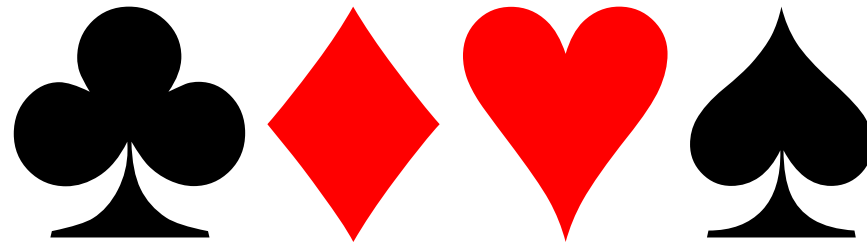




# U3A Intermediate Bridge

Week 11 – Making tricks - Finesses



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# U3A Intermediate Bridge

## Week 11 – Making tricks - Finesses

First person, add the board number

Board	7					Score	
NS	EW	Contract	By	Lead	Tricks	NS	EW
1							
2							
3	6	4S+1	N	KD	11	450	
4							
5							
6	9	4S✓	S	3C	10	420	
7	10	4S-1	S	3C	9		50
8							
9							
10							
11							
12							
13							
14							
15							
16							

### Travellers.

- 1: Determine the NS pair  
Use that row.
- 2: Determine the EW pair  
Put that number in the EW column
- 3: Write the contract as bid and the result (4S+1 etc)
- 4: Write who was declarer
- 5: **Ignore Lead**
- 6: Write the number of tricks made (0..13)
- 7: Write the score in NS or EW as a positive number
- 8: Show it to player on your left for checking.

*Make it legible*



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

This week we are looking at techniques to make tricks as declarer.

The objective of the defence is to determine declarer's strategy and to hinder it as best they can.

The bulk of this presentation is about Finesses, which is the least guaranteed aspect of "making tricks" techniques.

The information presented comes from:

- |  |         |
|--|---------|
| Paul Mendelson – Right Way to Play Bridge      | (RWPB)  |
| Paul Mendelson – Bridge for Complete Beginners | (BCB)   |
| Andrew Robson – Bridge Lessons, Finesse        | (ARFIN) |



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

A briefing on **No Trump** play: (BCB page 108)

- 1 When dummy is put down study the 27 cards you can see and make a plan. Contemplate the bidding and work out where the points and suits are.
- 2 Count your top tricks and see how many more you have to manufacture.
- 3 Do not play your top tricks except as part of the “manufacturing tricks process” until you have the extras made.
- 4 Decide how to make extras – usually the suit declarer / dummy have the most of. Attack that suit to push out the opponents’ high cards (losing tricks) while you still have masters in other suits.
- 5 Keep at least one master in each suit as long as you can – ducking tricks you could otherwise take.



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

A briefing on **Trump** play: (BCB page 109..115)

Trump play requires a different scheme...

1 When dummy is put down study the 27 cards you can see and make a plan. Contemplate the bidding and work out where the points and suits are.

2 Count declarer's losers (not dummy's losers) including both declarer's & dummy's good cards. Determine how many need to be converted into winners to make the contract.

eg contract is 4♥, but you have 4 losers, one too many. Convert 1.

3 Method 1: Trump losing cards with DUMMY's trumps. (The hand with FEWER trumps).

4 Method 2: Discard losers on dummy's long suit leads. Dummy's low cards will win if trumps have been drawn after the opponents' holding in the suit is exhausted.



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

Drawing trumps.

- 1 **Keep track of how many trumps have been played and who is out of trumps and where any master trumps reside.**
- 2 You may need trumps to allow entry into one or other of your hands. Do not draw (all) trumps if this is the case.
- 3 If you have few enough losers to be able to make the contract, draw trumps. If not, hesitate before so doing.



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

### **And then there are Finesses...**

The problem with finesses is that they are a gamble. Without extra information, they are only likely to work 50% of the time.

The previous techniques are “guaranteed” to work.

A Finesse is an attempt to win a trick with a card when the opponents have a higher card in the same suit.

The success or otherwise of the finesse depends on which hand the higher card is in.

Finesses are normally played by declarer / dummy. Defence can try, but they will find it harder to determine the required information to permit the attempt.

From here on, I’m assuming **declarer** is **South** and **dummy** is **North**.



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

The basic finesse:

	N: K 2	
W:		E:
	S: 4 3	

If the ace is with East, we have no chance.

50% of the time the ace will be with West, and North wins the K.

ie Lead a small card from S **3**

If W plays **A**, then N plays low **2** and his **K** is promoted for later.

If W plays low **5**, N plays **K** and crosses his fingers.

Should W have **A**, the **K** will make.

If E has it, the **K** will fall.





# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

The process:

Identify the card that you want to be promoted.

Get the lead into the opposite hand.

Lead a low card of the relevant suit.

Play the **card-to-be-promoted** as **third** to the trick.  
(Unless second already played higher).

Cross mental fingers and wait to see what fourth does.





# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

### Finesse or drop?

*With:* N: J T 9 8

W: E:

S: A K 4 3 2

which leaves E & W with only 4 cards (Q 7 6 5).

Assume they split as evenly as possible (2 – 2). ( Q 7 ) and ( 6 5 )

Will leading your master cards force the Q to be played?

Lead the A and you get 7 & 5,

Lead the K and you get Q & 5,

so dummy's J T and your 2 are all good.

In that case play for the **drop**.





# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

**An intricate finesse.**

*With:* N: A J 5 3

W: E:

S: K 9

which leaves E & W with 7 cards ( Q T 8 7 6 4 2 ).

You have 2 masters (A K) and would like a third trick with J or 9.

A drop will almost certainly fail.

The answer is to do a finesse followed by a drop

Lead 3 to the 9

If 9 loses to Q, then J is promoted for a third trick.

If 9 loses to T, play K & 5,

and then A & discard, hoping Q will drop.

This has a 68% chance of success (better than the normal 50%).



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

If the card you want to promote is a lower value, it may be worth leading all but one of your suit masters to see if the danger card drops, or if it identifies where the danger card is (holder's partner discards).

If it doesn't drop, try the finesse.



# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

Reader exercise. How would you play:

	N: 7 4 3	
W:		E:
	S: A Q 5	











# U3A Intermediate Bridge



## Week 11 – Making tricks - Finesses

Reader exercise. How would you play:

	N: J T 9 8	
W:		E:
	S: A K 3 2	



# U3A Intermediate Bridge

## Week 11 – Making tricks - Finesses

Reader exercise. How would you play:

W: N: J T 9 8  
E: S: A K 3 2

E/W have Q 7 6 5 4

Play the A (A 4 8 5) in case there is a L1 Q, leaving E/W with Q 7 6.

If you lead S 2 then, as W can see the highest is N J, if he has Q then he'll play it, so a standard finesse won't work.

Instead, cross to dummy in a different suit

Lead J

If E plays Q, beat it with K

If E plays low, let J run and hope E had Q

If W has Q now, you don't make the trick

You kept the K so that in trick 3, S K can beat the remaining Q.



# U3A Intermediate Bridge



## Week 11 Play

### Play

Divide yourselves into pairs and then into tables.

This week I do not plan to ask you to move, in future weeks we may.

**NS have the pair number of their table.** (North has back to screen)  
**EW have the pair number of their table plus 6.**

When you have played a hand, pass it to the next numbered table in sequence. The highest numbered table passes to table 1.

And one last thing – as part of the learning process – I would like the partner of whoever has just bid to take whatever action is standardly required (announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – AND ALSO to give a brief description to the other three players on what the bid means.

**Any questions?**

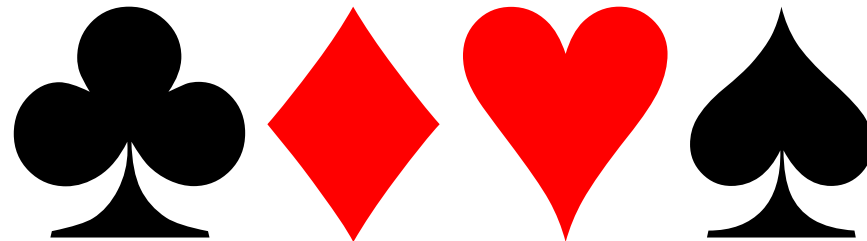
**Optional coffee... 20p**

**PLAY**



# U3A Intermediate Bridge

Week 11 – Making tricks - Finesses



The end



# U3A Intermediate Bridge



## Week 11 Set hands

- 1 AR Finesse #1 (AS=N)
- 2 AR Finesse #2 (AS=W)
- 3 AR Responder and 4<sup>th</sup> Suit Forcing #3 (AS=S)
- 4 AR Finesse #6 (AS=E)
- 5 AR Bridge Common Mistakes #26 (AS=N)
- 6 AR Finesse #9 (AS=E)
- 7 AR Finesse #5 (AS=S)
- 8 AR Responder and 4<sup>th</sup> Suit Forcing #6 (AS=N)
- 9 AR Finesse #10 (AS=S)