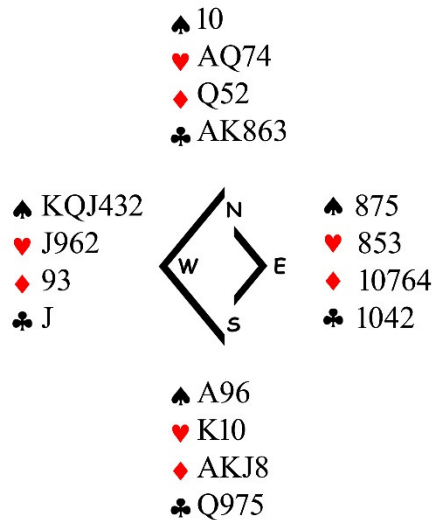


# 301 . Splinters in Two Over One

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W	N	E	S
	1 ♥	P	2 ♣
P	3 ♠	P	4NT
P	5 ♦	P	7 ♣
All Pass			

--East West Vulnerable--

So far we have seen the following stalwart gadgets of Two-Over-One, namely NMF, FSF and inverted minors. Another gadget also present in Standard American bidding is the Splinter Bid. In addition to the initial splinter bids, there are splinters later in the auction. A jump in a Two-Over-One auction is not a strong jump shift. It is a splinter showing shortness and four-card support over the last bid suit. It does not have extra values than those already shown necessary for game.

The following is a quote from Mike Lawrence's book on hand evaluation: "A splinter says that any high cards in that suit are not working. Any time the auction tells you that all of your high cards are working you should be optimistic. A splinter can be much more effective than intense and extensive cuebidding."

**The bidding:**

This is a hand that occurred in an online tournament on Bridge Base Online. My partner, North, splintered allowing me to find a cool Grand.

North opened One Heart with a four-card suit because of rebid problems. He has an easy rebid of Two Clubs over partner's anticipated One Spade call. South was under the impression that it was a five-card Heart suit. Most people would open One Club and rebid Two Clubs over the likely One Spade response, but experts hate rebidding a five card suit.

South also has an opening hand or better and makes a game-forcing Two Club call. North cannot believe his ears and makes a jump in Spades to show good Club support (four cards or more) and a singleton or void in Spades. South uses 1430 key card Blackwood to find that partner has three key cards.

South expecting North to have one Spade and three Diamonds bids Seven Clubs. Expecting the 13th trick to come from a Heart suit that likely can be set up. Partner has the Diamond Queen so Seven is easy.

**Opening Lead:**

West leads the Spade King because it is a safe lead. West does not expect to ever win a Spade trick. He simply does not want to give a trick away. Normally one does not lead a suit in which the opponents have a singleton because it may set-up a discard, but this is unlikely with the quality of West's suit.

**The Play:**

Declarer wins the Spade Ace and draws trump. If trump were 4-0, he would have to ruff two Spades before drawing trump. Since trump are 3-1, he can draw trump, ruff two Spades and claim for +1440.