

Combination Card Play

General tips and guidelines

- Sometimes the best percentage game is to go for deep finesse
- With King missing, if there is no finesse opportunity, we should cash the ace first and play towards the Queen.
- Even with Ace in one hand and Queen Jack in other, if a trick must always be lost, it is usually best to cash the ace and then play towards the Queen, or Queen Jack.
- When finessing for the King, we should not play an unsupported honour unless we benefit if the next person covers with the King.
- Missing Queen with 8 cards, we should finesse (8 Ever, 9 Never). However if we can afford it (eg AKJ in one hand), best is to play the Ace or King first as a safety play to cater for a singleton Queen.
- Missing Queen with 9 cards, if we don't have any evidence of shape of opponent's hand, we should play ace and king and go for 2-2 distribution and for Queen to drop (8 Ever, 9 Never).
- When finessing, use a card to retain the lead in the same hand should you have to finesse again.
- Missing the King, with 11 cards, we should play the ace, going for king to drop.
- Having 10 cards, to cater for a 3-0 break we should see how we can play safe if one of the opponents has the 3 cards and we can avoid losing to that opponent.
- With 9 cards, Queen and Jack are missing. We play the king and one opponent plays the Queen. We should finesse for the Jack. It works $\frac{2}{3}$ rd of the time (Law of the Restricted Choice)
- Sometimes we need to win all the tricks and sometimes most of the tricks to ensure the contract. The way to play the suit could be quite different.
- With the following examples, test yourself. Email me your answers if you want to get the correct answers.
- You can play from your hand or dummy and assume enough entries to go to either hand.

1- Missing K Q T how to play this needing 3 tricks?

Dummy

A J 9 8

4 3 2

Declarer

2 - Missing K J T 9 8 how to play this needing 3 tricks?

Dummy

A 4 3 2

Q 7 6 5

Declarer

3 - Missing K T 9 8 how to play this to make all the 4 tricks?

Dummy

A Q 4 3

J 7 6 5

Declarer

4 - In NT contract, we need 3 tricks from this hand. How to play?

Dummy

J 2

A K 4 3

Declarer

5 - Missing Queen (8 Ever, 9 Never) - Needing 4 tricks how to play this?

Dummy

J T 5 4

A K 7 6

Declarer

6 - Needing 3 tricks how to play this?

Dummy

A 3 2

Q J 5 4

Declarer

7 - Needing 4 tricks how to play this?

Dummy

J 4 3 2

A K 7 6

Declarer

8 - Needing all the tricks. We have 9 cards and Queen is missing. How to play this?

Dummy

6 5 4 3

A K J 8 7

Declarer

9 - We have ten cards and king is missing. How to play this?

Dummy

T 6 5 4 3

A Q J 9 8

Declarer

10 - We have 11 cards and king is missing. How to play this?

Dummy

T 9 8 7 6

A Q J 5 4 3

Declarer

11 - We have 10 cards and Queen is missing. How to play this?

Dummy

K 4 3 2

A J 8 7 6 5

Declarer

12 - With 9 cards, Queen and Jack are missing. We play the king and East plays the Queen. What next?

Dummy

A T 5 4 3

K 8 7 6

Declarer

13 - In this hand we play K and then Q when Q is played East plays the Jack, what next?

Dummy

A 9 5 4

K Q 2

Declarer

14 - In this hand Queen is missing and we can finesse either way. How should we play this?

Dummy

K 9 7 6

A J T 8

Declarer

15 - Needing all 3 tricks, in this hand we think West has the Queen. How should we play this?

Dummy

K 3 2

A J 9

Declarer

16 - Sometimes we need to win all the tricks and sometimes most of the tricks to ensure the contract. The way to play the suit could be quite different.

How to play each hand to make all the tricks? Lose one trick only?

Two sets off answers for each case.

a) A Q 7 6 5

b) Q 5 4 3

c) A J 6 5

d) K J 4 3

8 4 3 2

A T 8 7 6 2

K 4 3

A 9 5 2