand with long diamonds.

Case 3: Single jump by opener after responder support:

- **Eg: 1S-2S-4C:** 4C (skipping 3C) shows enough points for game (19+) & shortness in clubs.
- **Eg: 1H-2H-3S:** 3S (skipping 2S) shows enough points for game & shortness in spades.

Case 4: Single jump in a game forcing 2 over 1 sequence:

- **Eg: 1S-2H-4C:** 4C (skipping 3C) shows enough for game, 3+ hearts & shortness in clubs.
- **Eg: 1S-2C-2H-4D:** 4D (skipping 3D) shows enough for game, 4 hearts & short diamonds.

Partner of the splinter bidder:

- With **wasted values** or **duplicate shortness: stop at game.** Otherwise explore for slam.
- **Wasted values:** K or Q in partner's short suit. (Ace in partner's short suit is not wasted.)
- **Duplicate shortness:** Singleton or void in the same suit as partner.
- **Explore for slam:**
 - Explore for slam by control bidding Aces & Kings up the line below game level. You show your cheapest A or K. Partner shows their next cheapest A or K. Etc.
 - Avoids bidding 4NT when there are 2 quick losers (both Ace & King) in a side suit.

Partnership agreements, avoiding train wrecks:

- You and your partner must be on the same wavelength to avoid a disaster.
- You don't want to bid 1S-4C-Pass and play in your 1-card club suit.
- Agree in advance with your partner which of these cases you will be playing, maybe only the simplest case, or maybe all four cases. Just make sure you discuss this and agree.

No alert necessary: (a) if you bid an opponent suit, or (b) for your 2nd bid if 3NT or higher.

Case 1 example:

<u>West</u>	<u>East</u>	<u>West</u>	<u>East</u>	
S: A82	S: K95	1H		
H: KQT94	H: AJ87		4D*	Short in diamonds. 4 card support.
D: T54	D: 7	4NT		No wasted values. No 2 quick losers.
C: KQ	C: A8753		5H	2 key cards.
		6H		Missing only 1 key card, so bid 6H.

E/W reach their 28 HCP slam. The double jump to 4D shows enough strength for game (but not more than that), 4+ card support, and shortness in diamonds. West can pitch a spade on AC and can ruff two diamonds.

Case 2 example:

<u>West</u>	<u>East</u>	<u>West</u>	<u>North</u>	<u>East</u>	<u>South</u>	
S: A82	S: K95	1H	2D	4D		Short in diamonds.
H: KQT94	H: AJ87				Pass	
D: T54	D: 7	4NT	Pass	5C		1 key card
C: AK	C: Q8753	6H				Missing 1 key card.

Essentially the same as case 1. Single jump in the opponent suit shows enough strength for game, 4+ card support, shortness in the opponent suit.

Case 3 example:

<u>West</u>	<u>East</u>	<u>West</u>	<u>East</u>	
S: AK62	S: 975	1H		
H: KQT94	H: A87		2H	6-9 points. Support for hearts.
D: AK2	D: Q853	4C*		Single jump. Singleton or void in clubs.
C: 5	C: K74		4H	Wasted KC. East signs off in game.

After hearts are agreed as trump, opener's single jump to 4C shows enough points for game (19+) & shortness in clubs. With wasted values, East signs off in game. E/W will lose a club and a spade.

Case 4 example:

<u>West</u>	<u>East</u>	<u>West</u>	<u>East</u>	
S: AQ874	S: K5	1S		
H: Q973	H: AK864		2H	2 over 1 game forcing.
D: 4	D: 976	4D		Splinter. 4+ hearts. Short diamonds.
C: AQ2	C: K85		4NT	No wasted values. No 2 quick losers.
		5S		2 key cards + queen of trump.
		6H		Missing only 1 key card, so bid 6H.

E/W reach the excellent 27 high card point slam. East can discard one diamond on QS and ruff the other one. E/W lose only 1 diamond.