

**Deal 1**

North Deals

None Vul

♠ J 2	♦ A 9 6
♥ 10 8 4	♦ K 10 5
♦ J 9 7 4 3 2	♣ 5 3
♣ 8 6	

	N	
W		E
	S	

♠ K Q 9 8 7	♠ 10 3
♥ Q J 7 3	♦ Q
♣ A K Q J 10 2	

♠ A 6 5 4

♥ K 5 2

♦ A 8 6

♣ 9 7 4

12	
2	15
11	

West	North	East	South
	1 ♠	2 ♣	3 ♣
Pass	3 ♠	Pass	Pass
Pass			
3 ♠ by North			

It is your bid.

When the opponents interfere, Jacoby is off. Now a cue-bid response by partner shows a hand with good trump support, and a limit raise or better in strength. So partner might have a game forcing hand, but also might have only 11 points.

But he definitely has ♠ support. You show your minimum hand by bidding 3 ♠ and he passes.

**Deal 2**  
 East Deals  
 None Vul

♠ K  
 ♥ K Q 8 5  
 ♦ A 9 7 2  
 ♣ J 7 4 3

6  
 13 14  
 7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♥	Pass
2 NT	Pass	4 ♥	Pass
Pass	Pass		
4 ♥ by East			

♠ Q 10 9 3  
 ♥ 4 2  
 ♦ J 6 4 3  
 ♣ K 10 2

W N E S

♠ 7 6 5  
 ♥ A J 10 9 6  
 ♦ K Q  
 ♣ A 6 5

♠ A J 8 4 2  
 ♥ 7 3  
 ♦ 10 8 5  
 ♣ Q 9 8

It is your bid.

back to Deal 12 for a quick comparison between the two hands. Almost identical, but this time your singleton is the ♠ K. Since it is not advisable to Splinter with a singleton Ace, King or Queen you just bid 2 NT instead. Partner jumps to 4 ♥ and you pass.

Note that in this hand the three points you credited for your ♠ K are completely wasted. And although partner has the same hand as he did in Deal 12, this time there is no chance of making slam. This shows why you don't Splinter with singleton Honors.



**Deal 4**

♠ —

West Deals ♥ 10 8 5 3 2

None Vul ♦ A 9 7 6 3

♣ J 9 6

♠ A J 8 7 6 3

♥ A Q 7

♦ K Q

♣ 8 7



♠ K 9 5 4 2

♥ K 6

♦ J 4

♣ K Q 5 3

♠ Q 10

♥ J 9 4

♦ 10 8 5 2

♣ A 10 4 2

16 5  
12  
7

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	2 NT	Pass
3 ♠	Pass	4 ♠	Pass
Pass	Pass		
4 ♠ by West			

It is your bid.

When partner opens 1 ♠ you have a pretty normal Jacoby 2 NT response. He next says 3 ♠. What do you bid?

Your partner has a better than minimum hand with 6 ♠s. However, you have an average hand with no controls to show so you use the Principle of Fast Arrival and bid 4 ♠. Everyone passes.