

## Combination card play

You are West (first hand) and Dummy is East. With entries in both hands, what is the best way to play the following?

- 1- xxx opposite AJ9 to make 2 tricks: x toward 9 finessing T.
- 2- J92 opposite Q43 Best chance of making 1 trick: Most got it wrong here. Correct play is to play 2 towards Q. This will not lose anything as ten can always be finessed.
- 3- KQJ2 opposite 345 to make 3 tricks: Play 3 towards KQJ. Key here is to not rely on 3-3 break (it always makes) by playing K. In a 4-2 break it is likely to cost a trick. If K wins, we re-enter dummy and repeat the process.
- 4- KQxx opposite Jxx to make 3 tricks: Few have problems here. This is same as above, we play x towards KQxx (not x toward Jxx)
- 5- K432 opposite Q765 to make 3 tricks. The only possible way to make 3 tricks is if we guess position of A correctly and A is in a doubleton combination. For example if we think North has the ace, correct play is to play 2 towards Q. If it holds, we continue with small from both hands with hope that Ace will drop.
- 6- J53 opposite AQ42 to make 3 tricks. Surprisingly most got this wrong. We don't play J trying to finesse K. This will not gain anything at all. We should try to guess position of the K. If we feel it is at north we play 3 towards AQ. If we feel South had the K, we play 2 towards the J.
- 7- AT65 opposite QJ32 to make 4 tricks. Again most got this wrong. We should not play Q towards AT. If cards are 4-1 split with singleton K at south, this will cost a trick.
- 8- 965 opposite AQT3 to make 4 tricks: again most got this wrong. We should not play 9 towards AQT3. If cards are 2-4 split we may lose a trick. Correct play is to play 5. If North has the K, we are guaranteed all 4 tricks.
- 9- Axx opposite QJxx to make 3 tricks with entries in dummy: Play ace and then x towards QJxx
- 10- Axx opposite QJxx to make 3 tricks no side entry to your hand: Play x towards QJ. It holds we have A as entry to hand.
- 11- Qxx opposite KTx to make 2 tricks: Best to play small towards Q and then finesse the J.
- 12- A432 opposite QT65 to make 3 tricks: Best to play Ace first followed by 2. If any honor appears we have no issue, otherwise it is a guess.
- 13- Q98 opposite T74 to make 1 trick: Play T at let it run (finessing J). If trick was taken by K or A, we reenter dummy and repeat it.