



## The opener's splinter

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This convention is used by the opener after the responder has bid a major suit with no overcalls. This splinter isn't possible after an overcall.

The opener's splinter means giving his short suit with a double jump.

This double jump gives three indications to his Partner:

- a good fit in the responder's major,
- enough strength to hope for slam (this will depend on the strength shown by the responder)
- a void or singleton in the called suit.

S	W	N	E
1 ♦	Pass	1 ♥	Pass
3 ♠			

  

4	A	Q	10	9	A	9	4	A	K	J	9	8
♠	♥	♥	♥	♥	♣	♣	♣	♦	♦	♦	♦	♦

#### [Problème E1208](#)

A beautiful splinter!

S	W	N	E
1 ♥	Pass	1 ♠	Pass
4 ♦			

  

A	Q	10	9	A	Q	10	9	4	A	K	9	10
♠	♠	♠	♠	♥	♥	♥	♥	♥	♣	♣	♣	♦

#### [Problème E91208](#)

With a fit in the responder's major, a singleton diamond and a third-zone hand, you must use the splinter. It lets the Partner know that you are hoping for slam.



## The opener's splinter

### The splinter requires:

- enough power to hope for slam. This will depend on the strength shown by the responder.
  - After a one level response, the opener needs a third-zone hand.
  - After a 2/1 response, a second-zone hand is enough.
- a four-card fit in the responder's major with at least one high honor.
- a void or singleton. The singleton should not be an ace or king.

These three conditions must be fulfilled and the splinter is, of course, game forcing!

S	W	N	E
1 ♠	Pass	2 ♥	Pass
4 ♦			

  

A	K	J	4	3	K	Q	10	9	A	9	4	8
♠	♠	♠	♠	♠	♥	♥	♥	♥	♣	♣	♣	♦

#### Problème F5160

The minimum strength of the opener's hand depends on the strength of the responder. Here the responder bids 2/1 showing a hand of 11HCP or more. The opener uses the splinter with only 17HCP.

Q	J	10	9	6	2	K	J	4	J	10	6	5
♠	♠	♠	♠	♠	♠	♥	♥	♣	♦	♦	♦	♦

  

S	W	N	E
1 ♣	Pass	1 ♠	Pass
4 ♦	Pass	4 ♥	Pass
4 NT	Pass	5 ♣	Pass
6 ♠			

  

A	K	7	5	A	7	5	K	J	7	5	3	A
♠	♠	♠	♠	♥	♥	♥	♣	♣	♣	♣	♣	♦

#### Problème F5159

4 diamonds. After a response 1/1, the opener needs a third-zone hand to show he's thinking of a slam by using a splinter.



## The opener's splinter

### The following bids:

The responder now has all the information he needs.

- With a strong hand, he continues to look for slam by beginning the controls or with a Blackwood. With a minimum hand, he stops at game.



S	W	N	E
		1♦	Pass
1♥	Pass	4♣	Pass
4 NT	Pass	5♣	Pass
6♥	Pass	Pass	Pass



#### [Problème E9442](#)

After the opener's splinter, the responder, who has all the controls, continues with a Blackwood.

S	W	N	E
		1♦	Pass
1♥	Pass	4♣	Pass
4♥			



#### Problem E9409

The responder who is minimum refuses the slam proposal.



## The opener's splinter

### Le splinter de l'ouvreur

Example

S	W	N	E
1 ♥	Pass	1 ♠	Pass
3 ♣			

  

10 ♠	7 ♠	4 ♠	3 ♠	A ♥	K ♥	Q ♥	8 ♥	5 ♥	A ♣	K ♣	Q ♣	7 ♦
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Problem E20102

4 CONo Splinter with this 4 little ♠