

Bridge Club 2/4/2019 Hands

As a note these hands from a software called BridgeMaster on BBO. Most of the hands from bridge club will come from there since they are really good teaching examples. You are welcome to log in and attempt other hands yourself to build up your declarer skills as it is completely free to use.

Bridge Master
2 A-18

WEST | NORTH | EAST | SOUTH

| | | | |
|------|------|------|------|
| Pass | 1♠ | Pass | 1♥ |
| Pass | 4♥ | Pass | 3♥ |
| Pass | Pass | Pass | Pass |

N North

W West

E East

S South

4♥ S NS 0 EW 0

This first hand goes over the importance of finessing. You have eight hearts and have to find the QH to make your contract. When dummy comes down, it is always important to begin by counting our tricks. We start with 3 club tricks, 1 diamond trick, no spade tricks, so we need all 6 heart tricks. The math dictates that when we have 8 hearts that we should finesse, or play a small heart to our 8.

The logic behind this is that there are 3 different ways the 5 hearts between the opponents can be split (3-2, 4-1, 5-0). It percentage to play small to the 8, because as long as East has more hearts, he is then more likely to have the Queen. The logic is that East essentially has 3 chances to have the Queen while West would have two, or that East has 4 chances to have the Queen while West would have 1, and finally East has 5 chances while West has 0 if the suit is split that way.

The puzzle behind this hand is that you have to find a way to get to dummy to play small to your 8, then go back and play small to your 9, and then the Ace and King to get all of East's four hearts. This method is through clubs. It does not help to play the A or K before finessing, since if

East has more hearts, they are much more likely to have the Q as explained in the previous paragraph.

Note that it does not matter if West has more hearts to the Q, since then we will always have one loser in the suit no matter what we do. By finessing twice, we give ourselves the best chance to win when hearts are 3-2 or 4-1 with East having more hearts.



The purpose behind this hand is a “loser-on-loser” play. We always start by counting our tricks. We have 6 hearts, 1 spade, 1 diamond, and 1 club for 9 total tricks. We have to get three more from somewhere, and clubs or diamonds seem like potential opportunities to investigate. West leads a spade and we win with our Ace. Notice now we are in danger of going down if we lose the lead since we cannot stop the opponents from winning a spade trick.

Diamonds is the best opportunity to make our contract here. The first thing that we need to do before touching diamonds is drawing the opponents trump. Play the A,K,Q, to make sure each of the defenders are out of trump. Then after that you need to play the AD and the QD discard your spade on the QD.

This is key because even though the QD will lose to the KD, the J1098 of diamond are all high now and when you discard the spade, you are now no longer in danger of losing a spade trick. If West tries to lead a spade, you can just trump it. The Ace of Clubs in dummy is now the entry to dummy to all of the high diamonds to take the rest of the tricks!