

Splinter bids - another favourite BUT one that seems to go by the board too often.

Partner opens 1Sp and you have :

AQ32
876
AK543
3

and you know by now that to bid 4Sp is too feeble { and is a gambling raise} so is out.
BUT lots of you start by bidding 2D which is also wrong.

Yes, to bid a second suit { like 2D } is a D.G.R BUT it is much more important to bid the singleton with the splinter bid.

Please realise that when you have a *singleton* and support ,use a splinter and when you dont have a singleton (but have support) you use a D.G.R

e.g 1Sp-----D.G.R
AQ32
87
AK542
32

e.g 1Sp -----Splinter
AQ32
872
AJ765
3

Ruffing finesses have been *quite* well learnt and most have picked up on the basic R.F. positions of :

void ----- KQJ or void -----QJ10

as in these 4Sp contracts:-

(declarer)	(dummy)	(declarer)	(dummy)
AQ653	KJ82	AQ653	KJ82
void	KQJ	void	QJ10
QJ987	432	QJ987	432
A65	987	A65	987

The plan is to lead a Hrt Hon and if it is covered to ruff it { and to return to the dummy} to continue leading the Hrts.

There is a lot of going backwards and forwards with these hands and entries are often a problem. One has to be careful not to draw too many trumps too quickly. It might be better to (say) draw just one round of trumps before starting the R.F. and only after a Hrt has been led to continue drawing trumps.

On hands where a blocking Hon has to be unblocked it is often better not to draw trumps until the Hon is unblocked. e.g

(declarer)	(dummy)	On a Club lead win and immediately unblock the Ace Hrts.
AQ653	KJ82	
A	QJ109	
QJ97	43	
A65	987	

