

Adventures in Bridge

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Combine Your Chances – Expert Thinking

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Promotion

- Developing Winners by sacrificing an honor.
 - o Kxx QJx
 - o KQxx JTx
 - o QJT98 xx
- Promote Top Cards or Medium Cards.
 - o **KT98**
- Advantages
 - Certainty of Trick(s)
 - o Transportation often less of an issue

Q

- Disadvantages
 - Must give up the lead
 - o Often can't control which opponent gains the lead

Length

- Set up Small Cards Turn non-honors into winners (often Medium to Low Probability)
- Sometimes must give up the lead sometimes not
 - o AKQx xxx
 - o AKxx xxx
 - o Axxxx xx
- Ruffing a long suit to generate length tricks
 - o AKxxx xx
 - o Axxxx xx

Combine Length, Promotion, and Finesse in One Suit

- Promotion and Finesse AQJ xxx
- Promotion and Length KQJxx xx
- Finesse and Length AQxxx xxxx
- Promotion, Length, and Finesse KJTxx xx

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Other Alternatives to a Finesse

- Drop Playing for the honor to fall. Can be because better % .
- Squeeze
 - Threat cards

Combine Your Chances

- Expert players are always looking for ways to not choose between option A and B (i.e. play on Clubs or play on Diamonds). Best to find a line of play that will allow you to make your contract if A or B works (ideally, even C or D....)
- Combine probabilities in 2 different suits to get a greater total chance of success.
- The Finesse should be a fallback plan.
- Some Examples
 - Drop plus finesse is better than choosing between two finesses.
 - Playing for Split (test Length), fall back on finesse.
 - Try to ruff out a suit and fall back on finesse.
 - Try for Endplay, fall back on finesse.
 - Try for Squeeze and fall back on finesse.
 - "Pseudo-Squeeze" before finesse give opponents a chance to make a mistake.
 - Combine even more of these chances!
- Do not take a finesse that you know is going to fail!!