

PLANNING PART II

This hand is repeated from the previous lesson, as it introduces the next hand.

A 9 7 4 3 You are in six spades, and have already decided that if the
A 6 diamond finesse works, you can make 7. Then the trump
A J 4 suit does not split, East holding all three outstanding trump.
A 8 7 Now you need the diamond finesse to make 6. Can you do
 better? This hand is called the Dieter's special. What do you
K 8 6 5 2 before you get on the scale? You take off all of your clothes
K 7 4 and go to the bathroom, in other words, you strip and
K 5 3 eliminate. <I did not invent this description, it comes from a
K 4 book written by Pat Sheinwold.> Cash the Ace, King of hearts
and trump a heart, and now do the same in clubs. You have stripped all of the
side suits from your hand, and eliminated all of the safe exits in the East hand.
Now play the third spade. East wins and is trapped. If he plays a diamond, you
get a free finesse, and if he plays a side suit, you can trump in one hand and
throw a diamond from the other, making 6.

NINES ARE IMPORTANT

This is the same hand, as above except South has the 9 of diamonds instead of
the 5.

A 9 7 4 3 Again you are in 6 spades. This time when you play spades,
A 6 West has three spades, and it looks like the hand depends on
A J 4 the diamond finesse. Again, you can do better. Strip out the
A 8 7 clubs and hearts as before, and throw West in. If he leads a
 Club or a Heart, again you get a ruff and a discard. But if he
K 8 6 5 2 leads a diamond, don't take the finesse **yet**. Duck around to
K 7 4 your hand, If West had the 10 of diamonds, your 9 will force
K 9 3 the queen. If East has the 10, you will win the trick, and
K 4 **finesse for the Queen**. If West had it when he led, he will still
have it, You have doubled your chances. The only time that you will go down is
when East had both the queen and the ten, and then there is no hope. That
would be a very unlucky hand.

Here is an amazing hand from a recent on line game.

A J 7 4	South	West	North	East
A 9 7	1 NT	pass	2 Clubs	pass
10 8 4 3	2 Hearts	pass	3 NT	
A 2				

K 4 3
K Q 10 4
A J 9
K 5 2

In our system, Stayman promises a four card major.
Therefore, 2 Clubs followed by 3 NT shows four spades.
West led a club.

Count your winners. This is a team game, so overtricks are not important.

Three hearts, two spades, two clubs and one diamond. You need one more. You have choices. You can take a spade finesse, and even if it does not work, the suit can split 3/3. You can try the hearts, starting with the ace and king. If the Jack drops, you have four tricks. If the suit splits 3/3 you have four tricks. The possibility in hearts is about 40%, because the Jack might fall, and the possibility in spades, that they will split or that the Queen might be on sides, is about 60%. Not bad.

But you can do even better. Look at the **Diamonds**. You are missing only the King and Queen, If East has either or both, that suit comes home for the 9th, and possibly the tenth trick. That is 75%. Better still, because if East had a good suit headed by the king and queen of diamonds, he possibly would have led diamonds instead of clubs. But, even 75% is not good enough. Look at the possibilities.

Win the Ace of clubs in the dummy, and take the diamond finesse. It loses to the King, and West returns a club, and you win. Do not take the second diamond finesse **yet**. Play the ace and king of hearts, hoping for the jack to drop. It does not. Play the third high heart, hoping that the suit splits. It does not. Now you can take either the spade finesse or the diamond finesse, Which is better? Well, the diamond finesse is better, for all of the reasons mentioned above, but before you take it, play the ace and king of spades. The queen might be doubleton. You have given yourself every chance. The possibility of success on this line of play is far above 90%. On this hand the queen did not fall, so declarer took the second diamond finesse, which worked, making 4.

You cannot do all of these things if you do not take the diamond finesse at trick two. **PLAN, PLAN, PLAN, and remember that nines are important.**

