

Homework answers splinters

1) i gambling raise bid 4Sp immediately.

You want to be in game as you have so much distributional support for partner's spades.

NB this hand had 10 pts and long spades

ie QJxxxxx ---- xx --- AQ ---Jx

We would also bid a gambling 4Sp on even less points

e.g QJxxxxx -----x-----Axx -----xx ie only 7 pts.

The gambling raise usually ends an auction.

2)iii bid delayed game raise { start with 2D }

3)ii) splinter -bid 4D

4)iv) strong take out

NB with 16+ pts the delayed game raise is inadequate. Bid 3D

5)ii)splinter 4C

6) Choice between 4Sp { G.R. } and 4C { splinter }.

For me the direct 4Sp looks right.

The splinter bid of 4C has too few points chez moi.

7)Bid 4NT.

If partner has the Aces 6 should be ok. Good to know partner has a control in clubs.

8)Bid 4H.

Now things aren't so good. We have wasted values in Diamonds

ie our KJx will not pull much weight opposite a singleton or void.

Settle for game.

9)Bid 4NT -everything looks rosy

10) This isn't a splinter raise { here in Chilbolton we ONLY splinter into 4C or 4D }.

It must be a {slightly old fashioned but still sensible } preempt in spades

11)Splinter -B.S {bog standard }

12)Again not a splinter . Some sort of long suited preempt that wants to play in

4H and doesn't want to be in any other suit.

13) Well did you take notice of the auction ? If you did you lead the Ace clubs and

follow it with a small club to give partner a ruff.

14)4C ie a splinter. Did you think of that ?

Perhaps it is unusual to splinter after there has been an overcall but that's what

it is. { Couldn't be much else really could it.? NB anyone partnering players who

play *Creeping Gerber* or other such rubbish { a "system" that uses 4C to ask for

Aces } will have to be careful about using splinters -they are likely to be

misunderstood. NB NB noone in their right mind or under the age of 95 plays C.G. }

15) Partner's lead of the 7 is top of nothing. It is impossible that she has led the 7 from an Honour card { eg if she did have Q74 she would have led the 4 }.
Very clear not to lead the suit back.
Might as well lead up to weakness and lead the 2 diamonds.

15) This time the contract is NTs and that makes a whole world of difference.
Now leading back the led suit has more to gain than lose.
Yes it will take a while to get Hrt tricks but that's what is best.

16) Against 6Sp lead : 9 h OR 2 diamonds OR Q clubs
{ Q clubs would be my choice but 2 diamonds not bad also }

17) Against 6NT lead : 9 H OR Q clubs
NB we lead top of nothing AND/OR Top of 2 Touching Hons or more vs 6NT

18) Trick 1) Ace Hrts
2) 4 diamonds to the J diamonds ie finesse the K { the J wins !!}
3) Ace clubs
4) 5 diamonds to the diamonds ie finesse the K a second time { the Q wins !! }
5) Ace diamonds throwing the 4 Hrts.
6) start drawing trumps.

It was necessary to get rid of the losing Hrt before drawing trumps { and losing the lead }.