

Splinters

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Is shortness a good thing?

- Shortness is NOT a good thing in a notrump contract.
- Shortness is a good thing (sometimes) in a suit contract.
- In a suit contract, shortness allows you to not lose more tricks in a side suit.
- Shortness allows you to make more tricks, if somehow you can create more trump tricks.

Examples of Ruffing

Spades are trumps.

Ex 1

♠ K 8 6
♦ 8 7 2

♠ A Q J 10 7
♦ 4

Ex 2

♠ K 8 6
♦ 4

♠ A Q J 10 7
♦ 8 7 2

Ex 3

♠ K 9 8 6
♦ 8 7 2

♠ A Q J 10 7
♦ 4

Ex 4

♠ K 9 8 6
♦ 8 7 2

♠ A Q 10 7
♦ 4

What does a splinter bid promise?

- Support for partner's last bid suit
- Enough values for game (use playing points)
- Singleton or void in the splinter suit

Enough values for game

- What you need to get to game depends on what partner promises as a minimum.
- Assuming 25 total points between partnership for game.

Partner's Point Count	What you need to game force
6	19
11	14
12	13
15	10
22	3

What makes it a splinter?

- An unusual jump into a new suit.
 - $1\spadesuit-4\diamonds^*$
 - $1\heartsuit-4\clubsuits^*$
 - $1\clubsuits-1\diamonds; 1\heartsuit-3\spadesuits^*$
 - $1\diamonds-1\heartsuit; 4\clubsuits$
 - $2\clubsuits-2\diamonds; 2\heartsuit-4\clubsuits$
 - $1\spadesuit-2\heartsuit; 4\diamonds$
 - $1\clubsuits-1\heartsuit; 3\diamonds^*$

Alertable

- First round splinter is alertable.
 - $1\spadesuit-4\diamonds^*$
 - $1\diamonds-3\spadesuits^*$
- Second round and beyond, splinter bid is alertable only if it is below 3NT.

If end up as the declaring side, should make a delayed alert before the opening lead.

- $1\clubsuits-1\diamonds; 1\heartsuits-3\spadesuits^*$ Alertable
- $1\clubsuits-1\heartsuits; 1\spadesuits-4\diamonds$ Delayed alert