

## Splinter Bids

The simplest splinter bids are double jump shift above partner's major suit bid. Splinter bids show a void or a singleton in the suit bid and at least four card support for partner's major. The beauty of splinter bids is they allow the partner of the splinter to visual the fit and most likely the play of the hand.

Partner of the splinter bid upgrades the ace of the splintered suit as well as small card length and downgrades lower honors in the splinter suit. Also, the High Card Points are easier to work with as the 40 point deck can be reduced to a 30 point deck.

1♥-3♠ shows 11-15 HCP, shortness in spades, 4+ hearts.

1♥-4♣ shows 11-15 HCP, shortness in clubs, 4+ hearts.

1♥-4♦ shows 11-15 HCP, shortness in diamonds, 4+ hearts.

1♠-4♣ shows 11-15 HCP, shortness in clubs, 4+ spades.

1♠-4♦ shows 11-15 HCP, shortness in diamonds, 4+ spades.

1♠-4♥ shows 11-15 HCP, shortness in hearts, 4+ spades. [WARNING: When first learning splinters this auction has been found hard to remember]

You may also splinter in these auctions if you are planning to drive to slam AND may be looking for a grand slam via 5NT (when the partnership holds all the keycards).

If you have a 4+ fit, side shortness and 16+ HCP it is better to take control by using 2NT (Jacoby).

1♣/1♦-1♥; 3♠ shows 17-20 HCP, shortness in spades, 4 hearts.

1♦-1♥; 4♣ shows 17-20 HCP, shortness in clubs, 4 hearts.

1♣-1♥; 4♦ shows 17-20 HCP, shortness in diamonds, 4 hearts.

1♦-1♠; 4♣ shows 17-20 HCP, shortness in clubs, 4 spades.

1♣-1♠; 4♦ shows 17-20 HCP, shortness in diamonds, 4 spades.

1♣/1♦-1♠; 4♥ shows 17-20 HCP, shortness in hearts, 4 spades.

1minor-1Major; 4(same)minor shows 17-20, 6+ very good minor, 4 cards in Major.

There are many other auctions that splinters are useful. Try out these basic auctions and expand from there.

Convention Rule: The best way to learn a convention is to screw it up.

Submitted by Bill Kent