

## Play Lesson 3: Developing Tricks (Cont.)

**Finesse:** Leading TOWARDS High Cards is Better than Leading High Cards

### Exercise One – The Finesse

In the following examples, how many sure tricks are there? How could you get an extra trick?

DUMMY:	1) A Q 3	2) 4 3	3) A K J	4) Q 4 2	5) K J 3
DECLARER:	7 6 5	K 5	7 5 3	A 7 3	A 5

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### Exercise Two – The Repeated Finesse

How would you play each of the following suits to get the maximum number of tricks? For you to succeed, where would the missing high card have to be?

DUMMY:	1) 7 4 3	2) A Q J	3) 8 7
DECLARER:	K Q 5	5 3 2	A K J 10

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### Exercise Three – Suit Development

Combining the ideas of the finesse and the development of long suits, determine how many tricks you could take with each of the following combinations. Assume the location and division of the missing cards is as favorable as possible.

DUMMY:	1) Q 4 3	2) K Q 3 2	3) K 9 7 5 2	4) A Q J 3 2	5) 9 7 4
DECLARER:	A 8 7 6 5	7 6 5 4	8 6 3	7 6 5	A K J 3

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When Finessing, it is sometimes better to lead a High Card To **SAVE** Transportation!

## Leading a High Card

Leading a high card often allows you to repeat a finesse. Take a look at the following deal.

<p>Contract: 3 ♦ Lead: ♠K</p>	<p>♠ A 7 5 3 2 ♥ 9 4 3 ♦ J 5 ♣ 8 7 5</p>											
<p>♠ K Q J 10 ♥ K J 7 6 ♦ 7 2 ♣ 10 6 3</p>	<div style="border: 1px solid black; padding: 5px; display: inline-block;"> <table style="border-collapse: collapse; width: 40px; height: 40px;"> <tr><td></td><td style="text-align: center;">N</td><td></td></tr> <tr><td style="text-align: center;">W</td><td></td><td style="text-align: center;">E</td></tr> <tr><td></td><td style="text-align: center;">S</td><td></td></tr> </table> </div>		N		W		E		S		<p>♠ 9 6 ♥ A 10 8 2 ♦ K 8 3 ♣ Q J 4 2</p>	
	N											
W		E										
	S											
	<p>♠ 8 4 ♥ Q 5 ♦ A Q 10 9 6 4 ♣ A K 9</p>											

You can afford four losers in a contract of 3 ♦. You have one spade loser, two heart losers, one club loser and one possible diamond loser. You're missing the ♦K, but you plan to eliminate your diamond loser by taking a finesse against East's (hoped-for) king.

Play Deal #7 (3-1):

North(D)

Bidding: 1♠-2♥-P-2♠-P-3♥-P-4♥-P-P-P

Dealer:	♠ AKQ106		
North	♥ 83		
	♦ KJ4		
	♣ 952		
♠ 9872		♠ J43	
♥ K965		♥ AQJ102	
♦ 97		♦ AQ	
♣ AKQ		♣ 1043	
	♠ 5		
	♥ 74		
	♦ 1086532		
	♣ J876		

Lead: ♠A

Count Losers, Ruff High, Pull Trump, Finesse ♦'s

Play Deal #8 (3-2):

East(D)

Bidding: 1♦-1NT-P-3NT-P-P-P

Dealer:	♠ 1084		
East	♥ AJ3		
	♦ 942		
	♣ KQ92		
♠ 7632		♠ K95	
♥ Q76		♥ K1084	
♦ 86		♦ KQJ105	
♣ 10853		♣ 7	
	♠ AQJ		
	♥ 952		
	♦ A73		
	♣ AJ64		

Lead: ♦8

Count Winners, Repeat Finesse, Duck

Play Deal #9 (3-4):

West (D)

Bidding: P-1♥-2♦-2♥-P-4♥-P-P-P

Dealer:	♠ A 4		
West	♥ A Q J 9 6 5		
	♦ 9 5 4		
	♣ A K		
♠ 10 9 6 5 2		♠ K J 8	
♥ K 8 4		♥ 7	
♦ 8		♦ K Q J 10 3 2	
♣ 10 9 8 2		♣ Q J 4	
	♠ Q 7 3		
	♥ 10 3 2		
	♦ A 7 6		
	♣ 7 6 5 3		

Lead: ♦K

Count Losers, Finesse Trumps starting with ♥10