



Bring your Questions, Hands, Ideas. Let's learn together!  
**6:30 PM Sharp!**

## Splinter Raises of Partner's Major

by John Meinking Tuesday 1/14 Recap

*As with any new convention we discuss them in detail with partner before making a change. We discuss the bid itself, rebids and related bids that change. Learning a new convention means exploring **What, How, When, and most importantly, WHY.***

Let's focus on raising partner's **MAJOR** suit opening bid. Most responder hands with 13+ HCP will make game (or a minor contract at the 4-level. We can break supporting hands into one of 3 types: Balanced, Unbalanced, and Source of Tricks. Here are a few examples (Partner opens 1♠):

<b>Balanced</b> ♠Kxxx ♥Axxx ♦Kx ♣QJx	Game forcing raise (Jacoby 2NT).
<b>Unbalanced</b> ♠Kxxx ♥x ♦AKxx ♣QJxx	Splinter Bid!
<b>Source of Tricks</b> ♠Kxxx ♥Jxx ♦AKQxx ♣x	2/1 GF (2♦), GF Support Jump Rebid, Fit Jump

The hands that are harder to bid accurately are the 10-12 HCP hands with 4 trumps and an outside singleton or void. These hands will value to 13-15 HCP (singleton or 14-16 HCP (void) Support Points (Remember we add 3 support points for a singleton when holding 4 trumps. When holding a void we add one point for each trump we hold. With 3 trumps we add 3, with 4 we add 4, and we never add more than 5 Support points for one void.

**What** do we need to make a first round splinter bid of partner's 1♥/♠ opening bid?

- 1) 4+ card trump support
- 2) A singleton or void in a side suit. Not A, K or Q.
- 3) 10-12 HCP (do not count HCP in the splinter suit)
- 4) At least 3 of the following 7 control cards: Trump A, K, Q, Side Suit 1 AK, Side Suit 2 AK. (Some require 2<sup>nd</sup> round control in both unbid suits).
- 5) Hand counts to 6 or 7 losers.

**How** do we tell partner all this at once? The following are the 6 splinter bids after a major suit opening: 1♥-3♠, 1♥-4♣, 1♥-4♦, 1♠-4♣, 1♠-4♦, 1♠-4♥. In each case responder shows a 10-12 HCP 4-card raise with shortness by making a **2-level jump** in the short suit.

**When** do we splinter? Responder splinters at their first turn in an unimpeded auction.

## 1/14 - Future Master Leaders

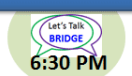
1<sup>st</sup> OA: Peg Jervis & Pat Lindeman (61%)

2<sup>nd</sup> OA: Lewis Temple & James Hunkler (56.7%)



♠♥♣♦

## CBA Newcomer Games – Play Often!

Mon 7 PM	Tue 11 AM	Tue 7 PM	Fri 11 AM	Sat 10-12 AM
			Free Lesson 10:30 AM	Supervised Play

♠♥♣♦

## Events at the Cincinnati Bridge Center

February is **Junior Fund Month**. Look for special games with extra points. Don't miss **Kay's Friday Lecture** and the **Friday NLM** game.

♠♥♣♦

## Area Tournaments

Jan 15-19 Independence OH R  
Jan 25-26 Lexington KY D11 GNT Finals  
Feb 17-23 Cincinnati OH STaC - CBC

ACBL Tournaments <http://tournaments.acbl.org/display.php>

♠♥♣♦

Partner opens 1♠:

♠Kxxx ♥x ♦AKxx ♣QJxx, 13 HCP bid Jacoby 2N instead  
♠Kxxx ♥x ♦AKxx ♣Qxxx, 12 HCP bid 4♥ a splinter  
♠Kxxx ♥x ♦Axxx ♣Qxxx, 9 HCP – Limit raise not splinter.  
♠Kxxx ♥x ♦AKQxx ♣xxx, 12 HCP – Source of tricks 2♦  
♠Kxxx ♥x ♦Axxx ♣QJxx, 10 HCP – 2 Controls Limit Raise.  
Splinter bids are on after a takeout double but require partnership agreement after an overcall (one exception 1♠-2♣-4♣ is a splinter bid). Keeping splinters off after suit overcalls makes sense as responder usually has values and length in the overcall suit (penalty doubles are rewarding). Keeping them on in competition allows our side to find slams even when they intervene. Remember when they intervene we have other bidding tools we can use so splinters are not strictly necessary. Beyond the scope of this discussion: splinters by opener (self-splinters), splinters after partner opens 2♣ or 1NT. Splinters are also possible after partner's opening bid of 1 of a minor too.

**Why** do we use splinter bids? First we choose the 10-12 HCP range because we can bid 13+ HC game forcing hands with a short suit in other ways. Second, 9-card trump fits / 4+ card support is important. Third, we might have slam if partner's HCPs are **WORKING**. High Cards in our long suits work at setting up the smaller

## Splinter Raises of Partner's Major – Continued

length cards. High Cards in short suits don't create length tricks and are worth much less than face value. Points in a short suit take away from the total hand strength because they are not working in our long suits.

When partner opens 1♠, and we hold ♠Kxxx ♥x ♦AKxx ♣Qxxx, we have 3 suits that can contribute length tricks. We all know that a major suit game usually needs 26 HCP/SP. When we have 3 suits, we can also make game when we have 3/4 of the 26 HCP (20 HCP) in all 3 suits where we have length. Likewise when we thinking of slam, if we have 3/4 of 33 HCP (25) in our 3 long suits, we can make 12 tricks. Let's look at several possible hands (responder in yellow):

Responder's Hand: ♠Kxxx ♥x ♦AKxx ♣Qxxx	HCP	Total HCP	HCP 3-suits	Comments
Opener's Hand: ♠Axxxx ♥Qxx ♦xx ♣AKxx	13	25	23	If ♠ break 2-2 (40%) and ♣ 3-2 (68%) we might make 12 tricks!
♠AQxxx ♥xxx ♦xx ♣AKxx	13	25	25	Changing only the major suit Queens (the ♥Q is NOT working, but the ♠Q is). Makes 12 tricks on a 3-2 ♣ split.
♠Axxxx ♥xxx ♦xx ♣AKxx	11	23	23	11 Tricks are likely and 10 tricks almost certain.
♠Axxxx ♥Kxx ♦xx ♣Axxx	11	23	20	9 or 10 tricks. Need 1 loser in ♣♥♠ or 1♥ and 2♣ losers.
♠AQxxx ♥Axx ♦xx ♣Kxxx	13	25	21/5	An ace in the short suit counts full value opposite a singleton, and 0 opposite a void (Opposite a void that Ace would be more useful in a long side suit). Makes 12 tricks if we can guess the location of the missing ♣Ax doubleton. An Ace works harder as a ♣!
♠AQJxx ♥KJ ♦xx ♣AKxx	18	30	26	12 tricks certain
♠AQJxx ♥Ax ♦xx ♣AKxx			30	13 tricks certain. What a difference an Ace makes. 3/4 of 37 = 28.
♠AQJxx ♥KJ ♦xx ♣Axxx	15	27	23	11 tricks the limit.
♠AQJxx ♥xxx ♦QJ ♣AJx	15	27	27	12 Tricks certain! The ♦QJ are working harder than the ♥KJ.
♠AQJxx ♥Axx ♦xx ♣KJx	15	27	23/7	12 tricks certain! ♣KJ pulling full weight.

Splinter raises help locate working points and offer ways to find games and slams that others will miss. As with any other convention you will find creative minds offering many variations. The thinking and theory behind splinters are why most tournament players have splinter bids in their bidding too box. Do you?

## Newcomer News – by Steve Moese and Mike “I put FUN on my convention card” Purcell 513 702 4007

Come to our Saturday Supervised Play game! Here is the schedule for the next few Saturdays:

Jan 18 – Susan Wisner & Lorna Davis

Jan 25 – Judy Ruehl and Kay Mulford

Feb 1 – Bob Fisk and Judy Ruehl

Feb 8 – Susan Wisner and Bob Fisk

Feb 15 – Mike Purcell and Pat Hoffman

Feb 22 – No Game – Sectional Tournament at Club

We still have a few available copies of “Bridge for Dummies” by Eddie Kantar available for people to borrow (or purchase for \$7). This is a great book for learning the basics of bridge.

### Board 5

♠ A K 4 2  
North Deals ♥ K Q 9 4  
N-S Vul ♦ K 8 5  
♣ 8 2

♠ 7 3  
♥ J 7 5 3  
♦ 4  
♣ A 9 7 5 4 3



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

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

This week we look at a hand from Tuesday Night 1/14/14. What do you do when opponents double your Stayman call?

**Bidding** – North opens 1N (15-17 HCP balanced). South has 9 HCP and a 4-card major so bids 2♣ (Stayman). West Doubles for the lead. North should pass, showing no stopper in ♣. East passes and South wants to ask for a major again – so Redouble, saying partner I need to know! Now when partner bids 2♣ showing ♠, South can raise to game. Wait, you say, How can we make game with 9 HCP opposite 15? **Because we have no strength wasted in ♣s!**

At our table, South rebid 2N not redouble, and North played it there. East led 3 rounds of clubs. If South rebids 3N, North might not have 4 ♠ cards so they'll

go down one more trick. Jumping to 3N over partner's major suit response to Stayman always shows 4 cards in the other Major.

### Play of the Hand – 4♣

East will lead the ♣K. West will win the 2<sup>nd</sup> ♣ tricks and shift to a singleton ♦. Declarer wins cheaply on the board (East will have to play an honor). 3 rounds of trump follow. Now North has to play ♥s for one loser. Lead small toward the ♥KQ. East will likely win the ♥A and whatever they do, they will give declarer their 10<sup>th</sup> trick. If the lead a ♦ or ♣, they give declarer a ruff/sluff eliminating a ♥ loser. If they return the ♥, then they finesse their partner's ♥J.

**Board 5**

♠ 2			
N-S Vul	♥ K 9 4		
<b>EAST TO LEAD</b>	♦ K 8		
	♣		

♠		N	♠
♥ J 7		W	♥ 2
♦		E	♦ J 6 3 2
♣ 7 5 4 3		S	♣ 6

♠ 10
♥ 10 8
♦ A 9 7
♣

Setting 2N 2 tricks was worth almost all the match points for EW. So was bidding and making 4♣ for NS!

**Post Mortem** – Showing no stopper in the ♣ suit helps avoid NT when there is no chance to make. Here's the full range of rebids by responder:

#### 1N-P-2♣-Double-P-P:

Pass – 5+ Cards suit – wants to play in 2♣ doubled.

Redouble\* – repeats the Stayman ask

2♦\* - 4+ Cards. Opener is expected to pass with 3 or bid a 4-card major.

2♥ - 4+ Cards. Opener passes with 3 or more ♥ but corrects to 4♠ with 2 ♥ and 3+ ♠ card.

2♠ - 5+ Cards. Invitational.

The above 2-bids say nothing about a ♣ stopper.

2N guarantees a ♣ stopper and invites 3N.

3♣ - Game Force (Likely ♣ shortage) Stayman responses.

3♦ - Game Force Natural (unknown 4-card major)

3♥ - 5 Cards with 4♠s. Game Force.

3♠ - 5 Cards with 4♥s. Game Force.

3N – To play. Clubs stopped assuming lead from Responder's RHO. Balanced hand game values. 4333 likely.

Where \* = Some make 2♦ the repeat Stayman call. This allows responder to redouble for penalties.

On defense, East would be better served to **duck the first ♥ trick**. When the ♥Q wins, declarer will return to dummy and lead another ♥ through West's presumed Ace. When the ♥K loses to the Ace, West must win their Jack. Tough game, this.

Bd 5	Scores		MPs	
	N-S	E-W	N-S	E-W
4 ♠ N	620		6.00	0.00
3 ♠ N	170		5.00	1.00
2 NT N	150		3.50	2.50
2 NT N	150		3.50	2.50
1 NT N	120		2.00	4.00
2 NT N		200	0.50	5.50
2 NT N		200	0.50	5.50
4 ♠ N	620		3.25	0.75
4 ♠ S	620		3.25	0.75
3 ♠ S	170		1.38	2.63
2 NT N		100	0.13	3.88

Looking to improve your game? If you have an Intel Computer we highly recommend the free software offered by the ACBL and developed by Mr. Fred Gitelman. Check it out at: <https://web.acbl.org/LearnToPlayBridge/>