

Look for Two (or Three) Chances

1

- Plan your play to allow *both* chances.
- Try to build length before finessing.
- If length fails, resort to finesse.
- How to build a length trick:

<u>West</u>	<u>East</u>	
Axx	KQxx	(Cash tops.)
Axx	Kxxx	(Duck, then cash tops.)
Axxx	Kxxx	(Duck, then cash tops.)

Two Finesses (Loss of Lead Safe)

2

- Assumptions:
 - ▣ Losing the lead *once* is OK.
 - ▣ Losing the lead *twice* would be fatal.
- Finesse the aceless suit first.
Save the AQ finesse for last chance.

<u>West</u>	<u>East</u>	
x	Kx	<- try me first
xx	AQ	<- try me last

Two Finesses (Loss of Lead Fatal)

3

- Assumptions:
 - ▣ Losing the lead *once* would be fatal.
- Cash top cards in drop-more-likely suit
 - ▣ If Queen does drops, hurrah!
 - ▣ If not, try finesse suit.

<u>West</u>	<u>East</u>	
AKJxx	xxx	<- drop-more-likely
AKJ	xx	<- last resort

Hidden Chances

4

- Ruff an honor out

<u>West</u>	<u>East</u>	
A	Qxxx	(Kxx in either hand)
x	AQxx	(Kxx in either hand)
x	QJxx	(Kxx or Axx in North)

- Try the ruffout early.
- Works well when you have lots of trump

Deal One: Examine the two hands - How would you play?

♠ 3 2
 ♥ A K 3 2
 ♦ A K Q
 ♣ J 4 3 2



♠ A Q 4
 ♥ J 4
 ♦ J 10 9 2
 ♣ A K Q 5

6 NT by South
 Lead: ♣ 10

Which suits provide a chance for an additional trick?

Please write your answers in the blanks --> -----

Deal Two: Examine the two hands - How would you play?

♠ J 10 9 8 3 2
 ♥ 3 2
 ♦ 3 2
 ♣ 4 3 2



♠ A K Q 5 4
 ♥ K 4
 ♦ A Q
 ♣ A K Q J

6 ♠ by South
 Lead: ♠ 6

Which suits provide a chance for an additional trick?

Please write your answers in the blanks --> -----

Deal Three: Examine the two hands - How would you play?

♠ 3 2
 ♥ A 3 2
 ♦ 4 3 2
 ♣ A Q 4 3 2



♠ A K Q 4
 ♥ 5 4
 ♦ A K Q 5
 ♣ 6 5

3 NT by South
 Lead: ♥ 8

Which suits provide a chance for an additional trick?

Please write your answers in the blanks --> -----

Deal Four: Examine the two hands - How would you play?

♠ A 2
 ♥ 4 3 2
 ♦ K Q 3 2
 ♣ A 4 3 2



♠ K 4 3
 ♥ A Q 5
 ♦ A 5 4
 ♣ K 7 6 5

3 NT by South
 Lead: ♠ Q

Which suits provide a chance for an additional trick?

Please write your answers in the blanks --> -----

Board 1

North Deals

None Vul

♠ A K J

♥ A 6 5

♦ Q J 5 4

♣ A Q 3

♠ 9 5

♥ 10 9 8

♦ 3 2

♣ 9 8 7 6 5 4



♠ Q 10 8 7 6

♥ Q J 7

♦ 10 7 6

♣ J 10

♠ 4 3 2

♥ K 4 3 2

♦ A K 9 8

♣ K 2

West

North

East

South

2 NT

Pass

3 ♣

Pass

3 ♦

Pass

6 NT

All pass

6 NT by North

Lead: ♣ J

Bidding: Most pairs will reach 6NT (although in 6♦ Declarer can simply ruff a ♠ for his twelfth trick).

Opening Lead: Holding six HCP, East leads a passive ♣ Jack. An attacking ♠ lead would be too risky.

Play:

Chance 1: ♠ Jack finesse wins. Best to keep Ace-Queen or Ace-King-Jack finesse for the last resort.

Chance 2: ♥'s are 3-3. To test for 3-3 ♥'s, duck the first ♥ round, then win ♥ rounds two and three.

Defense: If East wins a ♥ trick, he exits with a passively (non-♠). No need to attack ♠'s versus 6NT.

Build the four hands - Bid & Play

Board 2

East Deals

N-S Vul

♠ 9 7
 ♥ A 7 5 4 2
 ♦ Q 7
 ♣ 8 7 5 4

♠ K Q J 2
 ♥ Q 3
 ♦ K J 3 2
 ♣ Q 9 2



♠ A 4 3
 ♥ K J
 ♦ A 8 5 4
 ♣ A J 10 3

♠ 10 8 6 5
 ♥ 10 9 8 6
 ♦ 10 9 6
 ♣ K 6

West

North

East

South

2 ♣

Pass

2 ♦

Pass

3 NT

All pass

1 NT

Pass

3 NT by East

Lead: ♥ 10

Bidding: Most pairs will reach 3NT (although some West's will eschew Stayman).

Opening Lead: Routine lead of top-of-sequence ♥Ten.

Play: Chance 1: ♦'s are worth four tricks (finesse ♦Jack or drop ♦Queen)

Chance 2: ♣King onside. (One could play to drop the ♣King; but this is wildly anti-percentage.)

Try the drop suit first, then resort to the drop-unlikely finesse suit.

Defense: North wins ♥Ace and returns a low ♥—South must unblock a high ♥ (retaining the ♥Six).

Build the four hands - Bid & Play

Board 3

West Deals

None Vul

♠ Q 9 7
 ♥ 10 8 6 5
 ♦ 9 6
 ♣ A Q 8 3

♠ A J 10

♥ 4 3

♦ A K Q J 10 8

♣ J 9



♠ K 4 3 2

♥ A K J 2

♦ 4 3 2

♣ 10 2

♠ 8 6 5

♥ Q 9 7

♦ 7 5

♣ K 7 6 5 4

West

North

East

South

1 ♦

Pass

1 ♥

Pass

3 ♦

Pass

3 ♠

Pass

4 ♠

Pass

5 ♦

All pass

5 ♦ by West

Lead: ♣ A

Bidding: East's "3♠" shows a ♠ stopper. West (lacking a ♣ stopper) bids "4♠" to show three strong ♠'s.

Opening Lead: A ♣ lead (and continuation) is automatic when both Opponents deny a ♣ stopper.

Play: Chance 1: ♠'s are worth four tricks (two-way finesse ♠Queen or drop ♠Queen)

Chance 2: ♥'s are worth three tricks (finesse ♥Queen or drop ♥Queen)

Trump then try the drop-more-likely suit (♥'s) first, then resort to the drop-unlikely finesse suit (♠'s).

Defense: After cashing two ♣'s, the Defense exits passively (not a ♠!) at trick three.

Board 4

South Deals

Both Vul

♠ 6 5 4
 ♥ Q 10 8
 ♦ A Q 4 3
 ♣ A Q J

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



♠ A K Q 7
 ♥ 4
 ♦ K J 9
 ♣ K 10 9 7 5

♠ J 3 2
 ♥ A K J 9 7 6 5
 ♦ 2
 ♣ 3 2

West

North

East

South

Pass

4 ♥

Dbl

3 ♥

All pass

4 ♥ x by South

Lead: ♠ 10

Bidding: Maximum 3♥ preempt. North judges that 4♥ is better than 3NT. East makes Optional Double.

Opening Lead: Routine lead of top-of-sequence ♠Ten. East cashes ♠'s, then exits safely with a trump.

Play:

Chance 1: a minor suit finesse works (possible, but unlikely on the bidding)

Chance 2: ruff out ♦King. Works if an Opponent has ♦King-third or ♦King-doubleton.

Before committing the outcome to a finesse, find and try the extra chance first.

Try the drop-more-likely suit (♦'s) first, only resorting to the finesse suit (♣'s) if the ♦ chance fails.

Defense: East cashes three ♠'s—then exits safely with a trump. (A fourth ♠ is unlikely to promote.)