

Last Week's Leaders

7/3 Tuesday Eve

1st Flight C: **Steve Simon & Garen Wisner**

2nd Flight C: **Pat Lindemen & Peg Jervis**

7 Tables Howell Stratified 14As / 9Bs / 4Cs



CBA Seminars	CBA	Date/PM	Who	Topic
	0-30	7 Jul	Mike	Opening Leads
	Sat	12:30	Purcell	Part 3
	99er	17 Jul	Steve	Preempts
	Tue	6:30	Moese	

CBA NLM Games – Play Often!

Mon NLM 7 PM CBA Wed Homestyle 11:00 AM CBA

Tues 99er 7 PM CBA Wed 199er 6:30 PM NKY BC

Thurs NLM 7 PM CBA 1st Fri 99er 10:00 AM NKY BC

0-30 Sat 1 PM CBA (Lecture at 12:30 PM)

Area Tournaments

Jul 28 - 29 Lexington KY **S for NLM**

July 12 – 22 Philadelphia, PA N

Jul 30 – Aug 5 Fairborn, OH R

For Details go to <http://www.acbl.org/tournament-calendar/>

Keep Our Game Pleasant Welcome players with a "Hello!" Introduce yourself and your partner. Save your comments about the hands for later. Call the Director politely. Don't be angry or mean at the table. Smile – It's contagious! Show empathy not condescension. Be positive! Diffuse and distract agitated opponents. Focus on self-improvement, not being better than others. Be the opponent you want to play against!

Card Combinations – by Steve Moese

The best way to play a combination in any suit depends on:

- 1) What matters to the entire hand,
- 2) What cards and how many are missing,
- 3) How many tricks do we need from the suit,
- 4) Do we have enough entries to both hands to take the tricks we've established,
- 5) What information do we have about HCP and shape that changes where key cards will lie (can we get some?), and
- 6) Should we cause the opponents to lead a suit 1st (if we can).

This is one area where Experts have a decided advantage over beginners. All it takes to improve is an understanding of the situation and clear logical thinking – you will come out ahead, trust me. As we think about suit combinations, we can classify them by how many cards we hold (or how many are

missing) and whether the missing cards contain the A, K, Q, J or other significant card alone or in combination. Let's take a look at a few long-suit combinations that can puzzle many of us to see how the Suit Combination toolbox works. Assume you have all the entries you need.

♠A109876 ♠Q5432	11 cards missing 2: KJ Small to A. Play for 1-1 split (52%)
♠AJ1098 ♠Q5432	10 cards missing 3: K76 Lead Q for finesse (50%)
♠AJ986 ♠Q5432	10 cards missing 3: K107 Lead Q and if covered finesse 10 if needed.
♠K10986 ♠Q5432	10 cards missing 3: AJ7 Finesse either opponent for the J (74%).
♠A654 ♠Q732	8 cards missing KJ1098 A then small to the Q. Duck small if you believe LHO has Kx.
♠A654 ♠Q1032	8 cards missing KJ987 A then small to the 10. Duck small if you believe LHO has Kx.
♠A654 ♠Q1092	8 cards missing KJ873 Lead Q and finesse. If loses, lead 10 and finesse. If covered, win & lead small to 10.
♠A6 ♠Q109542	8 cards missing KJ873 Lead Q and finesse. Win or lose, cash A and lead 10.
♠K1054 ♠Q732	8 Cards missing 5: AJ986 Lead small to 10. If J wins then lead small to either K or Q through A.
♠K654 ♠Q732	8 Cards missing 5: AJ1098 Lead small through Ace then duck both hands (play for Ax).
♠K654 ♠8732	8 Cards missing 5: AQJ109 If A LHO Small to K. If A RHO, small from both until A falls.
♠Q1054 ♠8732	8 Cards missing 5: AKJ109 Small to the 10, If JKA then small to Q.
♠KJ96 ♠A87	7 cards missing 6: Q105432 For 3: x to K, x to A x to J (59%) For 4: A then finesse 10 (25%)
♠AJ10762 ♠5	7 cards missing 6: KQ9843 For 4: Small to A and small (play for Hx)
♠AJ1076 ♠52	7 cards missing 6: KQ9843 For 4: Finesse Twice (71%).
♠AK1096 ♠52	7 cards missing 6: QJ8743 For 4: Small to AK then 10 (play for Hx)
♠AQ1096 ♠52	7 cards missing 6: KJ8743 For 4: x to Q then A & 10 (51.5%) For 5: x to 10 then x to Q then A. (18%)
♠AK1096 ♠52	7 cards missing 6: QJ8743 For 4: Small to AK then 10 (play for Hx)

Knowing their HCP changes some situations. Play for Ax / Kx duck the 2nd round &/ lead through the high honor.

0-30 Corner – Mike Purcell 513 702 4007
mikpur@cinci.rr.com The next 0-30 game is Saturday July 7, 2012. As always a free seminar precedes the game. The next 0-30 Corner will issue the following week.

Often the best play in a suit will be good enough for the hand. However there are times when the hand requires a different approach, when avoiding the danger hand, endplaying LHO, or perhaps setting up a squeeze are more important.

Playing a suit combination by the book instead by the hand shows your suit combination knowledge but not your declarer play. Say you get to game and RHO has bid 1NT (15-17). You and dummy hold 25 HCP. LHO cannot have even a J. If you face a situation where you need 3 tricks from this suit: AQ65 opposite 8743, **DO NOT TAKE THE FINESSE!** RHO must have the K. Your best play for 3 tricks is to have RHO hold any Kx combination. Play small to the A and small to your hand. When the K falls in the 2nd round you own the 2 remaining tricks. If it doesn't you lose 2 tricks anyway.

One thing to avoid: **GREED**. Trying for the maximum number of tricks from a suit combination all the time in every situation is poor bridge. If you only need 3 tricks from a 7 card combination, playing for 4 will add unnecessary risk and might even make your contract fail. Consider ♠KJ96 opposite ♠A87. This classic teaching combination shows that taking the finesse in all cases might risk your contract if you only need 3 tricks from this suit!. The right play for 4 tricks is to cash the A then finesse the 9 (a 25.2% chance of success). For 3 tricks, we cash the K then A and lead toward the J, picking up all doubleton Qs offside and any onside Q in a 3-3 or 4-2 split succeeding 59.3% of the time. This is more than 50% for a simple finesse. Never turn your nose up at additional chances.

Some suit combinations are **pure guesses**. Say you have AJ87 opposite K1096. You have a guessing suit – a 2-way finesse for the Q. If you try you might be able to count the hand and determine which opponent must hold more cards in this suit. It's often right to finesse that opponent for the missing card because the odds favor the missing card to be in the longer of the 2 hands. However in a situation where a 2-way finesse exists, Leading the J or 10 when looking for the Q might induce your opponent to cover – eliminating the guess entirely. This is simply good bridge! Simply lead your J or 10 and if not covered win and finesse the other opponent.

Help the opponents lead these suits 1st for you – you will gain a trick or avoid a loser. Note you have 4, 5, or 6 cards.

♠KJ10	♠KJ2	♠K42	♠K109	♠J4	♠J4	♠10763	♠K3	♠K32	♠94	♠A4	♠K32
♠A87	♠A107	♠A35	♠Q87	♠Q87	♠K87	♠A9	♠542	♠J54	♠Q107	♠Q87	♠1054

The study of suit combinations highly developed. This short overview should give you an idea for ways you might choose to improve your game. There are many good books and free resources to get you started. Check them out!

Eddie Kantar [Take All You Tricks](#)
[Take All Your Chances](#)

Mike Lawrence [How to Play Card Combinations](#)
 R. MacKinnon [Bridge Probability & Information](#)
 Glauert & Kelsey [Bridge Odds for Practical Players](#)
 H. T. Root [How to Play a Bridge Hand](#)

Manley, Horton [ACBL Official Encyclopedia of Bridge](#)

Richard Pavlicek's website – Card Combination Analyzer http://www.rpbridge.net/xcc1.htm	You can define the exact card combination and include relevant information about how many cards are known in each of the opponent's hands. The analyzer will then display the probabilities for each possible unique distribution. You have to manually determine what success likelihood your line offers.
Suit Play http://home.planet.nl/~narcis45/SuitPlay/contributions.htm	This new Windows version of MSDOS software calculates the success likelihoods and offers lines of play that are best for the number of tricks required. Includes assumptions for IMP or MP scoring.
Suit Combinations http://www.bridgehands.com/S/Suit_Combinations.htm	Bridgehands is a free website chock full of great information. This is a good substitute for the ACBL Encyclopedia.

Want more? Google: Card Combinations in bridge. There's lots to see!