

Learning: SPLINTERS

Purpose: splinters help you and your partner get to game and to slams with fewer points than normal because of distribution.

Requirements:

- At least four card or better support for your partner's major suit
- 9-12 points plus dummy points
- A singleton or void in the suit you bid
- Do not splinter in a suit that has a singleton ace or king

Bidding: A double jump in a new suit in response to partner's major suit opening

1♠ - 2♣ (single raise) 1♠ - 3♣ (jump) 1♠ - 4♣ (double jump)

Partner

You

♠ 6 4

♠ A J 4

♥ A Q 5 4 3

♥ K J 9 2

♦ A K 5 2

♦ 3

♣ 9 7

♣ Q 10 8 5 3

1♥

4♦ (double jump)

4♥

Pass

Partner

You

♠ 6 4 3

♥ A Q 5 4 3

♦ 9 5 2

♣ A K

1 ♥

4 ♥

Partner

♠ K Q 10 9 2

♥ A

♦ A K 5 2

♣ 9 7 2

1 ♠

4 NT

6 ♠

♠

♥ K 8 9 2

♦ A Q 5 3

♣ 10 8 5 3 2

3 ♠ (double jump)

Pass

You

♠ A 8 7 6 3

♥ K Q 4

♦ Q 9 8 5

♣ 6

4 ♣ (double jump)

5 ♦

Pass

Board 1
 North Deals
 None Vul

♠ A K 5
 ♥ K Q 3 2
 ♦ 5
 ♣ A K 10 7 3

♠ Q 10 9 6 2
 ♥ 7 4
 ♦ 9 6
 ♣ Q J 8 6

♠ J 4 3
 ♥ 10 9 6
 ♦ A K J 8 3
 ♣ 9 2

♠ 8 7
 ♥ A J 8 5
 ♦ Q 10 7 4 2
 ♣ 5 4

West	North	East	South
	1 ♣	Pass	1 ♥
Pass	4 ♦	Pass	4 ♥
Pass	Pass	Pass	

Board 2
 East Deals
 N-S Vul

♠ K 9 8 2
 ♥ A J 9 8 3
 ♦ K 6 3
 ♣ 8

♠ 7 5 3
 ♥ K 10
 ♦ 7 5 4
 ♣ Q J 10 9 3

♠ J
 ♥ Q 7 6 5
 ♦ J 9 2
 ♣ A K 5 4 2

♠ A Q 10 6 4
 ♥ 4 2
 ♦ A Q 10 8
 ♣ 7 6

West	North	East	South
		Pass	1 ♠
Pass	4 ♣	Pass	4 ♦
Pass	4 ♥	Pass	4 ♠
Pass	Pass	Pass	

Board 3 ♠ 4
 South Deals ♥ A J 9 4
 E-W Vul ♦ K 10 3
 ♣ K J 5 4 2

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

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

West	North	East	South
			1 ♥
Pass	3 ♠	Pass	4 ♥
Pass	Pass	Pass	

Board 4 ♠ K Q 10 8
 West Deals ♥ A Q 4 3
 Both Vul ♦ K Q 9 7
 ♣ 3

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

♠ A J 7 4
♥ K 9
♦ A 8 6 4
♣ 10 5 4

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 ♦	Pass	1 ♠
Pass	4 ♣	Pass	4 ♦
Pass	4 NT	Pass	5 ♥
Pass	6 ♠	Pass	Pass
Pass			

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