## Card Play Worksheets:

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## Card Play Worksheet 1: Planning the play at no-trump

1 Count your sure tricks
2 Choose a Work Suit where you can establish the extra tricks you need
3 Give up tricks that must be lost early, while you still control the other suits
4 Check for pitfalls - how often must you lose the lead? Any problems with entries?
Plan the play in 3NT

| Dealer South Love All |  |
| :---: | :---: |
| West North | $\begin{array}{ll} \text { East } & \text { South } \\ & 1 \uparrow \end{array}$ |
| Pass 2^ | Pass 2NT |
| Pass 3NT | All Pass |
| Lead: $\vee$ Q |  |

Sure Tricks? $\qquad$
Work Suit? $\qquad$
Plan? $\qquad$

| Dealer | ^ K3 |
| :---: | :---: |
| South | - Q52 |
| NS Vul | - KJ987 |
|  | -654 |
|  | $W_{S}^{N} E$ |
|  | ^ A64 |
|  | - AJ |
|  | - 1053 |
|  | * AKQJ10 |

West North East South
Pass 1* Pass 2NT

Pass 3NT All Pass
Lead: a 5
Sure Tricks? $\qquad$
Work Suit? $\qquad$
Plan? $\qquad$
$\qquad$

| Dealer North Game All |  |
| :---: | :---: |
| West North | East South |
| 1 - | Pass 1v |
| Pass 2\% | Pass 2NT |
| Pass 3NT | All Pass |
| Lead: ^5 |  |

Sure Tricks? $\qquad$

Work Suit? $\qquad$
Plan? $\qquad$

## Worksheet 1: Planning the play at no-trump - Teachers' Notes

1. Count your sure tricks
2. Choose a Work Suit where you can establish the extra tricks you need
3. Give up tricks that must be lost early, while you still control the other suits
4. Check for pitfalls - how often must you lose the lead? Any problems with entries?


Establish 4 more tricks in clubs.
Play high cards from the short hand first $-\AA \mathrm{K}$
Keep an entry to dummy. Win $\vee \mathrm{K}$ at Trick 1.
(You do not want them to switch to diamonds)


Lead: a J
7 Sure Tricks, $2 \mathrm{x} \uparrow \mathrm{s}, 3 \mathrm{x} * \mathrm{~s}, 1 \mathrm{x} \boldsymbol{\mathrm { e }} \mathrm{s}$
You can make at least 1 extra trick in diamonds,
but note the potential blockage.
Establish 2 extra tricks in hearts
Do not duck $\boldsymbol{\wedge} \mathrm{K}$ at trick 1- they may switch to clubs

| Dealer South NS Vul | A K3 <br> - Q52 <br> - KJ987 <br> - 654 |  |
| :---: | :---: | :---: |
| ค 108752 <br> - K764 <br> - A2 <br> * 98 | $\mathbf{W}_{S}^{N} E$ | - QJ9 <br> - 10983 <br> - Q64 <br> - 732 |
|  | ^ A64 <br> $\bullet$ AJ <br> - 1053 <br> * AKQJ10 |  |
| West North | East $\begin{aligned} & \text { South } \\ & 1 ヵ\end{aligned}$ |  |
| Pass 1* | Pass 2NT |  |
| Pass 3NT | All Pass |  |
| Lead: A5 |  |  |

8 Sure Tricks, $2 \mathrm{x} \uparrow \mathrm{s}, 1 \mathrm{x} \boldsymbol{\mathrm { s }}, 5 \mathrm{x} \boldsymbol{\mathrm { c }} \mathrm{s}$
You could establish 1 diamond quickly with a good guess, but if you guess wrong opponents may establish enough spades to beat you.
You can ensure an extra trick in hearts by leading out ace, then jack.
Keep $\uparrow K$ as an entry: win trick 1 with $\uparrow A$


Lead: a 5
6 Sure Tricks, $3 \mathrm{x} \uparrow \mathrm{s}, 1 \mathrm{x} \bullet \mathrm{s}, 2 \mathrm{x} \oplus \mathrm{s}$
Work Suit is not always the one with most cards!
Diamonds has 2 losers, but will establish 3 tricks Playing on clubs will establish just 2 tricks and 1 extra loser.

## Card Play Worksheet 2: The Hold-Up

The Rule of Seven: Add the number of cards held by declarer and dummy and deduct from seven This tells you the number of times you must hold up
Do not hold up longer than necessary
Note: You may need to hold up with two stoppers when you have to give up the lead twice

## Holding up to kill a defender's long suit

|  |  |
| :---: | :---: |
| Contract: <br> Lead: | 3NT <br> -6. East |

Sure Tricks? $\qquad$
Work Suit? $\qquad$
Do you hold up? $\qquad$
How many times? $\qquad$


Contract: 3NT
Lead: ^J. East plays $\wedge K$
Sure Tricks? $\qquad$
Work Suit? $\qquad$
Do you hold up? $\qquad$
How many times? $\qquad$

## Two examples of deciding whether to hold-up or not: the Danger Hand

Note: There are two possible reasons for considering one opponent to be the Danger Hand:

1) he has enough winners to cash to defeat you
2) he can lead through your honour card

|  |
| :---: |

Contract: 3NT
Lead: $\leqslant$. East plays $\bullet Q$
Sure Tricks? $\qquad$
Work Suit? $\qquad$
Do you hold up? $\qquad$
How many times? $\qquad$


Contract: 3NT
Lead: *5. East plays $\bullet$ Q
Sure Tricks? $\qquad$
Work Suit? $\qquad$
Do you hold up? $\qquad$
How many times? $\qquad$

## Worksheet 2: The Hold-Up - Teacher's Notes

The Rule of Seven: Add the number of cards held by declarer and dummy and deduct from seven This tells you the number of times you must hold up Do not hold up longer than necessary

Note: You may need to hold up with two stoppers when you have to give up the lead twice

## Holding up to kill defenders long suit



A simple hold-up: if East has 3 diamonds and $\approx \mathrm{K}$ he will have no diamond left to play, if diamonds break 4-4 there is no problem. Hold up till the third round


When East plays $\uparrow K$ - hold up. Win the next spade. You must give up the lead twice in hearts - leave East without a spade to lead when he wins $\downarrow$ A. (Again, no danger if spades break 4-4)

Note: There are two possible reasons for considering one opponent to be the Danger Hand:

1) he has enough winners to cash to defeat you
2) he can lead through your honour card

2 examples of deciding whether to hold-up or not: the Danger Hand

| - 962 <br> - J94 <br> - K10654 <br> * 63 | ^ J7 <br> - A753 <br> - 92 <br> * AQ1095 | ^ Q108 <br> - Q1082 <br> - Q87 <br> - K74 |
| :---: | :---: | :---: |
|  | $\mathbf{W}_{S}^{N} E$ |  |
|  | A AK543 <br> - K6 <br> - AJ3 <br> * J82 |  |

Contract: 3NT
Lead: $\uparrow$. East plays $\bullet$ Q
The Work Suit is clubs, you will finesse into East. Hold up twice so he has no diamonds left


Contract:
3NT
Lead: $\bullet$. East plays $\bullet$ Q
The Work Suit is hearts and you will finesse into West. Win $\bullet$ A if West gets in $\bullet$ J prevents him from running the suit.

## Card Play Worksheet 3: Common Card Combinations

How would you play these suits in order to avoid unnecessary losers?

- J976
- AQ8532
- KQ94
- AQ97
- AJ654
- AKQ42
$\qquad$
- A10652
- K8642
- K8732
- 10983
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$

Safety plays. What is the best line for
a) losing no tricks in the suit
b) avoiding losing two tricks in the suit

* AQ653
* KJ43
* AQ63
* Q8765
J105
- 8742
* A962
*. J542
* A10432
- AK432
a) $\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
b) $\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$

How do you plan the play of these hands?

|  |  |
| :---: | :---: |
| Contract: Lead: | $\begin{aligned} & \text { 3NT } \\ & \vee \mathrm{K} \end{aligned}$ |

$\qquad$
$\qquad$
$\qquad$

Note: Examine the small cards - try to avoid blockages.
Ensure your contract at aggregate or teams scoring: at match points safety plays can be an expensive luxury

## Worksheet 3: Common Card Combinations - Teacher's Notes

Playing cards in the right order to avoid unnecessary losers:

- J976
- AQ8532

Run J - guards against K10x in E (missing 3, K10x)

- KQ94
- A10652

Cash K - guards against Jxxx in either hand

- AQ97
- K8642

Cash K. You can pick up J10xx in W but not E
$\begin{array}{ll}\bullet \text { AJ654 } & \bullet \text { AKQ42 } \\ \bullet \text { K8732 } & \bullet 10983\end{array}$
Cash K. You can pick up Qxx in W

Play 10 to A - avoid blockage

Safety plays: the best line for a) losing no tricks in the suit
b) allowing yourself to lose one trick to avoid losing two

| * AQ653 | * KJ43 | * AQ63 | * Q8765 | * J105 |
| :---: | :---: | :---: | :---: | :---: |
| - 8742 | * A962 | \& J542 | * A10432 | * AK432 |
| a) Finesse $Q$ Play for 2-2 break | Finesse J <br> (do not cash A in case W has singleton Q) | Finesse Q (hope for Kx in W ) | Cash A, hoping for singleton $K$ | Cash A, run J |
| b) Cash A. Then lead towards Q. (avoid losing to stiff K) | Cash K. Then low towards 9. Picks up Q10xx in either hand. (Cash A/K in hand with J if you can afford 1 loser, not 2) | Cash A. Then low towards J. | Low towards Q picks up KJX in either hand. | Low to J (4 tricks unless E has $5 \% \mathrm{~s}$ |

Hands where the best play matters

| ^ 86 <br> - KQ1092 <br> - J872 <br> * K9 | - J103 <br> - 74 <br> - AQ954 <br> * Q86 | - 97542 <br> - J68 <br> - 3 <br> - AJ 107 |
| :---: | :---: | :---: |
|  |  |  |
|  | - AKQ <br> - A53 <br> - K106 <br> - 5432 |  |

Contract: 3NT
Lead: $\vee \mathrm{K}$
7 Sure tricks, 2 extra from diamonds Play $\star$ A, then $\bullet$ K. When East shows out you can finesse against West's Jx. You must unblock $\downarrow 10$ on the first round or you cannot get to dummy.


6 Sure tricks.
Clubs are too slow - if you give up the lead twice you will lose at least $2 \mathrm{x} \wedge \mathrm{s}, 2 \mathrm{x} \leftrightarrow \mathrm{s}$ and $\bullet \mathrm{A}$. The only hope is to establish $3 x \diamond s$. Lead twice towards KJxx in case West has Ax

Note: Examine the small cards.
Try to avoid blockages.
Ensure your contract at aggregate or teams scoring: at match points safety plays are an expensive luxury

## Card Play Worksheet 4: Planning a Trump Contract

Count your losers - and your winners
Note: Making a plan involves counting your tricks as well as your losers.
Before drawing trump make sure you will have enough tricks once they are drawn If you need to establish a side suit it is usually best to attend to that first


How many losers? $\qquad$
Which 10 tricks? $\qquad$
Draw trump now or later? $\qquad$
Plan? $\qquad$

|  |  |
| :---: | :---: |
| tract: | $4 \wedge$ |
| . | \&Q |

How many losers? $\qquad$
Which 10 tricks? $\qquad$
Draw trump now or later? $\qquad$
Plan? $\qquad$
Note: The reason for drawing opponents' trump is to stop them ruffing your winners.
Some reasons for not drawing trump immediately are:

1) You need to take ruffs in the short hand
2) You need to keep a trump to control a side suit while you establish some tricks
3) There is a more urgent matter to attend to (usually taking a discard)
4) You do not have enough winners outside the trump suit

Two hands where drawing trump must wait

|  |  |
| :---: | :---: |
| Contract: | 4* |
| Lead: <br> How many | $\because$ Q losers? |

Which 10 tricks? $\qquad$
Draw trump now or later? $\qquad$
Plan? $\qquad$
Lead:- 10

How many losers? $\qquad$
Which 11 tricks? $\qquad$
Draw trump now or later? $\qquad$
Plan? $\qquad$

## Worksheet 4: Planning a Trump Contract - Teacher's Notes

Count your losers - and your winners
Note: Making a plan involves counting your tricks as well as your losers.
Before drawing trump make sure you will have enough tricks once they are drawn If you need to establish a side suit it is usually best to attend to that first


3 losers in the minors. 7 Sure Tricks, 3 more will be established in diamonds. Draw trump this lead is very suspicious!


4 possible losers in the red suits. 9 Sure Tricks Ruff a heart in dummy - you have to play hearts before drawing trump

Note: The reason for drawing opponents' trump is to stop them ruffing your winners.
Some reasons for not drawing trump immediately are:

1) You need to take ruffs in the short hand
2) You need to keep a trump to control a side suit while you establish some tricks
3) There is a more urgent matter to attend to (usually taking a discard)
4) You do not have enough winners outside the trump suit

Two hands where drawing trump must wait

| A 84 <br> - AJ94 <br> - 864 <br> * QJ106 | $\begin{aligned} & \uparrow \text { AJ3 } \\ & \bullet 65 \\ & \text { QJ1092 } \\ & * \text { A83 } \end{aligned}$ | - 752 <br> - K1082 <br> - A73 <br> - 974 |
| :---: | :---: | :---: |
|  | ${ }_{\mathbf{W}}^{\mathbf{N}}{ }^{\mathbf{N}} \mathrm{E}$ |  |
|  | - KQ1096 <br> - Q73 <br> - K5 <br> * K52 |  |
| Contract: | 4 |  |
| Lead: | \&Q |  |

5 possible losers, 7 Sure Tricks. One heart ruff is not enough - you must establish diamonds. If you draw trump at once there are 3 heart losers. Play diamonds first. If they continue clubs draw trump ending in dummy and cash diamonds. If they play hearts ruff the third round, draw trump, cross to $\because \mathrm{A}$.


Contract: 5*
Lead: $\quad \uparrow 10$
3 possible losers, 5 Sure Tricks.
Trick 1 goes $\uparrow 10-\uparrow J-\wedge K-\wedge A$. If you play trump East will win and play another spade. You will lose 3 tricks. Play diamonds first - you can cross to $\vee \mathrm{Q}$ to discard $\boldsymbol{\wedge} 2$ before playing trump.
Establish a discard first.

## Card Play Worksheet 5: Elimination and Endplay

Common features:
lots of trump
mirror distribution
no long suit to establish
a suit you would prefer not to handle yourself
Some of the card combination you would rather they opened up:

| Q95 | A103 | K103 | AJ7 | K76 |
| :--- | :--- | :--- | :--- | :--- |
| A103 | $Q 74$ | A94 | 1042 | $J 42$ |

Two examples where it does not matter which opponent is forced to open up the key suit


Plan $\qquad$
$\qquad$
$\qquad$

Two examples where you want to endplay a specific opponent.

|  | - AQ10 <br> - KQJ32 <br> - K6 <br> - A65 |  | ^ QJ984 <br> - J8 <br> - AK3 <br> - 872 |
| :---: | :---: | :---: | :---: |
|  | $W_{S}^{N} E$ |  |  |
|  | $\wedge 753$ |  | ^ AK1052 |
|  | - A10764 |  | - A5 |
|  | - AQ |  | - QJ10 |
|  | - KQ8 |  | * $A K J$ |
| Contract: <br> Lead: | $6$ | Contract: <br> Lead: | $\begin{gathered} 6 \wedge \\ \bullet K \end{gathered}$ |

Plan? $\qquad$ Plan? $\qquad$
$\qquad$
$\qquad$

Possible pitfalls:
Be sure not to run out of trump!
You need at least one trump in each hand when you give up the lead
(It is usually wrong to take ruffs in the long trump hand!)

## Worksheet 5: Elimination and Endplay - Teachers' Notes

Common features:
lots of trump
mirror distribution
no long suit to establish
a suit you would prefer not to handle yourself
Some of the card combination you would rather they opened up:

| Q95 | A103 | K103 | AJ7 | K76 |
| :--- | :--- | :--- | :--- | :--- |
| A103 | Q74 | A94 | 1042 | J42 |

Two examples where it does not matter which opponent is forced to open up the key suit


Contract:
Lead
$\div$ Q
Draw trump, ruff dummy's third club, play $\vee \mathrm{A}$ and another. Whoever wins must play diamonds or give a ruff and discard.


Win, draw trump, $\vee$ AK, ruff $\vee \mathrm{J}$, exit with a diamond. Whoever wins is endplayed Remember - Second Hand Low in clubs

Two examples where you want to endplay a specific opponent.


Contract: 6
Lead: $\quad \mathrm{J}$
Draw trump, cash all diamond and club winners ending in South. Play to a 10. Smile at East.

| - 3 <br> - KQ742 <br> - 976 <br> * Q654 | - QJ984 <br> - J8 <br> - AK3 <br> - 872 | ヘ 76 <br> - 10963 <br> - 8542 <br> - 1093 |
| :---: | :---: | :---: |
|  | ${ }^{\mathbf{N}}{ }_{S} \mathrm{E}$ |  |
|  | ค AK1052 <br> - A5 <br> - QJ10 <br> * AKJ |  |

Contract: 6n
Lead:
$\bullet K$
Win $\vee$ A, draw trump, cash diamonds,
play $\vee \mathrm{J}$. Never finesse unless you need to!

Possible pitfalls: Be sure not to run out of trump!
You need at least one trump in each hand when you give up the lead (It is usually wrong to take ruffs in the long trump hand!)

## Card Play Worksheet 6: Counting

Note There are three things to count during the play: tricks, distribution and points
Counting is the one single skill that gives the expert his edge.
It allows you to form a picture of the unseen hands, thus eliminating many guesses
Counting is an acquired skill - you have to practise. But it is not so difficult - anyone can do it It becomes easier if you keep making the effort
Discovering the distribution before making a key decision in another suit.


Contract: $\quad 4 \boldsymbol{A}$
Lead: $\vee \mathrm{A}$
(West overcalled $2 \boldsymbol{\bullet}$. He plays ace, king and another heart ruffed by East with 16.$)$

Plan? $\qquad$

(East opened $3 \boldsymbol{\bullet}$, which explains the lead.)

Plan? $\qquad$

## Counting the Points and Making Deductions from the Bidding

| Dealer West | ヘ 8643 |
| :---: | :---: |
|  | - 752 |
|  | - J63 |
|  | * J73 |
|  | N |
|  | W E |
|  | S |
|  | $\rightarrow \mathrm{KQ}$ |
|  | - AQ4 |
|  | - 75 |
|  | * AKQ962 |

West North East South
1 NT $^{1}$ Pass $2{ }^{2}$
All Pass
${ }^{1} 12-14$
Lead: $\quad{ }^{2}$ transfer to hearts
West starts by playing $\bullet$ AKQ and South ruffs

Plan? $\qquad$
$\qquad$

| Dealer North | A 10653 |
| :---: | :---: |
|  | - K64 |
|  | - AJ4 |
|  | * K104 |
|  | N |
|  | W E |
|  | S |
|  | ヘ AKJ72 |
|  | - 73 |
|  | - Q105 |
|  | - AJ3 |


| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | Pass | Pass | $1 \uparrow$ |
| Pass | $3 \boldsymbol{\imath}$ | Pass | $4 \uparrow$ |

Lead: $\quad$ J
South ruffs the third round of hearts.
Plan? $\qquad$

## Worksheet 6: Counting - Teachers' Notes

Note There are three things to count during the play: tricks, distribution and points
Counting is the one single skill that gives the expert his edge.
It allows you to form a picture of the unseen hands, thus eliminating many guesses
Counting is an acquired skill - you have to practise. But it is not so difficult - anyone can do it It becomes easier if you keep making the effort

Discovering the distribution before making a key decision in another suit.

$\begin{array}{ll}\text { Contract: } & 4 \wedge \\ \text { Lead: } & \vee \mathrm{A}\end{array}$
(West overcalled $2 \boldsymbol{v}$. He plays ace, king and another heart ruffed by East with 16.$)$
Overruff, draw trump and play clubs to get a count in that suit. When West turns out to be 3-6-1-3 your diamond guess becomes a sure thing.

| $\begin{aligned} & \text { ~ } 987642 \\ & \bullet 4 \\ & * ~ J 963 \\ & * 85 \end{aligned}$ | A AQ5 <br> - 86 <br> - AQ105 <br> - KQJ2 | - 10 <br> - KJ109752 <br> - 72 <br> - 764 |
| :---: | :---: | :---: |
|  |  |  |
|  | - KJ3 <br> - AQ3 <br> - K84 <br> * A1093 |  |
| Contract: <br> Lead. | 7NT $\vee 4$ |  |

(East opened $3 \bullet$, which explains the lead.) Leave diamonds till last. Cash everything else and you discover that East has just 2 diamonds.
Play $\bullet \mathrm{A}, \mathrm{K}$ and take the marked finesse against West's Jack

Counting the Points and Making Deductions from the Bidding


## Card Play Worksheet 8: Loser on Loser Play

## 2 examples of giving up an unnecessary trick to establish more than one

Plan? $\qquad$
$\qquad$
Which hand will win the lead? $\qquad$

Contract:
Lead
6 AQ
Plan? $\qquad$
$\qquad$
$\qquad$

Common features: tricks you are guaranteed to make once a high card is knocked out lots of losers to discard

## 2 examples of a loser-on-loser endplay

| $\rightarrow 6$ <br> - J1094 <br> - 10854 <br> - KJ72 | ^ AQ109 <br> - AK87 <br> - K6 <br> - 653 | - 754 <br> - 532 <br> - J9732 <br> - 109 |
| :---: | :---: | :---: |
|  | $\mathbf{W}_{S}^{N} E$ |  |
|  | ^ KJ832 <br> - Q6 <br> - AQ <br> * AQ84 |  |

Contract: 6~
Lead: vJ
Plan? $\qquad$
$\qquad$
$\qquad$
Note the similarities with Elimination Play.
You must remove all safe exit cards before putting the right opponent on lead

## Worksheet 8: Loser on Loser Play - Teachers' Notes

## 2 examples of giving up an unnecessary trick to establish more than one



Win A (keep entries to dummy) draw trump ending in North, play $\oplus \mathrm{K}$ and discard a heart. West wins, but now you can discard 2 diamonds on $\&$ QJ


Discard a club from dummy at Trick 1. East wins $\wedge A$, but you can throw another club on $\wedge K$ and ruff 2 clubs and 1 spade in dummy.

Common features: tricks you are guaranteed to make once a high card is knocked out lots of losers to discard

## 2 examples of a loser-on-loser endplay

| - 6 <br> - J1094 <br> - 10854 <br> - KJ72 | - AQ109 <br> - AK87 <br> - K6 <br> - 653 | ヘ 754 <br> - 532 <br> - J9732 <br> $\because 109$ |
| :---: | :---: | :---: |
|  |  |  |
|  | ^ KJ832 <br> - Q6 <br> - AQ <br> * AQ84 |  |
| Contract: | $6 \wedge$ |  |
| Lead: | $\checkmark$ |  |

Win $\vee$ Q (high card from short hand), draw trump, cash AK , play AK discarding 1 club, play last
$\bullet$ and discard another club. West is endplayed


Win $\wedge A$, draw trump, cash 3 hearts ending in dummy play $\boldsymbol{\wedge} \mathrm{J}$ and discard $\uparrow 7$ to endplay West.
(Note: the diamond pips are not good enough for an elimination)

Note the similarities with Elimination Play.
You must remove all safe exit cards before putting the right opponent on lead

## Card Play Worksheet 15: Trump Control

## Loser-on-loser and Trump Control



| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | - | $1 \downarrow$ | Dbl |
| Pass | 2 | Pass $2 \uparrow$ |  |
| Pass | $4 \uparrow$ | All Pass |  |

West leads partner's suit, $\bullet$ Q and another, East wins trick 2 with $\downarrow$ J and continues with $\downarrow$ A What is your plan? Do you ruff? If not, why not?
What card would you play instead of ruffing?


West leads AK, East signals an even number Should you ruff in the longer trump hand?
What is your plan? Do you ruff? If not, why not?
What card would you play instead of ruffing?

Setting up a side suit before drawing trump to keep control


Contract: $\quad 3 \boldsymbol{A}$
West leads AK.
How do you plan the play?
(If you cash $\uparrow A K$ everybody follows)


Contract 4v
West leads $\boldsymbol{\wedge} \mathbf{J}$ and continues $\uparrow s$.
How do you plan the play?
What are the possible pitfalls?
$\qquad$
$\qquad$

## Worksheet 15: Trump Control - Teachers Notes

Loser-on-loser and Trump Control


West leads $\vee \mathrm{Q}$ and another, East plays $\downarrow \mathrm{J}, ~ \mathrm{~A}$ If you ruff the third heart low West will overruff If you ruff high West must make a trump trick. The answer is not to ruff at all: discard your diamond loser instead to avoid the defensive trump promotion.


## West leads AK

The 4-3 fit is always fragile! Discard club losers Do not shorten your trump if you can help it.
Discard $\boldsymbol{*} 63$ on $\vee K Q$, then you can win any switch, and draw trump. If they play a fourth heart you ruff in the short hand

Two different reasons for not ruffing: avoiding a costly overruff
keeping trump length with an opponent, not losing trump control
Common features: inevitable losers to discard
(Note that in the second example you discard clubs even if they are winners!)

## Setting up a side suit before drawing trump to keep control

| - 84 <br> - AK984 <br> - A98 <br> * J103 | $\rightarrow 2$ <br> - 1072 <br> - KQJ53 <br> ヶ K654 | ^ Q Q103 <br> - Q653 <br> - 6 <br> * Q987 |  | . Q63 <br> - J74 <br> - Q10954 <br> * A7 |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | $W_{S}^{N} E$ |  | - J1084 <br> - Q62 <br> - A6 <br> * Q1052 |  | - AK752 <br> - 109 <br> - 873 <br> - J64 |
|  | ^AK9765 <br> $\bullet$ J <br> - 10742 <br> - A 2 |  |  | $\rightarrow 9$ <br> - AK853 <br> - KJ2 <br> * K983 |  |

Contract: $\quad 3 \uparrow$
West leads $\downarrow \mathrm{AK}$. If you ruff, cash $\uparrow \mathrm{AK}$ and play another spade East draws 2 more rounds and plays a third heart, removing your last trump. West has two hearts to cash when he wins $\bullet$ A. You can afford 2 trump losers - play diamonds after 2 rounds of trump

## Contract $4 v$

West leads $\boldsymbol{\wedge} \mathbf{J}$ and continues $\boldsymbol{\wedge} \boldsymbol{s}$. If you ruff and play 3 rounds of trump West wins $\vee \mathrm{Q}$ and plays another spade, removing your last trump before you have established diamonds. Leave them with winning trump and play your side suits. West can cash $\vee \mathrm{Q}$ when he wins $\bullet \mathrm{A}$, but you still have one heart to guard the spades

## Card Play Worksheet 7: The Duck

Ducking to keep contact with dummy:


Contract: 3NT
Lead: $\wedge^{3}$.
Sure Tricks? $\qquad$
Do you win Trick 1? $\qquad$
Plan? $\qquad$


Contract: 6a
Lead: $\quad$ 8 (lucky they did not lead $\boldsymbol{*}$ !)
Losers? $\qquad$
Plan? $\qquad$

Note: always check entries to the hand where you need to establish a long suit. If you can afford one loser duck with eg AKQxx opposite xx, or even xxx. Consider ducking even at a suit contract.

Ducking to keep the Danger Hand off lead.

|  |  |  |
| :---: | :---: | :---: |
| West | North | East South |
| 14 | Pass | 2* 3* |
| Pass | 4 | All Pass |
| Lead |  |  |

Losers?
Do you win Trick 1? $\qquad$
Plan $\qquad$ Plan
Ducking for the tempo - the Bath Coup


Losers? $\qquad$
Do you win Trick 1? $\qquad$
$\qquad$

## Worksheet 7: The Duck - Teachers' Notes

Ducking to keep contact with dummy:


Contract: 3NT
Lead: $\uparrow$. East plays $\uparrow \mathrm{K}$ and you win to ensure 2 spade tricks. Your only chance is to establish diamonds. You must let the defence win the first round to preserve an entry to dummy

| $\rightarrow 8$ <br> - 10852 <br> - K863 <br> * KJ85 | - A42 <br> - Q64 <br> - J2 <br> - A9642 | A 1075 <br> - J93 <br> - Q10954 <br> \& Q10 |
| :---: | :---: | :---: |
|  | $W_{S}^{N} E$ |  |
|  | ^ KQJ963 <br> - AK7 <br> - A7 <br> * 73 |  |

## Contract: 6a

Lead: a 8 (lucky they did not lead s!)
Your only hope is to establish clubs. You must duck the first round to ensure you have enough entries . (Now $\uparrow \mathrm{A}$, ruff, $\wedge \mathrm{A}$, ruff, $\vee \mathrm{Q}$ - cash)

Note: always check entries to the hand where you need to establish a long suit. If you can afford one loser duck with eg AKQxx opposite xx , or even xxx . Consider ducking even at a suit contract.

Ducking to keep the Danger Hand off lead.

| ^ KQ763 <br> - 94 <br> - A753 <br> ヶ K3 | - A9 <br> - A1053 <br> - 92 <br> * J10965 | A J1082 <br> $\bullet$ J8 <br> - QJ106 <br> - 874 |
| :---: | :---: | :---: |
|  | $\mathbf{W}_{S}^{N} E$ |  |
|  | A 54 <br> $\bullet$ KQ762 <br> - K84 <br> * AQ2 |  |
| West | North | East South |
| 14 | Pass | 2* 3v |
| Pass | 4 | All Pass |
| Lead: ^K |  |  |

Do not win A. East can drop $\uparrow$ J to promise $\wedge 10$. When West wins $\approx \mathrm{K}$ he puts partner in to lead $\bullet$ Q through your king. Duck and East has no entry

Ducking for the tempo - the Bath Coup

| - J8 <br> - KQ109 <br> - 8762 <br> - 652 | a K74 <br> $\bullet 653$ <br> - A43 <br> - AQJ4 |  |
| :---: | :---: | :---: |
|  | $W_{S}^{N} E$ | ^ Q63 <br> - 872 <br> - QJ 105 <br> - K87 |
|  | ^A10952 <br> - AJ4 <br> - K9 <br> * 1093 |  |


| West | North | East | South |
| :--- | :--- | :--- | :--- |
| - | - | - | $1 \uparrow$ |
| Pass | 3NT | Pass | 4 |

## Lead: $\vee K$

This time you duck because if West continues hearts you have 2 tricks, and if he switches you can establish a long club for a heart discard.

## Card Play Worksheet 12: Crossruffing and Dummy Reversal

A complete crossruff is rare: typical features are:
singletons in both hands a shortage of outside tricks
high trump that cannot be overruffed
A partial cross ruff is more common: in a 4-4 fit you may draw 2 rounds of trump then start ruffing
Remember: if you must give up the lead do so before you start to crossruff
Cash outside winners first, or opponents will discard that suit and eventually ruff them
Ruffing in both hands is dangerous: if possible prefer to ruff in one hand, then draw trump
If defending against a crossruff: lead trump whenever you get the chance


Contract:
Lead:


Losers? $\qquad$
Winners? $\qquad$
How many tricks do you need from trump? $\qquad$
Plan? $\qquad$


Losers?
Winners? $\qquad$
How many tricks do you need from trump? $\qquad$
Plan? $\qquad$

Note: Always look at the play from both sides: consider ruffing losers in either the South or North hands

## Worksheet 12: Crossruffing and Dummy Reversal - Teachers' Notes

A complete crossruff is rare: typical features are:
singletons in both hands
a shortage of outside tricks
high trump that cannot be overruffed
A partial cross ruff is more common: in a 4-4 fit you may draw 2 rounds of trump then start ruffing
Remember: if you must give up the lead do so before you start to crossruff
Cash outside winners first, or opponents will discard that suit and eventually ruff them Ruffing in both hands is dangerous: if possible prefer to ruff in one hand, then draw trump

If defending against a crossruff: lead trump whenever you get the chance

| $\begin{aligned} & \text { \& KQJ7 } \\ & \bullet 4 \\ & \bullet \text { J974 } \\ & \approx \text { KJ64 } \end{aligned}$ | ค A863 <br> - KJ105 <br> - A865 <br> * 3 | A 10942 <br> - 8732 <br> - Q10 <br> \& 1095 |
| :---: | :---: | :---: |
|  | ${ }^{\mathbf{N}}{ }_{S} \mathrm{E}$ |  |
|  | A 5 <br> - AQ96 <br> - K32 <br> * AQ872 |  |

Contract: 6
Lead: aK
Hard to see any source of tricks in a plain suit. Make all your trump separately, ruffing spades and clubs. Cash $\boldsymbol{A K}$ early in case a defender can discard diamonds while you are ruffing.

| a AQ 94 <br> - 94 <br> - 763 <br> ~ QJ108 | - 75 <br> - J86 <br> - QJ109 <br> - AK32 | A J83 <br> - 10752 <br> - 82 <br> * 9765 |
| :---: | :---: | :---: |
|  | ${ }_{W}^{\mathbf{N}} \underset{S}{E}$ |  |
|  | A K1062 <br> - AKQ3 <br> - AK54 <br> $\because 4$ |  |
| Contract: | 6 |  |
| Lead: | \&Q |  |

There are 2 spade losers. You can discard a spade from dummy on a heart. You have 4 heart tricks and 2 clubs - you need 6 trump tricks.
Win $\star A$, ruff a club with $\bullet K$, cross to $\bullet Q$,
ruff a club with $\star$ A, draw trump and cash winners.

| ^ KQJ6 <br> $\bullet$ KJ3 <br> - 8753 <br> \& Q6 | ค 93 <br> - 9652 <br> - KQJ <br> - AK74 | A 752 <br> $\bullet$ Q7 <br> - 1094 <br> \& J10932 |
| :---: | :---: | :---: |
|  |  |  |
|  | ค A1084 <br> - A1084 <br> - A62 <br> - 85 |  |

Contract:
Lead:
AK
3 spade losers and 2 trump. 7 sure tricks.
Duck the lead, win the next spade and duck a trump. Win the return, cash $\vee \mathrm{A}$, then crossruff spades and clubs - a partial crossruff.


2 losers, 11 winners. Can you find an extra trump trick? Ruff 3 diamonds in the South hand!

- A, diamond ruff, $\boldsymbol{\wedge} 10$, diamond ruff high, spade to Jack, diamond ruff high, \&K, draw trump with $\uparrow \mathrm{Q}$, discarding a heart from South, cash clubs.
A dummy reversal!

Note: Always look at the play from both sides: consider ruffing losers in either the South or North hands

## Card Play Worksheet 11: Planning Your Entries

## Preserving entries where they are needed

| A A104 |
| :---: |
| - K865 |
| - A973 |
| - A2 |
| N |
| $\mathrm{W}_{\mathbf{S}} \mathrm{E}$ |
| S - 976 |
| $\checkmark$ A7 |
| -8652 |
| * QJ109 |

Contract: 1NT
Lead: VQ
Sure Tricks? $\qquad$
Work Suit? $\qquad$
Entry to your established winners? $\qquad$


Sure Tricks? $\qquad$
Work Suit? $\qquad$
Entry to your established winners? $\qquad$

Note: Checking on entries is an essential part of the preliminary plan.
You need to keep entries in the hand where you plan to cash long tricks and in the hand opposite your finesses

Creating entries by overtaking and unblocking

|  |  |
| :---: | :---: |
| Contract: Lead: | $\begin{aligned} & \text { 3NT } \\ & \vee \mathrm{Q} \end{aligned}$ |

Sure Tricks? $\qquad$
Work Suit? $\qquad$
Best play for the tricks you need? $\qquad$
Entry to your winners? $\qquad$


Contract: 3NT
Lead:

Sure Tricks? $\qquad$
Work Suit? $\qquad$
Entry to your established winners? $\qquad$
Play to Trick 1? $\qquad$

Note: Beware of false economy with your big cards!

## Worksheet 11: Planning Your Entries - Teachers' Notes

Preserving entries where they are needed


5 Sure Tricks, you can establish 2 more in clubs. Finessing will not do the job!
Play \&A (high card, short hand) and another.
Win $\vee \mathrm{K}$ at Trick 1. You need $\vee \mathrm{A}$ as an entry.


6 Sure Tricks and you cannot afford to lose the lead You need to finesse spades, perhaps 3 times.
Cross to $\diamond$, then $\downarrow$, save $\downarrow 4$ to cross to $\bullet 5$ on the fourth round for your third finesse.

Note: Checking on entries is an essential part of the preliminary plan.
You need to keep entries in the hand where you plan to cash long tricks and in the hand opposite your finesses

Creating entries by overtaking and unblocking


Contract: 3NT
Lead:
$\bullet$ Q
8 Sure Tricks. Diamonds are too slow, so try clubs. If you cash \&KQ and cross to your only entry, $\uparrow A$, you need clubs 3-3. If you overtake \&Q and play $\% 9$ you have enough tricks when $\%$ s are 3-3, and also when someone has Jx or 10x.


5 Sure Tricks. Hearts are the Work Suit. But East will hold up $\downarrow$ A and you need an entry.
To ensure a slow entry in spades you must win Trick 1 with $\uparrow$ A. If you win it cheaply East holds up in hearts and West can keep you out of dummy.

Note: Beware of false economy with your big cards!

Card Play Worksheet 10: Avoidance and the Danger Hand
Techniques for keeping one hand off lead:


A AK1092

- A1094
- K4
\& K8
Contract: $4 \boldsymbol{\uparrow}$
Lead: \&Q
Why keep East off lead? $\qquad$
How do you play the majors? $\qquad$
$\qquad$


Try $\vee \mathrm{Q}$ from dummy. It scores!
Why keep East off lead? $\qquad$
How do you tackle diamonds? $\qquad$
it has tricks to cash it can lead through an Honour Keep it out by finessing/ducking into the other hand - but only when you can afford the loser!

## Loser-on-loser and avoidance

|  |  |  |  |
| :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { West } \\ & - \\ & 2 \vee \end{aligned}$ | $\begin{aligned} & \text { North } \\ & 1 \boldsymbol{2} \\ & 2 \boldsymbol{n} \end{aligned}$ | East <br> Pass <br> Pass | $\begin{aligned} & \text { South } \\ & 1 』 \\ & 4 \AA \end{aligned}$ |

Lead: $\vee K$
Why keep East off lead? $\qquad$
Can you establish clubs safely? $\qquad$

A Scissors Coup


What is this lead? $\qquad$
Can you keep East off lead? $\qquad$
$\qquad$
$\qquad$
You will not run into a Scissors Coup every day! Nor should you go out of your way to look for clever plays. Improvement comes when you recognise the situation (usually after the play is over)
All the expert does is to recognise it in time.

## Worksheet 10: Avoidance and the Danger Hand - Teachers' Notes

Techniques for keeping one hand off lead:

| - J <br> - 872 <br> - A9832 <br> * QJ106 | - 6543 <br> - KJ3 <br> - 65 <br> - A753 | - Q87 <br> - Q65 <br> - QJ107 <br> - 942 |
| :---: | :---: | :---: |
|  | ${ }^{\mathbf{W}}{ }_{S}^{\mathbf{N}} \mathrm{E}$ |  |
|  | ^AK1092 <br> - A1094 <br> - K4 <br> - K8 |  |
| Contract: | 4* |  |
| Lead: | ¢Q |  |

East might lead $\bullet Q$ through your King. Keep him out by finessing trump: $\approx K, \uparrow A$, $\star A$, spade to $\boldsymbol{\wedge} 10$. Even if West wins and plays \& J you can ruff and finesse hearts into West. If he has $\vee \mathrm{Q}$ as well you discard $\bullet 5$ from dummy and lose just 1 diamond


You try $\vee \mathrm{Q}$ from dummy and it holds.
Now you must keep East off lead. Play $\leqslant 3$.
If East plays 2 duck to West. If East plays high win, cross to $\star \mathrm{K}$ and play another diamond, ducking if East plays ${ }^{2}$.

Note: There are 2 possible reasons for keeping one hand off lead:
it has tricks to cash it can lead through an Honour Keep it out by finessing/ducking into the other hand - but only when you can afford the loser!

## Loser-on-loser and avoidance

| $\rightarrow 3$ <br> - KQJ983 <br> - AQJ9 <br> - 108 | $\begin{aligned} & \hline \text { KJ10 } \\ & \sim \text { A5 } \\ & 542 \\ & * \text { AK754 } \end{aligned}$ | - 862 <br> - 10764 <br> - 1087 <br> * QJ9 |
| :---: | :---: | :---: |
|  |  |  |
|  | - AQ9754 <br> - 3 <br> - K63 <br> $\div 632$ |  |
| West North | East | outh |
| - 1* | Pass |  |
| 2• 2 - | Pass |  |

## Lead: $\vee \mathrm{K}$

You must establish clubs without letting East in to lead $\bullet 10$ through your K. Duck $\vee K$ ! Later discard a club on $\vee$ A and establish length tricks in clubs with a ruff. You need dummy's trump as entries, heart. so delay drawing trump till you have done your work


If East gets in he can give West a club ruff. West wins the first round of trump and plays a heart. Win $\vee$ and play $\bullet K$, discarding your second heart. Now West has 3 tricks but East has no entry!

You will not run into a Scissors Coup every day! Nor should you go out of your way to look for clever plays. Improvement comes when you recognise the situation (usually after the play is over)
All the expert does is to recognise it in time.

## Card Play Worksheet 13: Making Deductions

## Clues from the bidding

|  |  |  |  |
| :---: | :---: | :---: | :---: |
| West | North | East | South |
| Pass | Pass | Pass | 1. |
| Pass | 2. | Pass | 2 |
| Pass | 3* | Pass | 5* |
| Lead: | $\wedge$ Q |  |  |

You win $\uparrow A$ and draw trump, which break 1-1. How will you play diamonds? $\qquad$
Why? $\qquad$

|  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { West } \\ & 1 \mathrm{NT}^{1} \\ & \text { Pass } \end{aligned}$ | North Pass 4^ | East <br> Pass <br> All Pass | South $3 \uparrow$ | ${ }^{1} 12-14$ |

East discourages with $\downarrow$ 2, West switches to trump How will you play clubs? $\qquad$
Why? $\qquad$

Note: Not everyone bids like you, but you can rely on some things:
if they do not open the bidding they do not have opening values
if they open 1 NT they may be a point short, but rarely hold a point too many
Before tackling a suit where you have a choice of plays find out as much as you can about the other suits.

## Clues from the lead

|  |  |  |
| :---: | :---: | :---: |
| West | North | East South |
| 3 | Pass | Pass 3a |
| Pass | 4 | All Pass |
| Lead: | \% J |  |


|  |  | J4 <br> 053 <br> 4 <br> E <br> 63 <br> 92 |  |
| :---: | :---: | :---: | :---: |
| West | North | East | South |
| - |  | Pass | 1NT |
| Pass | 3NT All Pass |  |  |
| Lead: | A 2 |  |  |

You duck, West continues $\boldsymbol{\star} 10$. East overtakes with $\leadsto Q$ and plays $\vee \mathrm{Q}$.

How do you play trump? $\qquad$
Why? $\qquad$
You win and cash 4 hearts. West discards 2 clubs and 1 diamond.

How will you tackle diamonds? $\qquad$
Why? $\qquad$
NB When a hand that has preempted chooses to lead a plain suit it is often a singleton
When a 4-card suit is led against 3NT (with no clues from the bidding) it is usually the leader's longest suit.
When a hand that has supported its partner leads another suit it will often have the ace of partner's suit

## Card Play Worksheet 13: Making Deductions - Teachers Notes

Clues from the bidding

| - QJ105 <br> - KJ95 <br> - Q842 <br> - 7 | ヘ A74 <br> - 87 <br> - J103 <br> * Q10654 |  | - K8632 <br> - 1064 <br> - A976 <br> - 8 |
| :---: | :---: | :---: | :---: |
|  |  |  |  |
|  |  | $\rightarrow 9$ <br> - AQ32 <br> - K5 <br> * AKJ932 |  |
| West | North | h East | South |
| Pass | Pass | Pass | 1** |
| Pass | 2* | Pass | 2 |
| Pass 3 | 3\% | Pass | 5\% |
| Lead: | $\sim$ Q |  |  |

When you draw trump you discover that West has a singleton. He has $\leadsto \mathrm{QJ}$, yet has not opened, nor made a takeout double of $1 \boldsymbol{*}$. He will not have,
$\bullet \mathrm{K}$ and $\bullet \mathrm{A}$. When he has $\vee \mathrm{K}$ play East for $\bullet \mathrm{A}$

| - 107 <br> - AK97 <br> - AQ65 <br> * 743 | $\rightarrow$ Q53 <br> - Q103 <br> - 1097 <br> - KJ85 | - 84 <br> - J8652 <br> - 432 <br> * Q96 |
| :---: | :---: | :---: |
|  |  |  |
|  | ^AKJ962 <br> - 4 <br> - KJ8 <br> - A102 |  |
| West North | East South |  |
| $1 \mathrm{NT}^{1}$ Pass | Pass 3^ |  |
| Pass 4^ | All Pass |  |
|  | ${ }^{1} 12-14$ |  |
| Lead: ${ }^{\text {A }}$ |  |  |

East plays $\vee 2$ and West switches to a trump Draw trump and test diamonds. West has AK and AQ , so cannot have $\because \mathrm{Q}$ - that would make 15 HCP

Note: Not everyone bids as you would, but you can rely on some things:
if they do not open the bidding they do not have opening values if they open 1 NT they may be a point short, but rarely hold a point too many
Before tackling a suit where you have a choice of plays find out as much as you can about the other suits.

## Clues from the lead



You duck, clubs are continued, East wins and plays $\vee \mathrm{Q}$. Take the trump finesse.


Win and cash 4 hearts. West discards 2 clubs and 1 diamond. He must be 4-1-4-4: he would lead a 5 -card suit if he had one. Play $A$ and finesse West for $\bullet$

When a hand that has pre-empted chooses to lead a plain suit it is often a singleton
When a 4 -card suit is led against 3NT (with no clues from the bidding) it is usually the leader's longest suit.
When a player who has supported its partner leads another suit he will often have the ace of partner's suit

## Card Play Worksheet 14: Planning: Checking for Pitfalls

Not 'doing what comes naturally' if there is a better line


Contract: 4
Lead: $\quad$ Q
Losers? $\qquad$
What is the danger? $\qquad$
Can you guarantee success? $\qquad$
How? $\qquad$


Contract: 3NT
Lead: AQ
Sure Tricks? $\qquad$
Work Suit? $\qquad$
Can you guarantee success? $\qquad$
How? $\qquad$

Note: When you have made a plan look to see if there is a better one
You do not need to take a finesse just because it is there
Even the most straightforward-looking contract can have hidden traps.


Contract:
Lead: AQ
Losers? $\qquad$
Plan?
Can you guarantee success? $\qquad$


Contract: 4a
Lead: $\downarrow$ K. East overtakes and switches to trump
Losers? $\qquad$
Plan? $\qquad$
Can you guarantee success? $\qquad$

Note: Always count your losers.
Try to imagine what might happen if opponents get on lead

## Card Play Worksheet 14: Checking for Pitfalls - Teachers Notes

Not 'doing what comes naturally' if there is a better line


Contract: $4 \vee$
Lead:

- Q

It looks normal to finesse trump - but if that loses they will clear diamonds. Win in hand, keeping $\bullet$ A as an entry to dummy. Play $\wedge A$, then $\wedge Q$ to establish $\uparrow \mathbf{J}$ to discard a diamond


Contract: 3 NT
Lead:
. Q
To ensure 9 tricks win $\uparrow K$ and play $\vee$ A and a heart. Cards sometimes lie badly!

Note: When you have made a plan look to see if there is a better one You do not need to take a finesse just because it is there

Even the most straightforward-looking contract can have hidden traps.

| - QJ109 <br> - 82 <br> - A965 <br> - 1094 | - K 52 <br> - A954 <br> - Q4 <br> - Q832 | - 864 <br> - K3 <br> - 10873 <br> * KJ76 |
| :---: | :---: | :---: |
|  | $W_{S}^{N} E$ |  |
|  | - A73 <br> - QJ1076 <br> - KJ2 <br> - A5 |  |

Contract: $4 \vee$
Lead: $\quad$ Q
If you finesse trump at trick 2 they clear their spade trick. Win $\uparrow \mathrm{K}$ and play $\downarrow \mathrm{Q}$ to establish a discard.


Contract:
Lead: -K
East overtakes A and switches to $\wedge$ Q
Now you will not be able to ruff your 3rd heart in dummy. How to avoid 3 heart losers? Duck $\wedge Q$ !

Note: Always count your losers.
Try to imagine what might happen if opponents get on lead

## Card Play Worksheet 9: The Finesse

A finesse involves leading towards one or more high cards in the hope that opponents' high cards will be well placed

Finesse technique: how should we tackle these suits to make the maximum number of tricks?

| $\bullet$ AJ102 | $\bullet$ AJ105 | $\bullet 42$ | $\bullet$ AKJ104 | $\bullet$ KQ83 |
| :--- | :--- | :--- | :--- | :--- |
| $\bullet$ Q95 | $\bullet$ Q43 | $\bullet$ AKJ1073 | $\bullet 753$ | $\bullet \mathrm{~J} 64$ |
|  | - | - | - | - |
| - | - | - | - | - |
|  | - | - | - |  |

Variations on the Finesse: Indirect, Ruffing, 'Obligatory'

- QJ6
$\bullet$ J2
- AQJ10
- KJ1094

K873

A753

- AQ73
$\bullet 7$
$\bullet 3$
Q942
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$


## The two-way finesse



What could go wrong? $\qquad$

How should you tackle trump? $\qquad$
Note: The expert is always reluctant to take finesses: he prefers something better than $50 \%$.
When you have a two-way guess postpone your decision as late as you dare - find out about the other suits. The hand with greater length is favourite to hold the high card With a choice finesse into the safe hand, not the Danger Hand.

## Worksheet 9: The Finesse - Teachers' Notes

A finesse involves leading towards one or more high cards in the hope that opponents' high cards will be well placed.

Finesse technique: how should we tackle these suits to make the maximum number of tricks?

| $\bullet$ AJ102 | $\bullet$ AJ105 | $\bullet 42$ | $\bullet$ AKJ104 | $\bullet$ KQ83 |
| :--- | :--- | :--- | :--- | :--- |
| $\bullet$ Q95 | $\bullet$ Q43 | $\bullet$ AKJ1073 | $\bullet 753$ | $\bullet$ J64 |

Run 9, then Q to finesse 3 times if necessary

Low to J, then low towards 10 in case West has Kx

Finesse J, then 10 to pick up Qxxx Do not cash A!

Cash A first when you have 3 cards has Ax

Play towards KQ twice in case West

Variations on the Finesse: Indirect, Ruffing, 'Obligatory'

| $\bullet$ QJ6 | $\bullet$ J2 | $\bullet$ AQJ10 | $\bullet$ KJ1094 | $\bullet$ K873 |
| :--- | :--- | :--- | :--- | :--- |
| $\bullet$ A753 | $\bullet$ AQ73 | $\bullet 7$ | $\bullet 3$ | $\vee$ Q942 |
| Lead towards QJ | Lead towards JX | Play A then run <br> Q (in a trump <br> contract) | Play to Jack, then <br> ruff finesse. | Play to K (or Q) |
|  |  |  | If it wins duck <br> next time |  |

## The two-way finesse

| ヘ 4 <br> - KQJ9532 <br> - Q54 <br> * J8 | ^ AK95 <br> - 75 <br> - AJ86 <br> * A62 | a. J87 <br> - A10 <br> - 92 <br> \& Q109754 |
| :---: | :---: | :---: |
|  | ${ }^{\mathbf{W}}{ }_{S}^{N} E$ |  |
|  | ^ Q10632 <br> - 86 <br> - K1073 <br> - K3 |  |
| Contract: <br> Lead: | (West op | d 3v) |

East overtakes and returns a heart.
West wins and exits with a trump
Draw trump, then play \&KA ruff to get a count.
West has 3 diamonds, play him for $\bullet$ Q.


Start trump with $\boldsymbol{A} K$. If East has Qxx you have a marked finesse. If West has Qxx cash $\uparrow A$, the other heart trick, and 3clubs. If West does not ruff throw him in with $\uparrow Q$.

Note: The expert is always reluctant to take finesses: he prefers something better than $50 \%$. When you have a two-way guess postpone your decision as late as you dare - find out about the other suits.
The hand with greater length is favourite to hold the high card With a choice finesse into the safe hand, not the Danger Hand.

