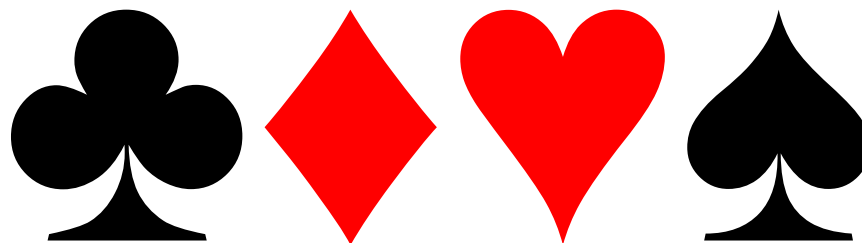




U3A Intermediate Bridge 2025-26



Week 16 Welcome



Steve Bailey



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Week 16 An Aside

Before we start, a reminder of three things you may have forgotten...

- Opening with a 4441 shaped hand means that you will **have** to lie on your rebid. Therefore it is recommended that you have 13+Pts to open, not 12+.
- All non-natural bids below 3NT are alerted.
Also **any** non-natural bid is alerted during the first round of bidding.
That is the first non-pass and the next 3 'calls'.
- Remember you can discard losers on partner's "surplus" masters.
Eg: With S:AQxx opposite S:Kx D:AK3
You can win S:AK, then lead QS and discard the losing 3D.



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Week 16 Slam Bidding Review

This week we are introducing a new Cue Bid, so we'll start with a brief review of suit slam bidding. (Don't use Gerber with suit slams.)

Once a fit has been found, if the joint evaluated point count is 30+ or the LTC says "6" then a slam contract should be considered.

When considering a slam, you need to make sure that no suit will easily lose two tricks, which means that each suit will have 1st or 2nd round control.

That is:

1 st round control	A (which wins)	L0 (void which allows a ruff);
2 nd round control	Kx (which mostly wins)	L1 (singleton, ruffing 2 nd trick).

After that you can use Keycard Blackwood 4NT to find out, as a pair, how many of four aces and the king of trumps you are missing. The principle being with:

0 missing keycards	Consider a grand slam (investigate further);
1 missing keycards	Bid a small slam;
2+ missing keycards	Bail out into 5Suit.

KEYCARD BLACKWOOD is as easy to use as basic BLACKWOOD.

Roman Keycard Blackwood is far more complicated, do not confuse them.



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Week 16 Slam Bidding Review

{W} *Opener*

♠ KJ76

♥ AK972

♦ 42

♣ J6

{E} *Responder*

♠ AQ9843

♥ J

♦ KQ8

♣ A52

W

1H

2S

5H

P

N

(P)

(P)

(P)

(P)

E

1S

#4NT

#6S

S

(P)

(P)

(P)

{W} has 12hcp, 13Pts and opens 1H.

{E} has 16hcp, 18Pts with no H fit, so responds with his best suit 1S.

{W} sees the L4S fit and re-evals, adding 1Pt each for L2D & L2C. 15Pts.

Using LTC, he has 7LT which agrees with his assumed LTs as Opener. Bid 2S.

{E} owns the S suit (he bid it first and thus is assumed to be longer in it than his partner) and has control (1st or 2nd round) in all suits: AS, L1H, KD, AC.

He re-evals, adding 2Pts for L1H, 20Pts. Using LTC, he has 5LT, 4 better than the assumed 9LT as responder. $18 - 7 - 5 = 6$ suggesting a slam. So he checks what he needs and bids KEYCARD BLACKWOOD, 4NT, to find out if his two 2nd round controls (L1H, KD) are covered by {W}.

{W} replies 5H showing 2Kc (KS, AH) leaving just one Kc with {NS} (AD).

That should be the only loser, so {E} bids a small slam.



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Week 16 Cue Bids

U3AIB recommends "Italian Cue Bids".

But what do you do if you think a slam may be possible when you **don't** have control of all 4 suits? *Generally it is just assumed that, between the two partners, control of the trump suit exists, they have both bid it.*

You shouldn't use KEYCARD BLACKWOOD until you know you have control. Therefore you ask your partner what controls he has using Cue Bids (Italian in our case).

Once a suit has been agreed, a bid of another suit is "unusual", so it means "something" (in this case that it is a cue bid, promising GAME, suggesting SLAM and showing a "control" and saying that the bidder has some suit where he does NOT have "control").

So the first player bids the lowest bid for a suit that he does have control of. Any suit he skips over, he has no control of.

Partner then responds, bailing out back to the agreed trump suit if he has no suitable controls, or showing them if he does. He bids the suit for the next control up that he has, as long as he ALSO controls and suits the first player skipped. Any that he skips, he doesn't have control of.



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Week 16 Cue Bids Example 1

Cue Bids Example 1 *The auction*

Then if cue bids resolve control of all the suits, Blackwood can be bid.

{W} <i>Opener</i>	{E} <i>Responder</i>	W	N	E	S
♠ AK5432	♠ J987	1S	(P)	#3S ^①	(P)
♥ 4	♥ KQ32	4C ^②	(P)	4D ^③	(P)
♦ 62	♦ KQ4	4NT ^④	(P)	5C ^⑤	(P)
♣ AKQ7	♣ 32	5S ^⑥	(P)	P	(P)

① L4+S fit. 10..12Pts.

② Slam interest but has no D control. Shows his C control.

③ Responds showing his D control.

④ {W} now knows all suits controlled.

{W} has 3 keycards (AS,KS,AC) and is missing 2 (AH,AD).

If {E} shows 2, investigate grand slam;

If 1, bid small slam;

If 0 bail out to 5S.

⑤ 0 (or, impossible here, 4) keycards. ⑥ Bail out to 5S.



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Week 16 Cue Bids Example 1

Cue Bids Example 1 *The analysis & play.*

{W} *Opener* {E} *Responder* **5S by {W}**

♠ AK5432

♠ J987

♥ 4

♥ KQ32

♦ 62

♦ KQ4

♣ AKQ7

♣ 32

Aim ~

Contract 11 Tricks.

Top Tricks ~

S:AK H:- D:- C:AKQ = 5TT

eXtra Tricks ~

S: Missing just S:QT6. Go for the drop. Then win 4*L6S. [4]

H: Lose KH→AH. Win QH. (*Ruff 2*H in {W}*) [1][-1]

D: Lose KD→AD. Win QD. (*Ruff 1*D in {W}*) [1][-1]

C: After drawing trumps, take C:AK then ruff 7C in {E}. [1]

Expect 5S= (87½%).

May go down 5S-1 if S:QT6 all with {N} (12½%).



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Week 16 Cue Bids Example 2

Cue Bids Example 2 *The auction*

Then if cue bids resolve control of all the suits, Blackwood can be bid.

Both as Example 1 but D & C swapped. {E} Also has S:Q H:AJ not S:J H:KQ.

{W} Opener	{E} Responder	W	N	E	S
♠ AK5432	♠ Q987	1S	(P)	#3S ^①	(P)
♥ 4	♥ AJ32	4D ^②	(P)	4H ^③	(P)
♦ AKQ7	♦ 32	4NT ^④	(P)	5D ^⑤	(P)
♣ 62	♣ KQ4	#6S ^⑥	(P)	P	(P)

- ① L4+S fit. 10..12Pts.
- ② Slam interest but has no C control. Shows D control & denies C control.
- ③ Shows both H & D control.
- ④ {W} now has all suits controlled. {W} has 3 keycards, missing 2 (AH,AC).
If {E} shows 2, investigate grand slam; If 1, bid small slam;
If 0 bail out to 5S.
- ⑤ 1 keycard.
- ⑥ Bid small slam.



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Week 16 Cue Bids Example 2

Cue Bids Example 2

The analysis & play.

{W} *Opener*

♠ AK5432

♥ 4

♦ AKQ7

♣ 62

Aim ~

Top Tricks ~

eXtra Tricks ~

{E} *Responder*

♠ Q987

♥ AJ32

♦ 32

♣ KQ4

Contract+ 12..13 Tricks.

S:AKQ H:A D:AKQ C:- = 7TT

S: Missing just S:JT6. Guaranteed drop. Then win 3*L6S. [3]

H: (*Ruff 3*H in {W}*)

D: After drawing trumps, win D:AK then ruff 7D in {E}. [1]

C: Lose KC→AC. Win QC. (*Ruff 1*C in {W}*) [1][-1]

6S by {W}

7TT + 5XT = 12 tricks at a cost of 1 loser.

Expect 6S✓.



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Week 16 Cue Bids, More Examples

Some Cue bid sequences *without the hands causing them. {NS} bids omitted.*

{W}

1H	#3H / 3S	4D / 4NT	...	Agree H. {W} shows S control. {E} shows D control and denies C control. {W} must have C control to be happy with H. <i>{W} had no D control.</i>
1H	#3H / 4C	4D / 4NT	...	Agree H. {W} shows C control and denies S control. {E} shows D control and S control. {W} must have H control to be happy with 4NT.
1S	#3S / 4D	4S / P		Agree S. {W} shows D control and denies C control. {E} does not have both C control and H control, so bails out to 4S. {W} accepts this.

BM suggests that if {E} has 1st round club control, but not H control, AND a stronger hand for his #3S bid, then he could show definite slam interest and bid 5C. Tricky.



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Week 16 Cue Bids, More Examples

Cue Bids can be involved. Do not bid them unless you NEED to do so.



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Week 16 Splinters

All that was revision of a topic we have already covered.

Now we reach this week's topic: **Splinters**

A **splinter** is a special "super" type of Cue Bid.



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Week 16 Splinters

A **splinter** is a special "super" type of Cue Bid.

A normal Cue Bid is played after a fit has been found. It says the partnership has Game going points and slam is worth contemplating and that the bidder has control of the bid suit.

A Splinter Cue Bid does all the above, additionally declaring a fit in partner's suit, and saying his suit control is due to shortage. Because so much information is packed into one bid, it can afford to be a rarely used high bid - a double jump.

The splinter says to partner that if the 2 hands fit well in **all** suits, a slam may be on. Whether to investigate a slam becomes partner's decision.



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Week 16 Splinters

A **splinter** is a specific type of Cue Bid.

Use the first 3 letters of **SPL**inter as a mnemonic for the requirements and meaning of a splinter bid.

- S** Support L4+Partner'sSuit.
- P** Points 11+hcp outside NewBidSuit. (hcp rather than Pts).
- L** Lack of the bid suit. L1-NewBidSuit.

It is a bid 1~level higher than a bid of the same suit that shows "strength".
Almost always it is a **double-jump**.

- 1S (-) 2C A raise to a new suit shows 10+Pts and L4+NewSuit.
- 1S (-) #3C A new suit at the 3-level is forcing to game. This is a **Jump Shift**.
- 1S (-) #4C!** A **splinter** bid. (A **double jump**.)

Because the splinter is non-natural, in the first round it must be alerted.



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Week 16 Splinters

A splinter is a stronger bid than it might at first appear.

S Support L4+Partner'sSuit.

The requirement and meaning is L4+, even if you know partner has L5+Suit. The reason is because part of the strength with a splinter is the ability to ruff tricks in the short suit (the splintering hand).

P Points 11+hcp **outside the NewBidSuit**. (hcp rather than Pts).

The requirement and meaning is 11+hcp as Responder.

It allows either player to bid Game in Opener's suit since he gets 3Pts for a singleton shortage (5 for a void) which means it is worth around 14Pts and 12..19Pts + 14Pts = 26..33Pts. Enough for Game and maybe enough for a slam.

As Opener you need 15+hcp (an Ace equivalent more).

L Lack of the bid suit. L1-NewBidSuit.

Tells partner (and the opposition) in which suit you have a shortage.

Splinters are most commonly used to support a major suit. They can be used to support a minor one, but it is much rarer and not in the first round of bidding.



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Week 16 EBU's "Modern Acol v2"

An excerpt from the EBU's "Modern Acol v2" (*My colouring*)

2.2.2 Splinter and pudding raises

Over **1S**, bids of **4C**, **4D** and **4H** show 4~card support, game values (11..15hcp) and a singleton or void in the suit bid.

Over **1H**, the splinter bids are **3S**, **4C** and **4D**.

Hands worth a raise to game because of their point count, say 12-15 HCP, but which have no interesting distributional features (shortages or long suits) can go through 3NT. The loss of a natural 3NT response should be noted.

2.2.3 Very good raises

Hands with 4~card support and **16+hcp** should make a **jump shift** response before supporting opener's suit (see Section 2.3.2). With fewer than 16hcp always raise partner immediately. When holding a game going hand, only bid a new suit followed by a jump to game with 3~card support.



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Week 16 Splinters 1

Splinter 1: Partner opens **1S**. You hold:

♠ K432	{ 4441 11hcp (KAQJJ) Initially 11Pts (no evaluated extras on this hand) After 1S bid, Re-eval: 11Pts + 3Pts(L1D,135) = 14Pts.
♥ AQJ2	
♦ 2	
♣ J432	

This has

- S** Support: L4S
- P** Points: 11hcp, none are in the short suit.
- L** Lack: L1D

So a splinter bid is suitable, bid **#4D!** to tell partner of your strength and shape.

Partner can then decide whether to investigate slam or just bail out into Game.



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Week 16 Splinters 2

Splinter 2: Partner opens **1S**. You hold:

♠ K43	}	5431
♥ AQJ32		11hcp (KAQJJ)
♦ 2		Initially 12Pts (+1(L5H))
♣ J432		After 1S bid, Re-eval: 12Pts + 3Pts(L1D,135) = 15Pts.

This has

- S** Support: L3S ← **Unsuitable for a splinter**
- P** Points: 11hcp, none are in the short suit.
- L** Lack: L1D

So bid **#2H** to tell partner of your strength (10+Pts) and shape (L5+H, L3-S).



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Week 16 Splinters 3

Splinter 3: Partner opens **1S**. You hold:

♠ J432	$\left\{ \begin{array}{l} 4441 \\ 11\text{hcp (JAQJQJ)} \\ \text{Initially 9Pts (-1Pt(u) -1Pt(i))} \\ \text{After 1S bid, Re-eval: 9Pts + 3Pts(L1D,135) = 12Pts.} \end{array} \right.$
♥ AQJ2	
♦ Q	
♣ J432	

This has

S Support: L4S

P Points: 11hcp, 2hcp are in the short suit, only 9hcp in the other 3 suits(JAQJ-J). ← **Unsuitable for a splinter**

L Lack: L1D

So agree S and bid **#3S** to tell partner of your strength (10..12Pts) and support (L4+S).

(u) is an unguarded honour, here a singleton Q.

(i) is isolated honours with 3+suits with only 1 honour each, here JS, QD, JC.



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Week 16 Splinters 4

Splinter 4: Partner opens **1S**. You hold:

♠ Q432	}	4432
♥ AQJ2		11hcp (QAQJQ)
♦ 98		Initially 11Pts (no evaluated extras on this hand)
♣ Q43		After 1S bid, Re-eval: 11Pts + 1Pts(L2D,135) = 12Pts.

This has

- S** Support: L4S
- P** Points: 11hcp, none are in the short suit.
- L** Lack: L2D ← **Unsuitable for a splinter**

So agree S and bid **#3S** to tell partner of your strength (10..12Pts) and support (L4+S).



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Week 16 Splinters 5

Splinter 5: You open 1C (the suit below the red suit singleton), partner responds 1S. You hold:

♠ KJ32	{ 4441 15hcp (KJAQJA) Initially 15Pts (no evaluated extras on this hand) After 1S bid, Re-eval: 15Pts + 3Pts(L1D,135) = 18Pts.
♥ AQJ2	
♦ 2	
♣ A432	

This has

- S** Support: L4S
- P** Points: 15hcp **as Opener**, none are in the L1-Suit.
- L** Lack: L1D

So a splinter bid is suitable, bid #4D! to tell responder of your strength (15+hcp) and shape (L4+S, L1-D, L4+C).

Responder can then decide whether to investigate slam or just bail out into Game.



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Week 16 Splinter Example 1

Example 1

(Kc abbreviates Keycard)

{W} *Opener*

♠ **AQJ65**

♥ **K43**

♦ **A765**

♣ **5**

5431

14hcp

15Pts

l+1;

1S (-)

4NT (-)

#6S (-)

{E} *as 'Splinters 1' slide*

♠ **K432**

♥ **AQJ2**

♦ **2**

♣ **J432**

4441

11hcp

11Pts

(-);

#4D! (-)

5H (-)

- (-)

} *suitable for splinter: Support Points Lack*
After 1S by {W}, {E} re-eval: 11 + 3(L1D,135)
= 14Pts;

{E} Splinter, agrees S. 14Pts 26 JPts.

{W} All suits controlled, 2Kc, {E} 2Kc

{W} bids the small slam

TT~ S:AKQJ H:AKQJ D:A C:- = 9TT

XT~ S: Ruff 1*C in {W} L5S; D: Ruff 2*D in {E} = 3XT

Worry/Loser~ 5C (unless you can discard it on JH)

Expect 6S= or 6S+1



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Week 16 Splinter Example 2

Example 2

{W} *Swap D & C*

♠ AQJ65

♥ K43

♦ 5

♣ A765

5431

14hcp

15Pts

l+1;

1S (-)

4S (-)

{E} *Same hand*

♠ K432

♥ AQJ2

♦ 2

♣ J432

4441

11hcp

11Pts

(-);

#4D! (-)

- (-)

} *suitable for splinter: Support Points Lack*
After 1S by {W}, {E} re-eval: 11 + 3(L1D,135)
= 14Pts;

{E} Splinter, agrees S. 14Pts 26 JPts.

{W} sees 1*D, 3*C losers, bids Game.

Responder could (and did) **splinter**, showing D control and denying C control, but **Opener** doesn't fit well, so bids Game.



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Week 16 Splinter Example 3

Example 3

(Kc abbreviates Keycard)

{W}
 ♠ AQJ65
 ♥ K43
 ♦ A765
 ♣ 5

{E} *Stronger hand*
 ♠ K432
 ♥ AQ2
 ♦ 2
 ♣ AQ432

5431
 14hcp
 15Pts
 l+1;

5431
 15hcp
 16Pts } *suitable for splinter: Support Points Lack*
After 1S by {W}, {E} re-eval: 16 + 3(L1D,135)
 (-); *= 19Pts*

1S (-)
 4NT (-)
 5NT (-)
 6S (-)

#4D! (-)
 5S (-)
 6C (-)
 - (-)

{E} Splinter, agrees S. 19Pts 31 JPts.
 {W} All suits controlled, 2Kc, {E} 3Kc
 {W} ask about **QS KH KD KC**, {E} 0Kc
 Bail out into small slam.

Once {E} gets 20+Pts, knowing he has a fit and is opposite 12+Pts, may well choose to go directly for slam himself, rather than splinter, perhaps just bidding #4NT instead of the #4D! Splinter.



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Week 16 Splinter Example 4

Example 4

{W} *Not full control* {E}

♠ AQJ65

♥ K4

♦ A765

♣ 65

♠ K432

♥ AQJ2

♦ 2

♣ J432

5422

14hcp

15Pts

l+1;

5440

11hcp

11Pts

(-);

} *suitable for splinter: Support Points Lack*

After {E}'s splinter, {W} cannot use Blackwood as he doesn't know about control of the C suit, so he uses (Italian) Cue bids.

1S (-)

4H (-)

#4D! (-)

4S (-)

{E} Splinter, agrees S. 14Pts 26 JPts.

{W} Uses ICB to show not all suits controlled. {E} works out C is problem. {W} knows {E} has D, and has bid H & S, so C is uncontrolled. {E} bails out.



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Week 16 Splinter Example 5

Example 5

(Kc abbreviates Keycard)

{W} *Not full control* {E}

♠ AQJ65

♠ K432

♥ K4

♥ QJ32

♦ A765

♦ 2

♣ 65

♣ AJ32

5422

5440

14hcp

11hcp

15Pts

11Pts

l+1;

(-);

} *suitable for splinter: Support Points Lack*

After {E}'s splinter, {W} cannot use Blackwood as he doesn't know about control of the C suit, so he uses (Italian) Cue bids.

1S (-)

#4D! (-)

{E} Splinter, agrees S. 14Pts 26 JPts.

4H (-)

4NT_[2Kc] (-)

{W} Uses ICB to show not all suits

5H_[2Kc] (-)

#6S (-)

controlled. {E} works out C is problem.

- (-)

{E} has C control, {W} has H. Any ICB skips 4NT, so {E} bids it himself.



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Week 16 Play

Play

Play as if "Duplicate Pairs".

{NS} have the pair number of their table, {N} has his back to the stage.

{EW} have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile.

Pass outgoing to next lower numbered table – Table 1 to highest table.

Some boards have instructions on card. The appropriate people should read each card at the time it says and follow its instructions.

If you play a board twice, record the second play on the traveller using your pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19).

If you wish to fill in a personal results card, they are available. They are commonly used at duplicate clubs.

Don't forget to describe partner's bids and plays to the table.

Any questions? Tea / coffee & biscuit. (25p)

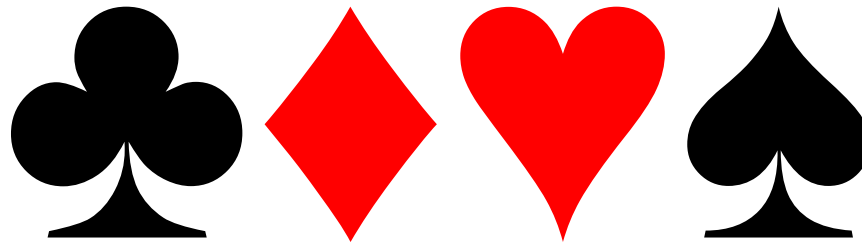
PLAY



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Week 16



The end

Week 16 set hand
references follow.



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Week 14 Set hands

Set hand sources

BSA007

Bernard Magee ~ Splinters seminar set hands.



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Week 16 Set hands

Set hand abbreviations

Dlr	Dealer	(NESW).
Vul	Vulnerability	(None NS EW All).
Rotn	Rotation	Defined by one card, usually A♠. Mostly different to source publication.
Dcl	Declarer	(NESW)
OL	Opening Lead	
Trk	Tricks	(0..13)
NS# EW#		Score for NS or EW
NS% EW%		Percentage of NS and EW
Ref	Reference result	(Sometimes there may be more than one)

Blue results as played.

Red results are reference results.



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Week 16 Set hands

1 N None BSA007 sh#1 A♠=E

NS	EW	Contract	Dcl	OL	Trk	NS#	EW#	NS%	EW%
3	11	4H+1	N	10C	11	450	-	100%	0%
Ref		4H=	N	7C	10	420	-	67%	33%
1	9	6H-1	N	AS	11	-	50	33%	67%
2	10	6H-2	N	AS	10	-	100	0%	100%



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Week 16 Set hands

2 E NS BSA007 sh#2

A♠=W

NS	EW	Contract	Dcl	OL	Trk	NS#	EW#	NS%	EW%
1	9	4S+1	E	10D	11	-	450	50%	50%
2	10	4S+1	E	AH	11	-	450	50%	50%
Ref		4S+1	E	2S	11	-	450	50%	50%



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Week 16 Set hands

3 S EW BSA007 sh#3 A♠=N

NS	EW	Contract	Dcl	OL	Trk	NS#	EW#	NS%	EW%
Ref		6S=	S	KH	12	980	-	100%	0%
2	10	6S-1	S	QH	11	-	50	50%	50%
3	11	6S-2	S	9H	10	-	100	0%	100%

In previous version of results, 3v11 was erroneously listed as Declarer=W.



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Week 16 Set hands

4 W All BSA007 sh#4

A♠=W

NS	EW	Contract	Dcl	OL	Trk	NS#	EW#	NS%	EW%
1	9	6H=	W	AD	12	-	1430	50%	50%
3	11	6H=	W	9D	12	-	1430	50%	50%
Ref		6H=	W	QS	12	-	1430	50%	50%



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Week 16 Set hands

6 E EW BSA007 sh#6 A♠=W

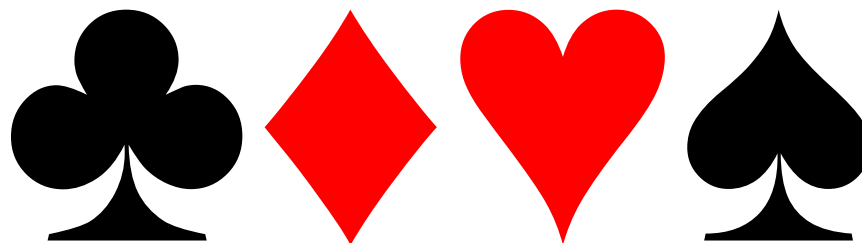
NS	EW	Contract	Dcl	OL	Trk	NS#	EW#	NS%	EW%
1	9	4S+1	W	AH	11	-	650	100%	0%
Ref		6S=	W	10D	12	-	1430	0%	100%



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Week 16



The very end