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.

<table>
<thead>
<tr>
<th>Ex 1</th>
<th>Ex 2</th>
<th>Ex 3</th>
<th>Ex 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>♠️ K 8 6</td>
<td>♠️ K 8 6</td>
<td>♠️ K 9 8 6</td>
<td>♠️ K 9 8 6</td>
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<tr>
<td>♦️ 8 7 2</td>
<td>♦️ 4</td>
<td>♦️ 8 7 2</td>
<td>♦️ 8 7 2</td>
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<tr>
<td>♠️ A Q J 10 7</td>
<td>♠️ A Q J 10 7</td>
<td>♠️ A Q J 10 7</td>
<td>♠️ A Q 10 7</td>
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<tr>
<td>♦️ 4</td>
<td>♦️ 8 7 2</td>
<td>♦️ 4</td>
<td>♦️ 4</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>Partner’s Point Count</th>
<th>What you need to game force</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>19</td>
</tr>
<tr>
<td>11</td>
<td>14</td>
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<tr>
<td>12</td>
<td>13</td>
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<tr>
<td>15</td>
<td>10</td>
</tr>
<tr>
<td>22</td>
<td>3</td>
</tr>
</tbody>
</table>
What makes it a splinter?

- An unusual jump into a new suit.
  - 1♠–4♦*
  - 1♥–4♣*
  - 1♣–1♥; 1♥–3♠*
  - 1♦–1♥; 4♣
  - 2♦–2♦; 2♥–4♣
  - 1♠–2♥; 4♦
  - 1♣–1♥; 3♦*
Alertable

• First round splinter is alertable.
  • 1♠–4♦ *
  • 1♦–3♠ *

• 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♣–1♦; 1♥–3♠ * Alertable
  • 1♣–1♥; 1♠–4♦ Delayed alert