

BRIDGE – BEGINNER’S LESSONS II - 13

Declarer Play of the Hand – The Development of Tricks - 2

(Continued)

C. **THE FINESSE**: - A “*Finesse*” is an 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, or cards, you hope will take a trick, and that the higher-ranking card missing lies in front of, not behind, the card you desire to win the trick. Finessing 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: To finesse repeatedly, because if successful, it 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: To development a long suit via a combination of the use of high cards and the simple finesse.

Combining these ideas, how many tricks might be gleaned 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	5

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: To make a choice of leading towards a 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:	<u>AXX</u>	<u>JT9</u>	<u>QX</u>	<u>QJXX</u>	<u>JX</u>
DECLARER:	<u>QJT</u>	<u>AKXX</u>	<u>AXX</u>	<u>AXX</u>	<u>AQT9</u>

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

DUMMY:	<u>AQ10</u>	<u>XXX</u>
DECLARER:	<u>XXX</u>	<u>KJ10</u>
	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, and two of the honors are missing, and you have a choice of cards to play, play the lower card first.