

# Learning Points – Planning Not Deep Finesse Defines the Outcome

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Defense Level: Intermediate

East Deals  
Both Vul  
MPs

♠ J2  
♥ QJ42  
♦ KJ5  
♣ AQJ8

Mike  
♠ Q5  
♥ 8765  
♦ A73  
♣ 9753

N  
W 26 E  
S

Steve  
♠ 8763  
♥ A93  
♦ Q962  
♣ K2

♠ AK1094  
♥ K10  
♦ 1084  
♣ 1064

NS 3♠, 3N  
S 3♠; N 4♠

|               |              |             |              |
|---------------|--------------|-------------|--------------|
| <b>East</b>   | <b>South</b> | <b>West</b> | <b>North</b> |
| Pass          | Pass         | Pass        | 1N           |
| Pass          | 2♥           | Pass        | 2♠           |
| Pass          | 3N           | All Pass    |              |
| East leads ♦2 |              |             |              |

Tuesday Club Game, September 14, 2010 Mr. Bob Veverka, Director.  
Cincinnati Bridge Association Bridge Center, 2860 Cooper Road,  
Cincinnati, OH 45241 (513) 631-8070 . Mike Purcell is my  
partner. We play Precision.

Defenders need to take their tricks before declarer can count the hand. Here a passive approach might help declarer get the hand right. Declarer should plan well to avoid too many finesses.

## The Bidding

South makes a standard game force offering a choice between spades and NT. North knows South has 5 ♠s, not 6. This sequence will happen at most or all tables.

## The Play

Partner's ♦A wins the 4<sup>th</sup> best ♦2. Partner returns the ♦3 and declarer finesses. You are in with the ♦Q, what do you play next? You choose the 3<sup>rd</sup> ♦ hoping for a 3<sup>rd</sup> ♦ trick. (Partner plays low from even current cards remaining). Your plan seems to be succeeding.

Declarer finesses ♠s, partner winning the ♠Q. Partner wisely returns the ♣9 and you have just created 6 tricks for the defense: 1♠, 1♥, 3♦, and 1♣. NS down 2 for -200 is 7.5 of 8 Match Points.

| Pair  | 1   | 2 | 3    | 4   | 5   | 6   | 7    | 8   | 9   | 10  | 11 |
|-------|-----|---|------|-----|-----|-----|------|-----|-----|-----|----|
| MPs   | 2   |   | 0    | 7.5 | 4.5 | 4.5 | 1    | 4.5 | 4.5 | 7.5 |    |
| Score | -90 |   | -630 | 200 | 100 | 100 | -140 | 100 | 10  | 200 |    |

## Post Mortem

Declarer fell victim to a common mishap ... do you see it? From declarer's perspective there are 15 HCP outstanding. By counting the ♥, ♦, & ♣ HCP, declarer would have found East held 9 of them and West 4. Since we play precision, East's pass says he does not have 11 HCP. Since the ♠Q must be with West, the only way to make 3N is to cash ♠s from the top. Foul you say! Yes, indeed... declarer cannot afford to count the side suits! With the ♥, ♦, & ♣ HCP counted, the defenders have 5 tricks and the contract is set.

Indeed a different strategy is necessary – count your tricks! With 1♣, 1♦ and 3♥ tricks available, 4♠ tricks will make the game. With a finesse for the ♠Q and a ♣K available but the timing to take only 1, cash the ♠AK because the ♠Q might fall doubleton, then finesse for the ♣K if still necessary. Notice that if a finesse fails you are down. Better you avoid losing twice if both finesses are wrong.

## Learning Points

1. When defender's have you booked and you have a finesse for a King and a finesse for a Queen, all else equal cash the AK in the suit missing the Q and finesse the K. You will succeed whenever the Q is offside. Everything else is just guesswork!
2. Do not take unnecessary finesses – why add risk to a contract you can make with good strategy and planning?

Keywords: Too many finesses, Percentage play with 2 finesses -for a K and for a Q, Count winners