

Term 1 - Week 14

PLAYING THE HANDS

Thinking Time

When dummy goes down you should take time to consider the following : -

- a) Count your winners
- b) Count your potential losers
- c) Can I take my winners before they take theirs ?
- d) Is there a safe hand ?
- e) Is there a danger hand ?

Lets look at these in turn :

Winners and Losers

<u>Declarer</u>	<u>Dummy</u>	
♠ A K 3 2	♠ Q J 6 5	Contract 4♠
♥ K 7 3	♥ 8 6	By East
♦ A Q 8 3	♦ K J 5	Lead Q♣
♣ 10 9	♣ A K 6 4	

Count your winners: 4 spades, 4 diamonds, 2 clubs

Count your potential losers: 2 hearts, 2 clubs

Although you can see 10 tricks it is important to make the maximum number of tricks

You will make 12 tricks on this hand if you trump your two losing clubs in declarer's hand first using the 2 of spades and then the Ace before drawing trumps; after drawing trumps, play a heart towards the King and if South has the Ace you will only lose 1 trick in the suit thereby making 12 tricks

Their Tricks Before Ours

<u>Declarer</u>	<u>Dummy</u>	
♠ K Q J 10 6	♠ 9 8 7	Contract 4♠
♥ K 9 3	♥ 8 6 4	By West
♦ A 10 2	♦ K J 3	Lead 10♣
♣ Q 4	♣ A K 7 2	

Winners: 4 spades, 2 diamonds, 3 clubs

Potential Losers: 1 spade, 3 hearts, 1 diamond

If trumps are drawn immediately and South has the spade Ace they will switch to a heart and we could lose 3 heart tricks and the trump ace; play 3 rounds of clubs first discarding a heart on the third round; this reduces the potential heart losers to 2; if there is no heart switch after you have lost to Ace of Spades then take the diamond finesse into the safe hand (North) to protect the King of hearts

The Safe Hand

<u>Declarer</u>	<u>Dummy</u>	
♠ A K Q J 10	♠ 9 8 7	Contract 4♠
♥ K 9 3	♥ 8 6 4	By West
♦ A 10 2	♦ K J 3	Lead 4♠
♣ Q 4	♣ A K 7 2	

Winners: 5 spades, 2 diamonds, 3 clubs

Potential Losers: 3 hearts, 1 diamond

After trumps have been drawn, there is a two way finesse in diamonds FINESSE INTO THE SAFE HAND; which is the safe hand ? - NORTH - who can only lead hearts up towards your King should the finesse fail, you are now protected and able to make your ten tricks

Term 1 - Week 14

The Danger Hand

<u>Declarer</u>	<u>Dummy</u>	
♠ A K Q J 6	♠ 10 8 7	Contract 4♠
♥ A Q 10	♥ K 8 5	By West
♦ K 9	♦ A 8 6 2	Lead Q♦
♣ 8 7 5	♣ K 4 2	

Danger Hand is North; if North leads a Club we could lose 3 club tricks

Take the opening lead with K of diamonds; draw trumps in three rounds; lead a small diamond to the Ace, lead another diamond and ruff it; play three rounds of hearts ending with the K in dummy; lead the 4th diamond and if South follows suit discard a club; the safe hand is on lead and will probably have to lead a Club; if South does not have a diamond we will have to trump the diamond and play towards the King of Clubs hoping North has the Ace; the important thing is to maximise the number of tricks even if your contract is safe

Those Extra Tricks

There are 3 ways of making extra tricks :-

- In trump contracts ruffing in the hand with the short trumps
- Setting up a 2nd long suit
- Finessing and/or making tricks with the near high cards (jacks, tens, nines and sometimes eights)

Ruffing with Short Trumps

<u>Declarer</u>	<u>Dummy</u>	
♠ A K 7	♠ Q J 10 9 8	Contract 6♠
♥ 3	♥ A 7 4 2	By East
♦ 8 6 4 3	♦ A K 7	Lead 8♣
♣ A 7 5 3 2	♣ Q	

Winners: 5 spades, 1 heart, 2 diamonds, 1 club - we are 3 tricks short !!

We need to trump/ruff 3 losing hearts in dummy; there are only extra tricks if you trump with the short trumps; trumping/ruffing with the long suit is not an extra trick

Second Long Suit

- You need at least 7 cards between the two hands
- You must be sure of entries to enjoy the suit
- You must draw trumps first to stop the opposition trumping our second suit
- We have already checked that we cannot make extra tricks by trumping with the short trumps

<u>Declarer</u>	<u>Dummy</u>	
♠ A 8 7	♠ K 6 3	Contract 4♥
♥ A K Q J 10 4	♥ 8 3	By West
♦ Q J 10	♦ 6 4 2	Lead Q♠
♣ 7	♣ K Q J 3 2	

Winners: 2 spades, 6 hearts - 2 tricks short !!

Extra Tricks: 2 clubs in Dummy

The potential problem is entries in dummy (K of Spades is the only entry); do not use it at trick 1, take the trick with the Ace, draw trumps and play clubs to drive out the Ace & make two club tricks

Term 1 - Week 14

Those Extra Tricks

Finesses

Finesses should always be taken as late as possible unless :

- a) They are in the trump suit and we need to draw trumps or
- b) You need to set up a second long suit first

Remember: a finesse of an honour is 50%; listen to the bidding to see if it will help if you have a choice of finesse

<u>Examples :</u>	<u>Hand 1</u>	<u>Hand 2</u>	<u>Hand 3</u>	<u>Hand 4</u>
	A Q 8	K Q 6	A J 10 4	A K J 8 3
	9 7 5	9 7 5	9 7 5	9 7 5

- a) Hand 1; play small towards AQ; if West has the K you will make 2 tricks
- b) Hand 2; play small towards KQ (twice if necessary); if West has the Ace you will make 2 tricks in the suit
- c) Hand 3; play small towards AJ104; play the Jack which will probably lose to either K or Q; come back to hand and play small to remaining A104; play the 10; this is a double finesse and has a 75% chance of working; the only time it fails is if East holds both missing honours which is only a 25% chance
- d) Hand 4; if possible play Ace first and then come to hand and play a small card towards KJ83; this caters for a singleton Queen

Holding Up

Holding up playing your top cards (usually Aces but sometimes Kings or other combinations), is a good way of cutting communications between your opponents hands, in particular when the suit has been led

- a) Usually this will be in no trump contracts and it will enable you to set up a side suit safely
- b) Remember to make a plan before the play at trick one
- c) Do not be afraid to lose a trick and duck the lead, especially when playing in no trumps

<u>Declarer</u>	<u>Dummy</u>	
♠ A 8 7	♠ 6 3	Contract 3NT
♥ K J 4	♥ A Q 3	By West
♦ Q 10 9	♦ A 4 2	Lead K♠
♣ K 4 2	♣ Q J 10 9 2	

Winners: 1 spade, 3 hearts, 1 diamond, 4 clubs

Potential Losers: 4 or 5 spades, 1 diamond, 1 club

Solution & Play: Hold up the ace of spades twice before playing clubs; unless North has the Ace of clubs your contract is safe & you will make 9 tricks (if he has it; unlucky; you were always 1 down)

Common Mistakes by Declarer

- a) Failure to draw trumps
- b) Failure to ruff with the short trumps before drawing trumps
- c) Failure to understand that trumping with the long trumps does not create an extra trick
- d) Drawing the opponent's master trump when it takes 2 of ours if their trump is the only trump left out
- e) Being afraid to lose a trick
- f) Playing a suit in the wrong order, cutting yourself off from winning tricks in the other hand
- g) Hasty play to the first trick