

## MAJOR SUIT RAISES

### SPLINTER BIDS Game Forcing / Slam Interest

# Bridge Lab

*with the Monroes*

## SPLINTER BID RAISE

A conventional (artificial) 4-card raise of partner's major suit opening bid including a short side suit. Forcing to game and potential slam interest.

Splinter bids are a companion to Jacoby 2NT Major Suit Raises

Splinter Bids can be particularly useful to help the partnership get to slam with fewer points than normal based on precise knowledge of useful shortness in partner's hand. Splinter Bids and Jacoby 2NT have **similarities**:

- Partner opens the bidding 1♥ or 1♠
- Responder has 4-cards or more in the major suit.
- Responder has game forcing values and possible slam interest.

There are also **differences**:

SPLINTER BID Double Jump in an Outside Suit	JACOBY 2NT Single Jump to 2NT
<ul style="list-style-type: none"> <li>✓ Limited Strength about 13-15 support points</li> <li>✓ Shows shortness (singleton or void) in an outside suit</li> <li>✓ <b>Opener</b> evaluates and takes charge of the slam auction</li> <li>✓ <b>Opener</b> can make a splinter bid in support of responder's suit</li> </ul>	<ul style="list-style-type: none"> <li>✓ Unlimited Strength about 13+ support points</li> <li>✓ Asks Opener to show shortness in an outside suit</li> <li>✓ <b>Responder</b> evaluates and takes charge of the slam auction.</li> </ul>

### Opener's options after the Splinter Bid:

1. Return to the 4-level of the agreed major suit
  - Minimum hand about 12-13
  - Wasted Values, in the splinter suit.
2. Move towards slam
  - Extra Values about 14+
  - Small cards (losers) in the splinter suit (no wasted values)

## SPLINTER BIDS

OPENER	RESPONDER'S SPLINTER BID RAISE	
1♠	4♣ • 4♦ • 4♥	<ul style="list-style-type: none"> <li>✓ 4-card support for Partner's major suit</li> <li>✓ 13 -15 support points</li> </ul>
1♥	3♠ • 4♣ • 4♦	<ul style="list-style-type: none"> <li>✓ Singleton/void (not an Ace or King) in suit bid</li> </ul>

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Don't get too concerned with memorizing the exact ranges. The best summary would be: "Enough for game, and interest in slam opposite the right hand." Opposite partner's splinter bid, with what kind of hand should you look for slam? This is the beauty of the splinter bid. If your hand has wastage (duplicated values) in the splinter suit, there is probably no slam. Larry Cohen

### WASTED or USEFUL?

OPENER	RESPONDER	Is the short suit useful to Opener? Can Opener ruff losers in dummy? "Picture Cards" K Q J are wasted opposite a splinter.
K Q 6	2	WASTED. OPENER HAS "PICTURE" CARDS
7 6 5	2	USEFUL. OPENER HAS LENGTH AND LOSERS TO RUFF.
A 7 6 3	2	USEFUL. OPENER CAN WIN THE ACE AND RUFF LOSERS.

### OPENER'S REBID OPTIONS

<b>SIGN OFF</b>	<ul style="list-style-type: none"> <li>• Minimum strength about 12-13</li> <li>• Wasted Values = strength in the splinter suit.</li> </ul>
<b>SLAM INTEREST</b>	<ul style="list-style-type: none"> <li>• Extra Values about 14+ <b>AND</b></li> <li>• Small cards (losers) in the splinter suit (no wasted values)</li> </ul>

### SPLINTER BID GUIDELINES

<b>SPLINTER BY RESPONDER</b>	✓ A double jump in a new suit in response to partner's major-suit opening shows at least 4-card support, 13-15 points, and at most a worthless singleton in the bid suit.
<b>SPLINTER BY OPENER</b>	✓ A double jump in a new suit by opener shows an excellent fit for responder's suit, at most a worthless singleton in the bid suit, and the values for game opposite a minimum response (about 18-20 points)
<b>DON'T DO THIS</b>	<ul style="list-style-type: none"> <li>✓ No splinters with a singleton Ace or King! Partner will expect a weak singleton or void and strength outside the splinter suit. Wrong information to send to partner.</li> <li>✓ No splinters by responder with extra strength. Use Jacoby 2NT.</li> </ul>
<b>NEGATIVE INFERENCE</b>	✓ If you have the opportunity to splinter and do not, Partner will infer you are denying shortness.

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SPLINTERS

**Board 1**

South Deals

♠ K J 7 6  
♥ J 7 6 3  
♦ 8  
♣ A Q 5 3

♠ 10 9 3  
♥ A 10 9  
♦ K 10 5 4 2  
♣ J 4



♠ Q 8 5 2  
♥ 2  
♦ A Q 9 3  
♣ 10 9 8 2

11  
8 8  
13

♠ A 4  
♥ K Q 8 5 4  
♦ J 7 6  
♣ K 7 6

West North East South

Pass 4♦<sup>1</sup> Pass 4♥<sup>2</sup>

All pass

1. Splinter, void or singleton ♦, 13-15 points
2. Minimum opener, ♦ J is of no value

**Contract:** 4♥ South, 10 Tricks

**Lead:** ♥ 10, Trump, Dummy can ruff ♦ s.

**Losers:** 1-♥, 3-♦ = 4.

**Play:** Defenders lead trump to reduce number of ruffs in Dummy.

**Board 2**

South Deals

♠ Q 9 6 5  
♥ A K J 7  
♦ J 6 5 4  
♣ 3

♠ 7  
♥ 10 6 5 4 2  
♦ A 7 2  
♣ Q J 4 2



♠ J 10 2  
♥ Q 8 3  
♦ 10 9 3  
♣ K 10 9 5

11  
7 6  
16

♠ A K 8 4 3  
♥ 9  
♦ K Q 8  
♣ A 8 7 6

West North East South

Pass 4♣<sup>1</sup> Pass 4N

Pass 5♦<sup>2</sup> Pass 6♠

All pass

1. ♣ Splinter, 12-15 Points, 4+♠s
2. One Ace

**Contract:** 6♠ South, 12 Tricks

**Lead:** ♠ 7, Trump,

**Losers:** 1-♠, 1-♦, 3-♣ = 5.

**Play:** South wins the ♠ A, the ♣ A and ruffs a ♣. South ruffs 2-♣s and discards a ♣ on the ♥ K.

**Board 3**

South Deals

♠ Q 9 6 5  
♥ A K J 7  
♦ J 6 5 4  
♣ 3

♠ 7  
♥ 10 6 5 4 2  
♦ K 7 2  
♣ A J 4 2



♠ J 10 2  
♥ Q 8 3  
♦ Q 10 3  
♣ 10 9 8 5

11  
8 5  
16

♠ A K 8 4 3  
♥ 9  
♦ A 9 8  
♣ K Q 7 6

West North East South

Pass 4♣<sup>1</sup> Pass 4♠<sup>2</sup>

All pass

1. ♣ Splinter, 13-15 Points, 4+♠s
2. ♣ KQ are wasted values

**Contract:** 4♠ South, 10 Tricks

**Lead:** ♠ 7, Trump,

**Losers:** 1-♠, 1-♦, 3-♣ = 5.

**Play:** South wins the ♠ A. The wasted ♣s (♣ KQ) mean a slam contract is poor.

**Board 4**

South Deals

♠ 5  
♥ Q 9 7 5  
♦ K Q 6  
♣ A 9 8 7 3

♠ K Q 6 3  
♥ J 8  
♦ J 8 5 4 3  
♣ Q 5



♠ A J 8 4 2  
♥ 6  
♦ 10 9 7 2  
♣ 10 4 2

11  
9 5  
15

♠ 10 9 7  
♥ A K 10 4 3 2  
♦ A  
♣ K J 6

West North East South

Pass 3♠<sup>1</sup> Pass 4N

Pass 5♦ Pass 6♥

All pass

1. Shortness in ♠s. 13-15 points

**Contract:** 6♥ South, 12 Tricks

**Lead:** ♠ K, Seq.

**Losers:** 3-♠, 1-♣ = 4.

**Play:** Draw trump. unblock ♦ A, ruff a ♠, and discard a ♠ and a ♣ on the ♦ KQ.

SPLINTERS

**Board 5**  
North Deals

♠ A Q J 4  
♥ 6  
♦ A 5 2  
♣ A J 9 8 7

♠ 10 9 3		♠ 8 6
♥ A J 9 8 4		♥ K 10 3 2
♦ K 7 4		♦ Q J 8 6
♣ Q 2		♣ 10 6 3

16	♠ K 7 5 2
10 6	♥ Q 7 5
8	♦ 10 9 3
	♣ K 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 ♠
Pass	4 ♥ <sup>1</sup>	Pass	4 ♠ <sup>2</sup>
All pass			

- Shortness in ♥s, about 18 support points
- Wasted values in ♥s

**Contract:** 4 ♠ South, 10 Tricks

**Lead:** 4 ♦, Unbid suit

**NorthLosers:** 1-♠, 1-♥, 2-♦, 2-♣ = 6.

**Play:** South wins the ♦ A, draws trump, wins the ♣ K, and finesses ♣s.

**Board 6**  
North Deals

♠ A Q J 4  
♥ 6  
♦ A 5 2  
♣ A J 9 8 7

♠ 10 9 3		♠ 8 6
♥ Q J 9 8 4		♥ K 10 3 2
♦ 10 7 4		♦ Q J 8 6
♣ Q 2		♣ 10 6 3

16	♠ K 7 5 2
5 6	♥ A 7 5
13	♦ K 9 3
	♣ K 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1 ♣	Pass	1 ♠
Pass	4 ♥ <sup>1</sup>	Pass	4 N
Pass	5 ♠	Pass	6 ♠
All pass			

- Shortness in ♥s, about 18 support points

**Contract:** 6 ♠ South, 12 Tricks

**Lead:** ♥ Q, Seq.

**Losers:** 1-♠, 1-♦, 2-♣ = 4.

**Play:** South wins ♥ A, draws trump, wins the ♣ K, wins the ♣ finesse, discards ♦s on ♣s, and ruffs a ♦ in South.

**Board 7**  
South Deals

♠ 8 7 5 3  
♥ K Q J 7  
♦ K  
♣ A J 9 6

♠ A J 9 2		♠ K Q 10 4
♥ 10 9		♥ 5 2
♦ 10 3 2		♦ 8 7 6 5 4
♣ 10 8 3 2		♣ Q 7

14	♠ 6
5 7	♥ A 8 6 4 3
14	♦ A Q J 9
	♣ K 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♥
Pass	2 N	Pass	3 ♠ <sup>1</sup>
Pass	4 N	Pass	5 ♥
Pass	6 ♥	All pass	

- Shortness in ♠s

**Contract:** 6 ♥ South, 12 Tricks

**Lead:** ♠ A, Ace against slam contract

**Losers:** 1-♠, 1-♣ = 2:

**Play:** Draw trump, discard Dummy's losing ♣s on winning ♦s, and ruff a ♣ in Dummy.

**Board 8**  
South Deals

♠ K Q 8 7  
♥ J 9 7 2  
♦ K 6  
♣ A J 9

♠ A J 9 2		♠ 10 5 4 3
♥ K 10		♥ Q 5
♦ 10 3 2		♦ 8 7 5 4
♣ 10 8 3 2		♣ Q 7 6

14	♠ 6
8 4	♥ A 8 6 4 3
14	♦ A Q J 9
	♣ K 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1 ♥
Pass	2 N	Pass	3 ♠ <sup>1</sup>
Pass	4 ♥ <sup>2</sup>	All pass	

- Shortness in ♠s
- Wasted values in ♠s

**Contract:** 4 ♥ South, 10 Tricks

**Lead:** ♣ 2, 4th highest

**Losers:** 1-♠, 2-♥, 1-♣ = 4:

**Play:** Draw trump, lose a ♠, and discard the losing ♣ on a ♠.