## Lesson 39 Examples

## Some card combinations are quite dull:

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* A72
\bulletKQ6
```

With this holding we will make 3 tricks. No more and no less. We can cash our tricks in any order we please.

## Percentage Plays

a)
AJ10965
^AQ7432

Lead $\wedge \mathbf{J}$ from dummy. If East plays $\wedge 8$ should we finesse or play $A$, hoping the king drops? We are missing just 2 cards. They will divide evenly, a 1-1 break, $52 \%$ of the time. One player will hold both cards, a 2-0 break, $48 \%$ of the time. So we play for the drop.
c)
AJ1062
^AK943

Start by cashing the ace in case the queen is singleton. When the queen does not drop and both East and West play low there are 2 missing cards $\wedge$ Qx. Play $\wedge K$ next, relying on the 2-2 break.

## 'Best' Plays

a)
A. J972

- K103
AAQ8654

Lead $\uparrow \mathrm{J}$ from dummy, run it if East plays low. $N B$ : it is wrong to play low to $A Q$ with $\mathbf{1 0}$ cards. If East has $\wedge K 10 x$ the $\wedge Q$ scores but East's K10 must make a trick later. If East covers $\boldsymbol{\sim} J$ and West shows out you have a marked finesse against $\boldsymbol{\wedge} 10$.
c)
$\therefore \mathrm{J} 10$
*AK96
Here we cannot afford to cash the ace before we finesse. If East has \&Q873 we must run the jack on the first round.
e)

$$
\begin{aligned}
& \because \mathrm{J} 43 \\
& \because \mathrm{AK} 72
\end{aligned}
$$

Cash the ace than lead towards the unsupported honour, the jack.

$$
\begin{aligned}
& \vee \mathrm{KJ} 2 \\
& \vee \mathrm{~A} 53
\end{aligned}
$$

This time we cash the ace, then lead low to the jack, finessing against the queen. We make 3 tricks $50 \%$ of the time, when West has $\vee \mathrm{Q}$.
b)

$$
\begin{aligned}
& \text { ^Q1096 } \\
& \text { ^AJ872 }
\end{aligned}
$$

This time lead $\wedge Q$ from dummy. If East follows with any low card, ( $\uparrow 5,4$ or 3 ) - finesse.
If $\wedge Q$ wins continue with $\wedge 10$, and run that unless East plays $\wedge K$. The difference is in the number of cards we hold. In a) we have 11 cards, here only 9 . The king is very unlikely to drop
d)
AA543
AKJ76

This time we have 8 cards, missing the queen and ten.
Lead to $\wedge \mathrm{A}$, then back towards $\wedge \mathrm{KJ} 7$.
If nothing interesting happens finesse the jack
Eight ever, nine never (finesse)

$$
\begin{array}{ll}
\text { b) } & \wedge \text { Q876 } \\
& \wedge \text { A5432 }
\end{array}
$$

This time leading the queen is silly - it is a
'Chinese finesse'. Cash the ace, then lead towards
the unsupported honour, $\wedge Q$
d) $\quad 43$
*AKJ1072

We must finesse on the first round to pick up $\because \mathrm{Qxxx}$ in East. Laying down $\div$ A would drop a singleton queen, but a small singleton is four times as likely.
f) $\because$ J4

- AK72

Here we cannot afford to cash the ace first - if you lead towards a singleton honour the queen is bound to win!

## Lesson 39 Examples

## 'Sure Trick' Plays

a) Q1053 With this combination you can make 5 tricks no matter how the cards are divided. When the missing cards are Jxxx start with a high card from the hand with 2 top

- AK942 honours (here A). If everybody follows you continue to play top cards, but if anybody shows out you have a marked finesse against his partner's remaining Jxx.


## Combination finesses

| a) $\vee \mathrm{AJ} 10$ | b) | $\vee \mathrm{AJ} 9$ |
| :--- | :--- | :--- |
| $\bullet 543$ | $\vee 543$ | c) |
|  | $\vee \mathrm{AJ} 6$ |  |
|  | $\vee 543$ |  |

Start by playing low to $\vee 10$. If West has $\vee$ KQ he must split his honours or you make 2 tricks at once. If West plays low and East wins $\vee \mathrm{K}$ or $\vee \mathrm{Q}$ lead low to $\vee \mathrm{J}$ later, making 2 tricks unless East has $\vee \mathrm{KQ}$. (A $75 \%$ chance)

This time play low to $\vee 9$. If East has $\vee 10$ you make just 1 trick. If West has $\vee 10$ and East wins $\bullet K$ or $\vee Q$ you can lead low to $\downarrow J$ making 2 tricks if West has $\vee$ K10x or $\vee 10 x$.
d) $\quad$ KQ10
$\checkmark 543$
Start by playing low to $\vee K$. If East wins $\vee \mathrm{A}$ finesse $\vee 10$ next time. If $\vee \mathrm{K}$ wins play low to $\vee \mathrm{Q}$. (Note that East gives you a nasty guess by refusing to take his ace on the first round)
e) $\quad \mathrm{K} 109$ $\checkmark 543$

Low to $\vee 9$ will probably lose to $\vee \mathrm{Q}$ or $\vee \mathrm{J}$
Later try low to $\vee 10$ - you win a trick whenever West has $\vee \mathrm{Q}$ or $\vee \mathrm{J}$. It does not matter who has $\vee \mathrm{A}$

## Lesson 39 Examples

Some Real Hands where Logic is More Important than Rules.

| None Vul | - K93 | $\begin{aligned} & \text { ^Q105 } \\ & \vee \text { AJ64 } \\ & \text { KJ9 } \\ & \& \mathrm{~J} 107 \end{aligned}$ |
| :---: | :---: | :---: |
| Dealer East | -Q873 |  |
|  | - AQ42 |  |
|  | ¢94 |  |
| $\rightarrow 8$ <br> $\bullet 1092$ <br> - 107653 <br> -AQ52 | N |  |
|  | W E |  |
|  | W E |  |
|  | S |  |
|  | ^AJ7642 |  |
|  | $\checkmark$ K5 |  |
|  | - 8 |  |
|  | $\because \mathrm{K} 863$ |  |



| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | - | 1NT | $2 \boldsymbol{\uparrow}$ |
| Pass | $3 \uparrow$ | Pass | $4 \uparrow$ |

West leads $\vee 10$. East wins $\vee \mathrm{A}$ and returns $\& \mathrm{~J}$ to $\approx \mathrm{K}$ and $\approx \mathrm{A}$. West cashes $\& \mathrm{Q}$ and switches to a diamond. You have 22 HCP between the hands, and West has shown 6 so far, leaving 12 outstanding. East opened 1NT, 12-14 HCP. He must hold $\downarrow Q$, so ignore the percentage play and finesse.

| West | North | East | South |
| :--- | :--- | :--- | :--- |
| $3 \boldsymbol{n}$ | Dble | Pass | $4 \boldsymbol{\downarrow}$ |
| Pass | Pass | Pass |  |

West leads $\approx 9$ to East's ace. East cashes $\bullet A$ and and returns $\uparrow 7$ to $\uparrow$ J. South has lost 3 tricks and must pick up the trump suit for no losers. West has shown 7 spades in the bidding and has not been able to ruff anything. He is very likely to hold a singleton heart, so you should finesse.

## A Safety Play



South plays in 6NT. He can count 10 Sure Tricks: 2 spades, 3 hearts, 3 diamonds and 2 clubs. If diamonds break 3-2 he will make 3 extra diamond tricks, 13 tricks in all. But if either defender has 4 diamonds (which happens $28 \%$ of the time) declarer will go down in his slam if he plays diamonds 'from the top', laying down $\bullet A K Q$.
He makes no length tricks in diamonds, and no more than the 10 tricks he started with A good player guards against such unlucky breaks. He plays low from both hands on the first round of diamonds, conceding an 'unnecessary' trick to guard against a bad break. Later he plays $\star \mathrm{AKQ}$ and makes 2 length tricks unless the suit breaks 5-0. (Note that our expert can afford to lose the lead because he has all the other suits double stopped. Safety plays are a luxury - you should not make them if losing the lead means you will go down!)

