

### Playing some hands (29thOctober2014 – Supervised Practice)

- Strengths** (how many tricks can we take at once)
- Weaknesses** (how many tricks are we short of our target/how many tricks can opponents win)
- Opportunities** (which suit(s) provide opportunities for extra tricks)
- Threats** (where are the dangers coming from)

♠ K Q 3	♠ 9 5 2
♥ A K 2	♥ 8 6
♦ T 9 8	♦ A J 9 5 3
♣ K T 4 2	♣ A 9 5

West plays in 3NT. North leads ♠6 and South plays ♠T

S: 5 tricks on top

W: 4 extra trick required

O: The spades will give you one extra trick (possibly two) and the diamonds will provide three extra by means of the double finesse (assuming one, or both, the missing diamond honours are in the North hand)

T: North probably has five spades and South therefore two. The problem is that if you win the first spade, and then take a diamond finesse, South is likely to win and play back a spade, and you are suddenly likely to lose four spade tricks as well as the diamond. The trick here is to duck the first spade, which doesn't come naturally to some. South will return a spade, but when you eventually win your Spade and take the diamond finesse, South will win but will not have a spade to return.

♠ A K Q 7 4	♠ 6 2
♥ A 9 4 2	♥ 8
♦ K 6	♦ A Q J T 5 3
♣ 8 2	♣ 7 6 5 3

West plays in 4♠. North leads ♥K and South plays ♥6

S: 11 tricks on top

W:

O:

T: All looks very easy here. Five trumps, six diamonds and the Ace of hearts. The danger is that the trumps don't break 3-3 (remember they are more likely to break 4-2) and that when opponents win their trump they will cash heart and club tricks against you. You must win the first trick with the Ace of hearts and then play a small trump from both hands. If the defence continue Hearts you can ruff in dummy, cross to hand with the King of diamonds, draw trumps and enjoy the diamonds. If the defence play clubs after winning the first trump, you can ruff the third round, draw trumps and again enjoy the diamonds to make your contract.

♠ A 7 3	♠ Q 4
♥ 7 6 2	♥ A K Q
♦ A K 3 2	♦ Q T 5 4
♣ K 3 2	♣ 7 6 5 4

West plays in 3NT. North leads ♠Q and South plays ♣A and returns ♣5

S: 7 tricks on top (which become 8 when a club is lead and your King will win a trick)

W: 1 extra trick required

O: The diamond suit is the obvious way to find the ninth trick, Anywhere else?

T: You know that the clubs will not split worse than 4-2, so it is safe to win the second trick.

Four tricks in diamonds will ensure the contract, but in case there is a bad split in the suit, an extra chance for a ninth trick is available. West should lead a small spade towards ♠ Q 4 in dummy. If the ♠ K is with North (a 50% chance), there are two tricks for declarer in spades.

This play in spades should be made before declarer plays on diamonds, as the diamond suit provides communication between the two hands. If declarer cashes the ♦ A K and finds a bad split, the spades will be blocked if North plays his ♠ K. Later, after cashing the ♠ Q, there will be no entry to West's hand to make the ♠ A.

♠ A T 9 7 4	♠ K Q 6 3 2
♥ Q J 9	♥ 8 6 4
♦ K J 5	♦ A T 4
♣ A Q	♣ 6 5

West plays in 4♠. North leads ♥A.

North continues with ♥K and a third Heart, fortunately South following every time

S: 8 tricks on top

W: 2 extra trick required

O: The Hearts give you one extra trick. A successful finesse in Diamonds (either way) or Clubs will give you your tenth trick.

T: No real dangers, but how do you know which finesse to take (or in the case of the Diamonds, which way to take it).

The clever thing to do here is not to take any finesse at all. If you win the third heart and draw trumps, and then play the ♣A followed by the ♣Q. Whichever opponent wins this trick with the ♣K either has to lead a Heart or a Club, allowing you to ruff in one hand and discard a diamond from the other. Or they lead a Diamond which gives you three Diamond tricks whoever has the ♦Q.