

PLAY OF THE HAND

LESSON 3-A

THE DEVELOPMENT OF TRICKS: (Cont.)

C. **THE FINESSE** : The attempt to gain power for lower ranking cards by taking advantage of a presumed favorable position of higher ranking cards held by the opponents. The process is based upon the idea of leading toward the card(s) you hope will take a trick. It will be successful 50% of the time.

Exercise 1: To avoid losing a trick to an honor missing from a tenace holding.

DUMMY:	<u>AQX</u>	<u>AKJ</u>	<u>KJX</u>	<u>AKJXX</u> (8 Ever - 9 Never)
DECLARER:	<u>XXX</u>	<u>XXX</u>	<u>AX</u>	<u>XXX</u>

Exercise 2: To gain a trick with lower ranking cards.

DUMMY:	<u>XX</u>	<u>QXX</u>	<u>XXX</u>
DECLARER:	<u>KX</u>	<u>AXX</u>	<u>QXX</u>

Exercise 3: To prepare for a second finesse in the same suit.

DUMMY:	<u>AJ10</u>	<u>AK109</u>	<u>AJ9</u>
DECLARER:	<u>XXX</u>	<u>XXX</u>	<u>XXXX</u>

Exercise 4: Repeated finesses. If successful will yield more tricks than via a simple promotion.

DUMMY:	<u>KQX</u>	<u>AQJ</u>
DECLARER:	<u>XXX</u>	<u>XXX</u>

Exercise 5: The development of a long suit via a combined promotion of high cards and the simple finesse. Combining these ideas, how many tricks might be developed in each of the following combinations, assuming the location of the missing high card(s) and the division of the missing cards are as favorable as possible.

DUMMY:	<u>QXX</u>	<u>KQXX</u>	<u>KXXXX</u>	<u>AQJXX</u>	<u>XXXX</u>
DECLARER:	<u>AXXXX</u>	<u>XXXX</u>	<u>XXX</u>	<u>XXX</u>	<u>AKJXX</u>
	4	3	3	5	4

Conclusion: Extra tricks can be developed by combining the finesse with the development of long suits. Just how many tricks capable of being taken is dependent upon the location of the high cards and the division of the missing cards of the suit between the opponents.

Exercise 6: The choice of leading towards the high card or of leading the high card itself. In each of the following combinations, how would you play each of the following card combinations so as to achieve the maximum number of tricks?

DUMMY:	AXX	<u>J109</u>	QX	QJXX	<u>JX</u>
DECLARER:	<u>QJ10</u>	AKXX	<u>AXX</u>	<u>AXX</u>	AQ109

Conclusion: One should lead the high card itself instead of leading toward the high card only when you have most of the high card strength and when you don't mind if the opponent **COVERS** your high card with a higher card. To do so will have the effect of attempting to trap the missing high card held by the opposition. Otherwise, lead toward the higher card.

Exercise 7: The deep finesse - a finessing technique used when two or more high cards are missing higher in rank than the card finessed.

DUMMY:	AQ10	XXX	AJ9
DECLARER:	XXX	KJ10	XXX
	Finesse the 10 and presume the K or K/J on the left	Finesse the 10 and presume the Q or Q/A on the right	Finesse the 9 and presume the K/10 or Q/10 on the left

Conclusion: When you are leading towards high cards, two of the honors are missing, and you have a choice of cards to play, play the lower card first.