

Taking your chances { an early review !}

The first three 4Sp contracts below have in common that they each have 8 trumps

1) AKJx	xxxx	2) AKJxx	xxx	3) AKJxxxx	x
xxx	Axx	Axx	xxx	xxx	AKQ
AKQ	xxx	Axx	KQx	xx	xxxx
xxx	AKx	xxx	AKx	x	xxxxx

They also all are missing the Q spades.

The correct play with 8 trumps *however* they are distributed is to finesse the missing Q.

{Playing for the drop only works 33% of the time wheres the finesse is 50% }

Change the hands such that they have 9 trumps as below

4) AKJxx	xxxx	5) AKJxxx	xxx	6) AKJxxxx	xx
xx	Axx	Axx	xxx	xxx	AKQ
AKQ	xxx	Axx	KQx	xx	xxx
xxx	AKx	xxx	AKx	x	xxxxx

+ now the correct play is to play for the drop. { Play the A + K of sp hoping the Q will drop}.

{Taking the finesse works 50% of the time wheres playing for the drop is 53% }

In some hands we can play for a 3-3 break. Look at the diamond suit in this 3NT contract. Assume a club is led.

7)AQx	xxx
AKQ	xxxx
AKQx	xxx
xxx	Axx

One way to play the hand is to win the lead and play the A + K + Q of diamonds and hope that your last diamond is a winner.

You would be relying on the diamond suit "breaking" 3-3.

Of course if the diamonds fail to break 3-3 then you have no other chance to come to 9 tricks.

There was another plan we could have made however; that was to ignore the 3-3 diamond possibility and to instead take the spade finesse.

Unfortunately you can't do both. So you have to choose. 3-3 break or finesse?
In terms of odds the facts are :-

{A 3-3 break occurs 36% of the time}
{A simple finesse works 50% of the time}

Probability wise the finesse of the spade suit is the best play to make your contract.

