

# Practise Splinter Bidding



<p>1. <b>Dir:</b> North <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>1♥ Pass ?</p>	<p><b>South</b></p> <p>♥ K 9 7 4 2</p> <p>♦ A 8 6 3</p> <p>♣ K J 4</p> <p>7</p>	<p><b>Answer:</b> 4♣</p> <p>This is an ideal hand for a splinter bid. We're fairly minimum, so if partner cuebids 4♦ to show ♦A we'll just sign off in 4♥, but if partner has a strong or well-fitting hand, he will be in a good position to judge whether or not to bid slam.</p>
<p>2. <b>Dir:</b> South <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>Pass 4♥ Pass ?</p> <p>1♠</p>	<p><b>South</b></p> <p>♥ K Q 9 7 4 3</p> <p>♦ A 6 5</p> <p>♣ K J 5</p> <p>Q</p>	<p><b>Answer:</b> 4NT</p> <p>Partner has splintered in hearts, showing at most a 7 loser hand, at least 12 HCP and a singleton heart. We have six losers but can now discount two of our three heart losers. Our hand becomes ideal for RKCB. If partner shows 2 aces, then 6♣ can't really be worse than a finesse and could be laydown.</p>
<p>3. <b>Dir:</b> North <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>1♠ Pass 4♦</p> <p>Pass 4♥ Pass ?</p>	<p><b>South</b></p> <p>♥ A Q 10 7 6</p> <p>♦ K J 3 2</p> <p>♣ J</p> <p>J 7 5</p>	<p><b>Answer:</b> 4♠</p> <p>Despite our excellent trump support, our hand is close to minimum. We have shown all we have got, 12 HCP and diamond shortage. We should therefore sign off in 4♠ to let partner know this. It doesn't prevent partner from going on if he has extra values.</p>
<p>4. <b>Dir:</b> North <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>1♥ Pass 4♣</p> <p>Pass 4♦ Pass ?</p>	<p><b>South</b></p> <p>♠ K Q 8 5 2</p> <p>♥ K 10 6 3</p> <p>♦ Q J 4</p> <p>A</p>	<p><b>Answer:</b> 4NT</p> <p>We started with five losers, but now that partner has cuebid in our weak suit, we can discount 2 diamond losers. With 4 losers opposite partner's opening hand it's reasonable to take control with RKCB. We'll bid 6♥ over 5♥ or 5♠ (in the former case slam probably won't be much worse than one out of two finesses). Over 5♣ we'll try 5♦ to see if partner has ♥Q and ♦K, in which case 7♥ should be a very good contract.</p>



5. <b>Dir:</b> North <b>Vul:</b> None				<b>South</b> A K 10 6 4 3 3 Q J 4 A K 9	<b>Answer:</b> 5♣ Partner has signed off, but we might still be able to make a slam. RKCB won't help. If partner shows one key card we won't know whether it is the ♦A (good) or the heart ace (bad, we may be missing ♦A and ♦K). We therefore make an ace showing cuebid of 5 to focus partner's attention on diamonds. Over 5 we can jump to 6 .
<b>West</b>	<b>North</b>	<b>East</b>	<b>South</b>		
	1	Pass	4		
Pass	4	Pass	?		



<p>6. <b>Dlr:</b> North <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>1♠ Pass 4♣</p> <p>Pass 4♠ Pass ?</p>	<p><b>South</b></p> <p>♠ A Q 10 8 6</p> <p>♥ K 9 5</p> <p>♦ K Q 7 2</p> <p>♣ 7</p>	<p><b>Answer:</b> Pass</p> <p>We have 16 HCP and a 5 loser hand opposite partner's opening hand. Partner would surely have cuebid one of the red aces if he two aces and ♠K, so there's no way that slam can be better than a finesse. Despite our strong trump support, we have no hesitation in passing.</p>
<p>7. <b>Dlr:</b> South <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>Pass 1♥ Pass ?</p>	<p><b>South</b></p> <p>♠ K J 4</p> <p>♥ A Q 10 7</p> <p>♦ K J 9 6 5</p> <p>♣ 4</p>	<p><b>Answer:</b> 3♥</p> <p>With a 6 loser hand, our hand is just right for an invitational jump to 3♥. We can't make a splinter bid here because 3♣ would be natural and forcing and we're not strong enough to show our singleton by bidding 4♣. If partner has a minimum hand (e.g. 6 points, 9 losers) we will not have enough for 4♥.</p>
<p>8. <b>Dlr:</b> South <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>Pass 2♣ Pass ?</p>	<p><b>South</b></p> <p>♠ 4</p> <p>♥ Q 10 5</p> <p>♦ A K J 9 5</p> <p>♣ A J 7 6</p>	<p><b>Answer:</b> 3♠</p> <p>This hand is ideal for a splinter bid. It is not a double jump but the definition of a splinter bid is an 'unnecessary' jump in a new suit. In example 6 above, a single jump to 3♣ would have had a natural meaning (a 16+ HCP hand and a good 6+ card suit, as in example 10, below) so a double jump to 4♣ was necessary to show a splinter. Here a bid of 2♠ would be a reverse showing 16+ HCP and game forcing, so a jump to 3♠ is unnecessary and therefore a splinter. If partner bids 3NT or 4♣ we pass, but if partner makes an encouraging bid we might well reach 6♣.</p>
<p>9. <b>Dlr:</b> North <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>1♠ Pass ?</p>	<p><b>South</b></p> <p>♠ T 8 7 3 2</p> <p>♥ T 4</p> <p>♦</p> <p>♣ A Q 9 6 5 2</p>	<p><b>Answer:</b> 4♠</p> <p>With 5 card trump support and only 6 high card points, our hand is suitable for a pre-emptive raise to game. When playing splinters and Jacoby 2NT, a jump straight to game is made on hands like this, well short in HCP, very distributional with 7 losers or fewer, and known as 'weak freak' hands. It may go off, but if so it will usually score well.</p>
<p>10. <b>Dlr:</b> South <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p>Pass 1♠ Pass ?</p> <p>♠ ♥</p>	<p><b>South</b></p> <p>♠ K J 8 6</p> <p>♥ A Q T 8 5</p> <p>♦ 4</p> <p>♣ A K 7</p>	<p><b>Answer:</b> 4♦</p> <p>With a sound raise to game, we should show our shortage in diamonds en-route. Partner can still sign off in 4♠ if he has a weak hand.</p>



<p>11. <b>Dir:</b> South <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p style="text-align: right;">1♠</p> <p>Pass 2♣ Pass 2♥</p> <p>Pass ?</p>	<p><b>North</b></p> <p>♠ 7 5</p> <p>♥ A Q 3 2</p> <p>♦ 3</p> <p>♣ A J 7 6 3 2</p>	<p><b>Answer:</b> 4♦</p> <p>A bid of 4♦ is unnecessary as a natural bid, since 3♦ is Fourth Suit Forcing. 4♦ is therefore a splinter bid, showing a heart fit, game values and a shortage in diamonds (singleton or void).</p>
<p>12 <b>Dir:</b> South <b>Vul:</b> None</p> <p><b>West North East South</b></p> <p style="text-align: right;">1♠</p> <p>Pass 2♣ Pass 2♠</p> <p>Pass ?</p>	<p><b>North</b></p> <p>♠ Q 9 2</p> <p>♥ 7</p> <p>♦ K Q 3 2</p> <p>♣ A K 7 4 2</p>	<p><b>Answer:</b> 4♥</p> <p>Our unnecessary jump in hearts is a splinter bid showing primary spade support, game values and a singleton or void in hearts.</p> <p>We have a 5 loser hand. Partner has a 7 loser hand and 6+ spades – with 5 spades partner would either bid a 4 card second suit or rebid No Trumps).</p>