

South Deals
None Vul

♠ A Q 5 4
♥ 3 2
♦ A 2
♣ K J 4 3 2



♠ K J 10 9 8
♥ A 4
♦ 4 3
♣ A 10 9 8

6 ♠ by South

<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	♦ K	<u>A</u>	6	3
2. N	♠ 4	2	<u>8</u>	3
3. S	♠ 9	6	<u>Q</u>	7

How to play the clubs?

With 4 missing clubs there are 4 coins one of which is the silver dollar. The single most likely outcome is two heads and two tails, although the combined chances of 3 heads and 1 tail and 1 head and 3 tails are higher.

Since you cannot finesse both West and East for the queen, you should take the highest single option of the 2-2 split rather than selecting one of the less likely options by finessing one way or the other.*

*For the math geeks in the room, the actual chances are harder to calculate than what I presented above. When you choose the finesse you get both the 3 heads and 1 tail and 4 heads chances along with half of the 2 heads and 2 tails chances for essentially a 50% chance. When playing for the drop you will also inadvertently pickup the 4 heads scenario (or the 4 tails one) when you cash the high one and see the void. You will also pick up 1 out of every 4 of the 3-1 case when the singleton happens to be the queen. Combined this is about 2-3% better than the finesse. The coin flip concept gives you a gut way to evaluate chances without having to go through the math unless you want to.

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<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	
			1 ♠	
3 ♦	4 ♦	Pass	4 ♥	
Pass	4 N	Pass	5 ♦	
Pass	6 ♠	All pass		
6 ♠ by South				
<i>Trick</i>	<i>Lead</i>	<i>2nd</i>	<i>3rd</i>	<i>4th</i>
1. W	♦ K	<u>A</u>	7	3
2. N	♠ 4	2	<u>8</u>	3
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How to play the clubs?

West hand

6 diamonds (maybe 7) and 2 spades.

So that's 5 hearts and clubs

East hand

2 diamonds (maybe 3) and 2 spades

That's 8 hearts and clubs

With more coins to flip, there's a better chance that any one particular coin will end up in the east hand. This time you should finesse rather than play for the drop.