

Splinter Bids

A “Splinter Bid” is any unusual double-jump-shift in a suit, is never in No-Trump), guarantees a fit for Partner’s last named-suit (at least 4-card support), and shows a singleton (other than a singleton Ace) or a void in the suit in which the jump was made.

“Splinter Bids” guarantee game and often suggest a Slam, not necessarily on the basis of high cards, but rather on the basis of fit and distribution.

“Splinter Bids” may be in support of both Minor suit bids as well as in support of Major suits.

In order to make a “Splinter Bid,” there must not have been any intervening overcall by the Opponents. When the Opponents do overcall, any and all jumps are considered natural. (Note: All “Splinter Bids” are alertable.)

“Splinter Bids” can be utilized in a variety of situations.

1) By a Responder:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1H	Pass	“4D”	

Since “Splinter Bids” promise game, a “Splinter Bid” made by a Responder to an Opening bidder shows opening values, 13 (+) High Card Points, or better.

2) By an Opener:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1D “4H”	Pass	1S	Pass

Since “Splinter Bids” promise game, a “Splinter Bid” made by an Opening bidder shows 20 (+) High-Card Points opposite Responder’s 6 (+) HCP’s, or better.

Responding to “Splinter Bids”: The response following the use of any “Splinter Bid” are as follows: One should begin cue-bidding if there is Slam interest, else return to the original trump suit at the game-level in the Trump suit chosen, if there is no Slam interest.

“Mini-Splinter Bids”

3) By Opener:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
1C “3D”	Pass	1H/1S	Pass

Since 2D here would have been a “Reverse”, and therefore forcing, “3D,” here, is a “Mini-Splinter” in support of Responder’s Heart, or Spade, suit. Thus, a “Jump-Reverse,” by an Opening Bidder is an example of a “Mini-Splinter Bid.” It shows an 8-card fit, a singleton or a void in the Splinter suit, and 16 (+) distributional points; i.e., an *invitational* strength. By definition, Opener’s “Mini-Splinter” suit must be *beneath* Responder’s suit, allowing Responder to sign-off in 3H/3S with a minimum hand (6-8 bad points).