

## Splinter Bids

- A double jump-shift response to a major suit opening shows at least 4 card support for partner's suit and a singleton or void in the bid suit. It shows 10-14 HCPs (or 13-17 points, including dummy points).
- The singleton should not be an Ace.

The following bidding sequences are splinters:

- In response to 1♥: 3♠/4♣/4♦ are splinters
- In response to 1♠: 4♣/4♦/4♥ are splinters

Can also be used in response to a minor suit

Alert: Bids above 3NT are *not alertable*, therefore only 1♥: 3♠ **should be alerted**.

## Examples of Splinter Bids

DLR: West		W	N	E	S
		1♥	P	4♣	P
		4NT	P	5♦	P
		6♥			
♠ A K 4	N W E S	♠ Q J 10 2			
♥ A K 8 6 5		♥ Q 10 9 2			
♦ K 5		♦ A Q 4 2			
♣ 7 4 3 (17pts)		♣ 6 (11+pts)			

## Examples of Splinter Bids

DLR: West		W	N	E	S
		1♥	P	4♦	P
		4♥	P	P	P
♠ A K 4	N W E S	♠ Q J 10 2			
♥ A K 8 6 5		♥ Q 10 9 2			
♦ K 5		♦ 6			
♣ 7 4 3 (17pts)		♣ A Q 6 2 (11+pts)			

## Evaluating your holding in response to a splinter bid

Good	Fair	Poor
Axxx	AQx	KQ
Axx	Jxx	KJxx
xxx	xx	Kx

## Examples of Splinter Bids

DLR: West		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="padding: 2px;">W</th> <th style="padding: 2px;">N</th> <th style="padding: 2px;">E</th> <th style="padding: 2px;">S</th> </tr> </thead> <tbody> <tr> <td style="padding: 2px;">1♥</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;">3♠</td> <td style="padding: 2px;">P</td> </tr> <tr> <td style="padding: 2px;">4♣</td> <td style="padding: 2px;">P</td> <td style="padding: 2px;">4♦</td> <td style="padding: 2px;">P</td> </tr> <tr> <td style="padding: 2px;">6♥</td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> </tr> <tr> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> <td style="padding: 2px;"></td> </tr> </tbody> </table>	W	N	E	S	1♥	P	3♠	P	4♣	P	4♦	P	6♥							
W	N	E	S																			
1♥	P	3♠	P																			
4♣	P	4♦	P																			
6♥																						
♠ J 7 5 ♥ A K 7 6 2 ♦ Q 5 ♣ A 4 3 (14pts)	N W       E S	♠ – ♥ Q 10 9 8 4 ♦ A 7 2 ♣ K Q J 9 8 (12+pts)																				

## Extended Uses of Splinter Bids

- Splinter bids can also be extended to other bidding sequence.
- If a bid would be forcing, then a bid in that suit a level higher is a splinter, showing good trump support, enough points for game and a singleton or void in the suit bid. This does not need to be a double jump.

## Extended uses of Splinter Bids

DLR: West		W	N	E	S
		1♦	P	1♥	P
		3♠	P	4♣	P
		4NT	P	5♥*	P
		6♥	P	P	P
♠ 2 ♥ A Q 9 7 ♦ A K 9 8 6 ♣ K Q 2 (18pts)	N W      E S	♠ Q 7 6 ♥ K 10 8 4 2 ♦ 10 3 2 ♣ A 4 (9pts)			

5♥\* = 2 Key cards, no ♥Q (RKCB)

## Extended uses of Splinter Bids

DLR: West		W	N	E	S
		2♣	P	2♦	P
		2♠	P	4♣	P
		4♦	P	4♥	P
		7♠	P	P	P
♠ A K Q J 8 2 ♥ K Q 3 ♦ ——— ♣ A Q 7 2 (21pts)	N  W      E  S	♠ 10 7 6 3 ♥ A 8 4 2 ♦ 10 7 3 2 ♣ 4 (4pts)			

## Splinter Bids in Competition

- I recommend that if the opponents *double* the opening bid, that splinters are still on.
- If the opponents make a suit overcall, splinters are off – except if you splinter in the opponent's suit

W	N	E	S
1♥	X	3♠	

• Splinter

W	N	E	S
1♥	3♦	3♠	

• Not a splinter

W	N	E	S
1♥	3♦	4♦	

• Splinter

### Advantages

- Able to bid slams with only 27+ combined points with good distribution

### Disadvantages

- Very occasionally you (or your partner) may forget.
- Especially: 1♠:4♥ is sometimes wrongly taken as natural.

## Topics for the next few Tuesdays

- Aug 7th – Gerber
- Aug 14th - Roman Key Card Blackwood (RKCB)
- Aug 21st - Cue Bids (Control-showing) bids
- Aug 28th - Splinters
- Handouts are available on [www.bridgeclass.co.uk/handouts](http://www.bridgeclass.co.uk/handouts)
- More on Splinter Bids Cue Bids, Gerber, RKCB, etc in “Modern Acol Bidding” £10

Continuing Bridge: An intermediate level course resumes Sept 6<sup>th</sup> 2018

Thursday afternoons 2:00-4:00pm Pinner Bridge Club

Thursday evenings 7:30-9:30pm St John's Church

- Review the contested and uncontested auction
- Planning the Play
- 3rd Hand Play
- 2nd Hand Play
- The Danger Hand, holding up
- Showing shape, 4441 hands
- Losing Trick Count: an easier way to bid
- The Law of Total Tricks: how high to bid?
- Slam Bidding: Cue Bids
- More on doubles: negative or Sputnik
- Fourth Suit Forcing
- Bending the rules
- Defensive signals and discarding
- Defence against suit contracts
- Lead of king vs NT
- Red Suit Transfers