## Lesson 39: <br> Card Play: Coping with Common Combinations

## Aims

To expand our abilities as declarer by
advance preparation
To teach the best way to play some common card combinations

To remind the class that there are no Absolute Rules

The more interesting combinations take time to learn, but the effort is worthwhile.

Percentage Plays

Rule 1: When the only missing honour card is the king we lay down the ace when we have 11 cards between the hands: with fewer than 11 cards we finesse.

Rule 2 When the missing honour is the queen we play ace and king if we have 9 (or more) cards in the suit. With 8 or fewer we finesse. "Eight Ever, Nine Never"

## Some card combinations are quite dull

## vA72 <br> -KQ6

With this holding we will make 3 tricks.
No more and no less. We can cash our tricks in any order we please.

Percentage Plays
a) $\uparrow$ J10965
^AQ7432
play for the drop
$\checkmark$ A53
-KJ2

This time we cash the ace, then lead low to the jack, finessing against the queen.
We make 3 tricks $50 \%$ of the time, when West has $\vee$.
^Q1096
^Afinesse starting with Q ^
c) $\quad \mathrm{J} 1062$ ^AK943
d)

A A543
play for the drop

Lead tokN,
Eight ever, nine never (finesse)
‘Best’ Plays
a) $\uparrow \mathbf{J} 972$

AK103
^AQ8654
Lead $\uparrow \mathrm{J}$ from dummy, run it if East plays low.
NB: it is wrong to play low to $Q \star$ with 10 cards.
c) $\quad \mathrm{J} 10$

』AK96

Run the jack on the first round

## b) ^Q876

^A5432

This time leading the queen is silly
Cash the ace, then lead Towards $\wedge Q$
d) $\quad 43$
$\approx A K J 1072$

Finesse on the first round
Eight ever, nine never (finesse)
e) \&J43

## *AK72

Cash the ace than lead towards the unsupported honour, the jack.
\&AK72
f) : J4

Here we cannot afford to cash the ace first lead low towards singleton honour

## Combination finesses

a) $\vee \mathrm{AJ10}$
-543
b) $\vee \mathrm{AJ} 9$
$\checkmark 543$

Start by playing low to $\vee 10$.
If West has $\vee K Q$ he must split his
honours or
you make 2 tricks at once.
If West plays low and East wins $\vee K$ or $\vee Q$ lead low to $\vee J$ later, making 2 tricks unless East has $\vee K Q$. (A 75\% chance)

This time play low
to $\vee 9$.
If East has $\vee 10$
you make just 1 trick.
If West has $\vee 10$
and East wins
$\checkmark K$ or $\vee$ Q you
can lead low to
$\checkmark$ J making 2 tricks if West has $\vee K 10 x$ or Q10x.
c) $\quad$ AJ6

The only hope of 2 tricks is that West has $\checkmark$ KQ
a $25 \%$ shot. Still worth a try!
$\checkmark 543$

## d) $\vee \mathrm{KQ} 10$

$\checkmark 543$
e) $\vee \mathrm{K} 109$

- 543

Start by playing low to $\checkmark$ K.
If East wins $\vee \mathrm{A}$
finesse $\vee 10$ next time. If
$\checkmark$ K wins play low to $\vee \mathrm{Q}$.
(Note that East gives you a nasty guess by refusing to take his ace on the first round)

Low to 9 will probably lose to $\vee$ Q or $\vee J$
Later try low to $\vee 10$ - you win a trick whenever West has $\vee \mathrm{Q}$ or $\checkmark$ J.
It does not matter who has $\vee \mathrm{A}$

## Some Real Hands where Logic is More Important than Rules.

| NS Vul | ^10 |
| :--- | :--- |
| Dealer | AJ96 |
| West | KQ54 |
|  | \multirow{3}KQ52{} |

A AQJ8654
$\checkmark 4$

- J83

W E
S A962
$\because 93$
AK92 \&A1074
$\checkmark$ K10852

- 107
\& J86

| West | North | East | So |
| :--- | :--- | :--- | :--- |
| - | - | 1 NT | $2 \uparrow$ |
| Pass | $3 \uparrow$ | Pass | $4 \uparrow$ |

## NS Vul

*KQ52

| A AQJ8654 | N | - 73 |
| :---: | :---: | :---: |
| - 4 | W E | $\checkmark$ Q73 |
| J83 | S | - A962 |
| \&93 |  | ¢A1074 |

A K92
$\checkmark$ K10852

- 107
\& J86

| West | North | East | South |
| :--- | :--- | :--- | :--- |
| $3 \boldsymbol{a}$ | Dble | Pass | $4 \checkmark$ |
| Pass | Pass | Pass |  |

West leads 4 to East's ace.
East cashes $A$ and and returns $\uparrow 7$ to $\uparrow \mathrm{J}$.

South has lost 3 tricks and must pick up the trump suit for no losers.
West has shown 7 spades in the bidding and has not been able to ruff anything. He is very likely to hold a singleton heart, so you should finesse.

## Quiz

1) How should you play to give yourself the best chance of making as many tricks as possible?.

You may choose whether you wish to lead from the North or the South hand.



g) $\begin{array}{r}\because \mathrm{A} 52 \\ \mathrm{~W} \\ \mathrm{~N} \\ \mathrm{~S} \\ \% \mathrm{~J} 109\end{array}$

Run jack, later run ten
shows out finesse

Cash ace, then
lead
towards
queen

End of Lesson

