

U3A Improver Bridge

Lesson 2: Play in a Single Suit

Always try to lead from **weakness** up to **strength**, hoping that opponent's high cards are placed in front of yours. Winning a trick with a card lower than a card held by opponents is a **finesse**.

Hand 1	Hand 2	Hand 3	Hand 4
KQJ10	KQJ5	KQ54	KJ92
654	432	632	654
Can lead from either hand and always make 3 tricks	Lead from S 3 times if possible, make 3 tricks if A is in W hand or if suit is divided 3-3 – otherwise 2 tricks	Lead from S 3 times – make 3 tricks if A is in W hand and suit is 3-3, 2 tricks if A in W and suit 4-2, may only make 1 trick if A in E and suit not 3-3	Lead from S and play 9, then again and play J. May make any of 0,1,2 or 3 tricks depending on position of A Q 10 and suit division

Hand 5	Hand 6	Hand 7	Hand 8
Q654	Q1032	QJ32	A865
A32	A76	A76	Q109
Lead A and then up to Q, if K is in W hand will make 2 tricks – or 3 if suit divides 3-3	Lead A and then up to 10 (if W plays low), then up to Q if you lost to J. May make 1,2 or 3 tricks depending on position of K, J and suit division.	For maximum tricks best to play A and then up to QJ – twice if necessary. Always make 2 tricks, 3 if K in W or if suit is 3-3	Lead Q, if loses to K in E then lead 10, make 3 tricks if either K or J in W, always make 2 tricks because we have Q1098 in 2 hands

Hand 9	Hand 10	Hand 11	Hand 12
AQJ10	AQJ5	AQ104	AJ102
654	432	632	654
Lead from S and play 10, if it wins come back to S and lead to J, then a third time to lead to Q – make 4 tricks if K is in W	Lead from S twice, finessing J then Q making 3 tricks if K is in W hand or if suit is divided 3-3. Make 4 tricks if K in W and suit is 3-3.	Finesse 10, then Q; if all positioned well can make 4 tricks – if everything wrong may only make 1.	Again take 2 finesses against K and Q – may make 1,2 or 3 tricks.