Splinter Bids and Roman Key Card Blackwood



Board 1 \bullet 6North Deals $A Q 9 7 6$ None Vul $K Q 9 5 3$ $\bullet A Q$ $A 3 7 5 2$ $\bullet 103$ $\bullet J 10 9 3$ $\bullet 8 4$ $\bullet J 10 7 2$ $\bullet 10986$ $K Q 4$ $\bullet K 3 2$ $\bullet K 2 4$ $\bullet A 10 7 2$ $\bullet K 2 4$ $\bullet K 3 2$ $\bullet A 10 7 2$ $\bullet A 2 7 7 4$ $\bullet B 2 7 7 6$ $\bullet A 1 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7$	Board 2
NB: It is impossible for South to hold 4 keycards as North can see 2 in their hand !	When West responds 1 ♠, East is strong enough to at least go directly to game. 4 ♥ shows game values in spades with shortage in hearts. This is great news for West who uses Key Card. East shows 0 or 3. Thus, slam will be good as long as East holds the ♠ Q. NB: The strong 4 ♥ bid by East must mean they have 3 key cards, not zero !
Board 3 A 7 6 4 South Deals E-W Vul K 8 7 5 4 3 10 5 2 J 8 5 2 A 10 2 A 10 2 A 10 2 A 10 4 A 9 8 5 2 A 9 8 5 2 A 9 8 5 2 A 10 4 Q K J 7 6 West North East South 1 4 Pass 4 4 1 Pass 4 1 Pass 4 4 All pass 1. Splinter agreeing spades and a Singleton or void in 4 4 4 is a splinter showing values for game in Spades and shortage in clubs. Because of this, South's honours in clubs are not that valuable, so they sign off in game rather than look for a slam. Declarer should make 11 tricks.	Board 4

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