

Question from Godwin of Bangalore

Playing 2 over 1 Game Force,

Over a 1 Major opening, when does responder Splinter having 4 card support?

Want to know what is the lower range for splintering and the maximum upper range.

Does it make sense to splinter with slam going hands and 4 card support?

>

Sridhar's Views :

Dear Godwin ,

It is very important to distinguish various ranges in splinter ; I believe there are 3 relevant ranges –

1. Lower range – 10 to 13 HCP , here you are merely saying “ partner , I am bidding game , I am not forcing to slam ; but if you have a hand with 18 + Hcp outside the splinter suit , there is a possible slam “ . I recommend that the direct splinter bid represents this range

2. Medium range – 14 to 17 hcp, here you are saying “ partner , there is a bright possibility of slam if you have 14 + HCP outside the splinter suit , shall we cue bid and explore possibility of slam “ – here you need some artificial bid to show this range ; you can even include this in Jacoby 2n if you are playing this and incorporate suitable relay method to show this range of splinter.

3. SLAM range – 18+ Hcp – here you bid above 4 level even if partner signs off in game. This is easy to handle because you are going to take control.

An interesting theory of splinter is : - normally you need 33 Points for small slam with balanced hands ; when you have a fit + singleton, you assume 10 HCP in splinter suit is taking 1 defensive trick ; so if you have about 27-28 HCP OUTSIDE splinter suit , then it should produce slam – my above suggestions are based on this theory .

With best wishes ,

Sridhar