## Splinter Bids and Roman Key Card Blackwood

| Board 1 |  | - 6 |  |
| :---: | :---: | :---: | :---: |
| North Deals v |  | - AQ976 |  |
| None Vul * |  | -KQ953 |  |
| ^ $A 8752$ $\bullet 103$ +84 +10986 |  |  | $\begin{aligned} & 093 \\ & 1072 \\ & 102 \end{aligned}$ |
|  | $\stackrel{4}{*}$ | 4 54 54 |  |
| West | North | East | South |
|  | 1 v | Pass | $3 \vee$ |
| Pass | $4 \mathrm{NT}^{1}$ | Pass | $5 \overbrace{}^{2}$ |
| Pass | 5 | All pass |  |
| 1. RKCB |  |  |  |
| 2. 1 or 4 | Keyca |  |  |

After South shows 10-12 HCP with 4 hearts, slam depends on the number of Key Cards South holds.

When South shows 1 Keycard, North can sign off and should safely make 11 tricks in $5 \vee$

NB: It is impossible for South to hold 4 keycards as North can see 2 in their hand!

## Board 3 ค A 764 <br> South Deals $\vee K$ Q 3 <br> E-W Vul $\quad$ K 8754 <br> $\div 3$



|  | - KQ983 <br> - A 104 <br> - Q <br> * K J 76 |  |  |
| :---: | :---: | :---: | :---: |
| West | North | East | South |
| Pass | $4 *^{1}$ | Pass | 4 |
| All pass |  |  |  | Singleton or void in *

$4 \boldsymbol{\pi}$ 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.

| East Deals | $\forall$ KQ876 |
| :--- | :--- |
| N-S Vul | J1063 |
|  |  |

J 874 *J10

- 53

J53

- K 4
- K 87


K Q 92
-K 87

- 1063
- A 1092
- 95
- 9632

| West | North | East | South |
| :--- | :--- | :--- | :--- |
| $1 \uparrow$ | Pass | $4{ }^{1}$ | Pass |
| $4 \mathrm{NT}^{2}$ | Pass | $5 \star^{3}$ | Pass |
| 5 | Pass | $5 \mathrm{NT}^{4}$ | Pass |
| $6 \uparrow$ | All pass |  |  |

1. Splinter agreeing spades and a singleton or void in $\vee$
2. RKCB
3. 0 or 3 key cards
4. Showing the $Q$ of trumps and no outside Kings

When West responds $1 \uparrow$, East is strong enough to at least go directly to game. $4 \vee$ 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 $4 \vee$ bid by East must mean they have 3 key cards, not zero!

|  |  |  |  |
| :---: | :---: | :---: | :---: |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  | - AK 652 <br> - A 92 <br> - K Q 85 <br> - 9 |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
| - 108 |  |  |  |
| - 64 |  |  |  |
| - AJ72 |  |  |  |
| * K 10432 |  |  |  |
| West | North | East | South |
| $1 \vee$ | Pass | 1 a | Pass |
| $2 \vee$ | Pass | $4 \boldsymbol{*}^{1}$ | Pass |
| $4 \mathrm{NT}^{2}$ | Pass | $5 \checkmark^{3}$ | Pass |
| 6 | All pass |  |  |

1. Splinter agreeing hearts and a singleton or void in *
2. RKCB
3. 2 key cards and no Q of trumps
$4 *$ shows game values in hearts with shortage in clubs. East only has 3 hearts but they know their partner has at least 5 (but normally has 6).

West has an ideal club holding and asks for Key Cards. With East holding 2 of the 3 missing Key Cards and showing a strong gamegoing hand, West can bid to $6 \downarrow$. The contract should make, losing just the $\bullet$ A.

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| Board 5 | $\wedge$ - |  |  |
| :---: | :---: | :---: | :---: |
| North Deals | - AQJ 43 |  |  |
| N-S Vul | KQ 76 |  |  |
|  | - A Q 73 |  |  |
| - K8742 | N |  | 9653 |
| -1062 |  |  |  |
| $\begin{aligned} & \text { J } 109 \\ & * 106 \end{aligned}$ | S*K952 |  |  |
|  |  |  |  |
|  | - A Q J |  |  |
|  | - 95 |  |  |
|  | - A 8432 |  |  |
|  | - J 84 |  |  |
| West | North | East | South |
|  | 1 v | Pass | 2 * |
| Pass | $3 \boldsymbol{\wedge}^{1}$ | Pass | 3 NT |
| All pass |  |  |  |
| 1. Splinter singleto | agre ton or | g diamo in $\boldsymbol{a}$ | with a |

$3 \wedge$ is a splinter agreeing diamonds because $2 a$ would be a strong reverse bid. However, with too many HCP in spades, slam is unlikely. South signs off in 3 NT and should make their contract comfortably.

$4 *$ shows game values in hearts with shortage in clubs. With no wasted honours in clubs, East looks for slam and bids to $6 \vee$ when their partner shows two of three missing Key Cards and the $\vee \mathrm{Q}$.

| Board 8 |  | - 54 |  |
| :---: | :---: | :---: | :---: |
| West Deals |  | - 8543 |  |
| None Vul * |  | -10872 |  |
|  |  |  |  |
| - AQ76 N - KJ92 |  |  |  |
| - K 9 |  |  |  |
| -K53 W E A 34 |  |  |  |
| * K J 52 |  |  |  |
| - 1083 |  |  |  |
|  |  |  |  |
| -QJ6 |  |  |  |
| * 764 |  |  |  |
| West | North | East | South |
| 1 \% | Pass | 1 a | Pass |
| 3 | Pass | $4 \mathrm{NT}^{1}$ | Pass |
| $5 \overbrace{}^{2}$ | Pass | $5{ }^{3}$ | Pass |
| 6 * 4 | Pass | 7 - | All pass |
| 1. RKCB |  |  |  |
| 2. 1 or 4 key cards |  |  |  |
| 3. Asking for the Q of trumps |  |  |  |
| 4. Shows the Q of trumps and 3 outside |  |  |  |
| Kings |  |  |  |

East uses Key Card with the response showing 1 or 4. East knows it is just 1 now asks for the $\uparrow Q(5 \diamond)$. The reply shows all three non-spade kings. Therefore, East can bid to grand. Mind how you play the club suit. Played correctly, there should be 13 tricks.

