

Splinter Bids

A “Splinter Bid” is a double-jump-shift in a suit, never in No-Trump. It 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 double jump-shift is 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. They 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, *with the exception of a “Take-Out Double,”* any and all jumps are considered natural, and weak.

(Note: All “Splinter Bids” are alertable.)

“Splinter Bids” can be utilized in a variety of situations, by both a Responder and by an Opening Bidder.

<u>1) By a Responder:</u>	<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.

<u>2) By an Opener:</u>	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	1D	Pass	1S	Pass
	“4H”			

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 responses following the use of any “Splinter Bid” are as follows: A cue-bid exhibits Slam interest, whereas a return to the original Trump suit at the Game-level shows no Slam interest.

“Mini-Splinter Bids”

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

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 this instance, in 3H/3S with a minimum hand (a minimum of 6-8 high-card points).

“The Rule of 26”

When your Partner makes a “Splinter” bid, add up your HCP’s *outside* the “Splinter” suit plus Partner’s known HCP’s, (13 {+} if he/she is a Responder, 19 {+} if he/she is the Opener); and if the summation comes to 26 {+}, consider bidding a Slam.

Obviously, the more HCP’s Partner holds in the “Splinter” Bidder’s suit, the less effective the presence of the short suit has on the overall, trick-taking capacity of the Partnership.

<u>(South’s Hand)</u>	AK987	<u>South</u>	<u>West</u>	<u>North</u>	<u>East</u>
	6	1S	Pass	“4C”	Pass
	AQT9	“4-NT”	Pass	“5D”	Pass
	753	6S	Pass	Pass	Pass