Homework answers –finesse selection

1) In the first hand I now see that in some scripts declarer had 14 cards –not a good start. Heres the hand I wanted you to play:

AQJ	854
K2	A43
KJ4	A632
A7654	Q32

you should take the Chinese finesse in clubs and NOT the repeat finesses in spades. I expect that was a surprise for some.

The thinking is that we have 6 tricks on top. And need 3 more. Even if the repeat spade finesse worked that would only give you two more tricks and so ... you still would need another successful finesse in another suit.

Much better to play on clubs. Lead the 2 to the Ace for instance and then lead the 4 to the Q. If that "works" then you have the 3 extra tricks in one go that you are hoping for.

This is the sort of layout you are hoping for in clubs:

NB If that failed you are in trouble and will have to take finesses in spades and diamonds.

- 2) NO finesses are needed (and if you took one you are WRONG!). Simply play Q clubs; next when you have the lead play the J clubs. Finally keep leading clubs. NB you had 6 tricks and can get 3 more in clubs without recourse to finessing.
- 3) spade finesses or club finesse. Win or lose 12 tricks are Easy
- 4) This is harder. You have 10 tricks. The extras come best from repeated spade finesses.

Lead the 5 to the 9 (a deep finesse). That will lose.

Later lead the 6 to the 10- that will win 76% of the time. Yes 76 not even 75.

Finally lead the 8 to the J –that will win 100% of the time.

You have to keep getting to the right hand to take the finesses but otherwise is straightforward.

- 5)Avoiding a finesse is the best move here. Win Ace hrts. Small club to the Ace. Play Ace + K spades (assuming the Q has dropped –quite likely) now lead a diamond to the Ace (no finesse) and play K clubs and throw a heart.
- 6) (iii) –play safe
- 7) (vi) -play dangerously

So whats the reason for safety in 6 and danger in 7 ? Sorry run out of space to explain but its been in your notes more than once.