



# CLASS 2 IMPROVING PLAY



## OBJECTIVES

- Understand Percentages
- Learn 3 Play Techniques
  - Finessing
  - Leading Towards Your High Cards
  - Establishing Long Suits

## REVIEW

How many cards in a hand? \_\_\_\_\_

What is 'following suit'? \_\_\_\_\_

\_\_\_\_\_

In a Notrump contract, what card wins each trick? \_\_\_\_\_

\_\_\_\_\_

In a Trump contract, what card wins each trick? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Who is the Declarer? \_\_\_\_\_

\_\_\_\_\_

Who is the Dummy? \_\_\_\_\_

\_\_\_\_\_

What is the priority of contracts? \_\_\_\_\_

\_\_\_\_\_

## PERCENTAGES

Why are percentages important? \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# OF CARDS HELD IN A SUIT		CARD SPLIT PROBABILITY	HOW CARDS SPLIT
DECLARERS	DEFENDERS		
<b>11</b>	<b>2</b>	<b>52%</b>	<b>1 - 1</b>
		<b>48%</b>	<b>2 - 0</b>
<b>10</b>	<b>3</b>	<b>78%</b>	<b>2 - 1</b>
		<b>22%</b>	<b>3 - 0</b>
<b>9</b>	<b>4</b>	<b>49.7%</b>	<b>3 - 1</b>
		<b>40.7%</b>	<b>2 - 2</b>
		<b>9.6%</b>	<b>4 - 0</b>
<b>8</b>	<b>5</b>	<b>67.8%</b>	<b>3 - 2</b>
		<b>28.3%</b>	<b>4 - 1</b>
		<b>3.9%</b>	<b>5 - 0</b>
<b>7</b>	<b>6</b>	<b>48.5%</b>	<b>4 - 2</b>
		<b>35.5%</b>	<b>3 - 3</b>
		<b>14.5%</b>	<b>5 - 1</b>
		<b>1.5%</b>	<b>6 - 0</b>

*Data excerpted from the ACBL Official Encyclopedia of Bridge 7th Edition*

If you have an 8-card **FIT** with partner, how many cards do the opponents hold? And how are they most likely split?

\_\_\_\_\_

A good way to remember the most likely splits ...

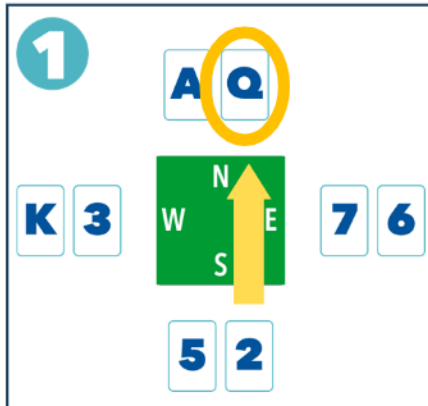
Odd #'s of cards most often \_\_\_\_\_

Even #'s of cards generally \_\_\_\_\_

## FINESSING

**FINESSE** – An attempt to win a trick with a card when the opponents hold a higher card in that suit.

### Finessing Demo | Goal – 2 Tricks



Which Opponent holds the King in #1? Why is that important?

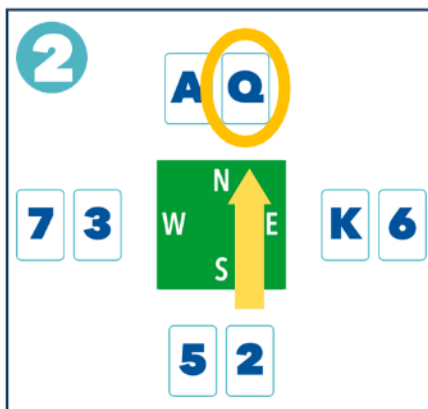
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How do you play a finesse?

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What is **ONSIDE**?

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What is **OFFSIDE**?

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## LET'S TRY FINESSING



### DIRECTIONS

- Rotate table map clockwise so a new player is **SOUTH**.
- **SOUTH** sets up the first card combination challenge on page 12 and splits the remaining cards between **EAST** and **WEST** (using the percentages).
- Work together as a table to figure out how to play the cards to make the indicated goal.
- Rotate the table map clockwise again, the new **SOUTH** sets up the next challenge. Repeat until time is called.

*Note: You can choose to play from either North or South for any trick, once a hand has no more cards assume they discard another suit.*

## FINESSING CHALLENGES



**REMEMBER** the percentages of how Opponents' cards typically split and make sure the EAST/WEST hands you create are realistic.

### HAND #1

Goal - 4 tricks

A Q J 4



9 7 5 2

### HAND #2

Goal - 2 tricks

8 7 2



A Q 6

### HAND #3

Goal - 2 tricks

K J 2



9 7 3

### HAND #4

Goal - 3 tricks *(Can you take more?)*

K J 5 2



A 6 3

### HAND #5

Goal - 2 tricks *(Can you take more?)*

A J 10 6



5 4 3 2

## LEADING TOWARDS YOUR HIGH CARDS

Lead from the hand that holds weak cards towards the hand with high cards.

### Leading Towards High Cards Demo

1

K

Q

5

9

7

3

Goal – 2 tricks

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2

Q

8

5

A

7

3

Goal – 2 tricks

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## LET'S TRY LEADING TOWARDS HIGH CARDS



### DIRECTIONS

- Rotate table map clockwise so a new player is **SOUTH**.
- **SOUTH** sets up the first card combination challenge on page 14 and splits the remaining cards between **EAST** and **WEST** (using the percentages).
- Work together as a table to figure out how to play the cards to make the indicated goal.
- Rotate the table map clockwise again, the new **SOUTH** sets up the next challenge. Repeat until time is called.

*Note: You can choose to play from either North or South for any trick, once a hand has no more cards assume they discard another suit.*

## LEADING TOWARDS HIGH CARDS CHALLENGES

### HAND #1

Goal - 3 Tricks

K Q J 4



9 7 5 2

### HAND #2

Goal - 1 trick

8 7 2



Q J 6

### HAND #3

Goal - 2 tricks

A 5 4



Q 7 3

### HAND #4

Goal - 2 tricks *(Can you take more?)*

K Q 5 2



8 6 3

### HAND #5

Goal - 1 trick *(Can you take more?)*

Q J 7 6



5 4 3 2

*Note: You can choose to play from either North or South for any trick, once a hand has no more cards assume they discard another suit.*

## ESTABLISHING LONG SUITS

Establish a long suit by playing high cards from the hand with shortness first (i.e., the hand with the fewest number of cards in that suit).

### Establishing Long Suits Demo

1

K

Q

9

4

2

A

7

3

Goal – 5 tricks

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2

K

Q

T

4

J

7

Goal – 3 tricks

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## LET'S TRY ESTABLISHING LONG SUITS



### DIRECTIONS

- Rotate table map clockwise so a new player is **SOUTH**.
- **SOUTH** sets up the first card combination challenge on page 16 and splits the remaining cards between **EAST** and **WEST** (using the percentages).
- Work together as a table to figure out how to play the cards to make the indicated goal.
- Rotate the table map clockwise again, the new **SOUTH** sets up the next challenge. Repeat until time is called.
- Remember this time, only lead from the hand that won the previous trick.

## ESTABLISHING LONG SUITS CHALLENGES



Remember, to ensure the small cards in your long hand are winners you must be in that hand, so play your high cards from the short side first.

### HAND #1

Goal - 4 tricks

A K J 4



Q 9 2

### HAND #2

Goal - 4 tricks

K 2



A Q J 6

### HAND #3

Goal - 4 tricks *(Can you take more?)*

J 5 4



A Q 10 7 3

### HAND #4

Goal - 3 tricks

K Q 10 2



J 6 3

### HAND #5

Goal - 3 tricks

Q 7 6 5 4



J 10 2



## LET'S TRY TAKING MORE TRICKS

### DIRECTIONS | ROUND 1

- Everyone takes their hand from Board 1. **WEST** is the **DECLARER**.
- The **CONTRACT** is 3NT (Need to take 9 tricks).
- **NORTH** must play the ♥J as their opening lead.
- **EAST** is the **DUMMY** and lays out their hand.
- **EAST** and **WEST** briefly discuss what play strategies to use.
- Play until time is called.
- All players should return their hands to the correct slot in Board 1.



### DIRECTIONS | ROUND 2

- Everyone takes their hand from Board 2. **NORTH** is **DECLARER**.
- The **CONTRACT** is 1NT (Need to take 7 tricks).
- **EAST** must play the ♠2 as their opening lead.
- **SOUTH** is the **DUMMY** and lays out their hand.
- **NORTH** and **SOUTH** briefly discuss what play strategies to use.
- Play until time is called.



### Notes

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## MORE CARD COMBINATION CHALLENGES

Grab a deck of cards, pull out one suit and see if you can figure out how to play these card combinations to make the goal.

### Finessing Challenges

#	NORTH	SOUTH	GOAL	COMPLETED
1	AQ3	542	2 tricks	
2	AKJ	542	3 tricks	
3	A87	QJ2	2 tricks	
4	AQ4	JT2	3 tricks	
5	AK75	J42	3 tricks	
6	AQT3	7542	3 tricks (can you take 4?)	

### Leading Towards High Cards Challenges

#	NORTH	SOUTH	GOAL	COMPLETED
1	KJ3	542	1 trick (can you win 2?)	
2	K75	J42	1 trick	
3	Q98	T42	1 trick	
4	KT3	Q54	2 tricks	
5	7632	QJ54	2 tricks	
6	KQT5	642	2 tricks (can you take 3?)	

### Establishing Long Suits Challenges

#	NORTH	SOUTH	GOAL	COMPLETED
1	AK52	Q4	3 tricks	
2	AK9	QJ32	4 tricks	
3	K43	QJ976	4 tricks	
4	QJ93	KT2	3 tricks	
5	AQ98	T42	3 tricks (can you take 4?)	
6	AK3	Q542	3 tricks (can you take 4?)	