



## Tool Kit: The Splinter Bid

- ♣ A splinter bid is a response, usually to an opening suit bid, but it can be to an overcall.
- ♣ The splinter bid introduces a new suit at an “unnecessarily” high level. Often, it’s a double jump over an opening bid.
- ♣ It is an artificial bid showing a void or a singleton in the suit bid, enough strength for at least a game, and agreeing a fit in the suit being responded to. If the bid is below 3NT, or occurs during the first round of the auction, it should be alerted.
- ♣ A splinter bid invites a cue bid, or other slam seeking response. If the original suit is repeated minimum values are shown and the splinter bidder is discouraged from continuing.

Splinter Bidding is good for finding marginal slams depending on shape. It is good for a “low impact” slam try because it’s easy to sign off early.

Splinter Bid by Overcaller's Partner

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
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1♣	1♥	P	4♦	
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West's 4♦ agrees Hearts and shows a void, or a singleton in Diamonds and slam interest.



It's an artificial bid during the first round of the auction and is alerted.

P	4♥	P	P	
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4♥ is a sign off, showing no controls and no interest in slam.

P				
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<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
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1♣	1♥	P	4♦	
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West's 4♦ agrees Hearts and shows a void, or a singleton in Diamonds and slam interest.



It's an artificial bid during the first round of the auction and is alerted.

P	4NT	P	..	
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4NT is Blackwood



## Tool Kit: The Cue Bid

The term Cue Bid is used in a variety of situations with subtle variations in the meaning. Special Cue Bids have special names, e.g. Michael's Cue Bid. Without a prefix, cue bidding is a useful tool in possible suit contract slam situations, especially when the slam depends on shape rather than power.

For cue bidding to start:

1. Suit Agreement is explicitly established i.e. both partners have bid the suit explicitly OR otherwise agreed.
2. The Auction is proceeding to at least game.
3. There are weak side suits, or the agreed suit is a minor.

The method is to show a first-round control (void or ace) by bidding a new suit at the next level. Any suits that are "skipped" have no such control in the hand.

When a hand has no (more) controls to show, they bid the agreed trump suit.

Cue Bidding is good for finding slams in the minors; or situations with weak side suits where identifying specific Aces or voids matters. Blackwood is not good for these situations.



In Auctions where suits have been bid you and your partner must have agreed whether 4♣ means:

- Gerber; or
- a Splinter or Cue Bid.


Retain 4♣=Gerber for Auctions with no natural suit bids and No Trumps seems right.

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	<u>Cue Bidding Example:</u>
1♦	Pass	4♦	Pass	North South agree Diamonds
4♠	Pass	5♥	Pass	North shows 1st round control in Spades; could be Ace or Void <u>and</u> denies 1 <sup>st</sup> round control in Hearts.  South shows 1st round control in Hearts; could be Ace or Void <u>and</u> denies 1 <sup>st</sup> round control in Clubs.
6♦	Pass	Pass	Pass	North signs off in 6 Diamonds



## Splinter Bids and Cue Bids are often combined

### Splinter Bid by Opener's Partner

<u>N</u>	<u>E</u>	<u>S</u>	<u>W</u>	
1♥	P	4♦		South's 4♦ agrees Hearts and shows a void, or a singleton in Diamonds and slam interest.
			P	It's an artificial bid during the first round of the auction and is alerted.
5♣	P	5♦	P	5♣ is a cue bid showing first round control in clubs and agreed interest in slam. The first round of bidding is complete so no Alert. 5♦ is also a cue bid clarifying first round control in diamonds.
6♣	P	6♥		6♣ is a second-round cue bid showing second round control in clubs but denying first round control in spades. South then signs off in 6♥.