

## HOW TO PLAY SUIT COMBINATIONS

**This is a quiz from the Encyclopedia of Bridge on how you would play the following suit combinations. Assume there are unlimited entries to both hands and no information from opponents. Take the quiz and see how you do.**

Dummy	1. A x x	2. A x x	3. A x x	4. A 10 x	5. A Q x	6. A Q 10 x
Declarer	Q x	Q 10 x	Q 10 9	Q x x	J x x	J x x

7. A 10 x x	8. A x x x	9. A x x x	10. A J x x	11. A Q x x	12. Q x x x
Q J x x	Q J x x	Q J x	10 x x	J x	K x

13. A J 10	14. K 10 9	15. A J 9	16. A K 10 9	17. A J 10 x	18. A K J 10
x x x	x x x	x x x	x x	K x x	x x x x

19. A K J 10 x	20. A K J 10 x x	21. A Q J 10 x	22. A Q J 10 x x
x x x x	x x	x x x x x	x x x x x

23. A Q 9 x x	24. A Q 9 x x	25. A K 10 9 8
K 10 x x	K 8 x x	x x x x

How would you play these hands to win all tricks? Lose only one trick? Two answers.

26. A Q x x x	27. Q x x x	28. x x	29. A J x x	30. A J x x
x x x x	A 10 x x x x	A K 10 9 x x	K 9 x x	K x x

## ANSWERS

1. Lead a low card from dummy toward the Q.
2. Cash the A and lead toward the Q 10. If no honour appears, guess whether to play Q or 10.
3. Lead the 9 and finesse if W plays a low card. If E wins the J, return to hand and lead 10 and finesse through W for the K; a “double finesse.”
4. Lead low from dummy toward the Q. If W wins the K, lead from your hand and finesse the 10. You will win 2 tricks unless W has the K and E has the J.
5. Lead low to the Q. If the finesse succeeds, cash the A and hope W has a doubleton K.
6. Lead low to the 10. If the finesse wins, lead low to the Q. This line is better than leading the J. It gains a trick if W has a singleton or doubleton K.
7. Can't read it. Take pot luck.
8. Lead low toward the Q J. Leading the Q or J is wrong; limiting you to 2 tricks unless the suit divides 3-2.
9. Lead low toward the Q J. If the Q wins, return to dummy and lead toward the J. You win 3 tricks if the suit divides 3-3, or if E has the K. Leading the Q or J is poor play; the only chance for 3 tricks is if the suit divides three-three.
10. Lead low toward the J. If E wins the trick, cash the A when you regain the lead. Three tricks are won only if W holds K Q x.; you will win two tricks against any other 3-3 distribution, or if W has a singleton or doubleton K or Q.
11. Lead low from dummy to the J. If this wins, lead low and duck in dummy (or play the A and then lead low). You will win 3 tricks only when E has the K and at most 3 cards in the suit
12. Lead low from dummy to the K. If this wins, lead low and duck in dummy. When you regain the lead, play low from dummy again. You will win a 2<sup>nd</sup> trick with the Q if E has 3 or fewer cards including the A.
13. Lead low and finesse the 10-J unless W plays an honour. If E wins the 1<sup>st</sup> trick, finesse again when you gain the lead. You will win 2 tricks unless E holds both the K and Q.
14. Lead low from your hand and finesse the 9-10. If E wins the Q or J, finesse again. You will win one trick if W has the Q, J, or both., or if he has just the A and plays it the 1<sup>st</sup> or 2<sup>nd</sup> time.

15. Lead low from you hand and finesse the 9; a “triple finesse”. If E wins with the Kor Q, lead low from your hand and finesse the J. You will win 2 tricks if W has K 10, Q 10, or K Q 10.
16. Lead low from your hand and finesse the 9 – 10. If E wins the 1<sup>st</sup> trick, finesse the 10. You win 3 tricks unless E has both the Q and J.
17. Cash the K 1<sup>st</sup> and the lead to dummy intending to finesse the 10 – J if the Q is not played. If you win the trick, repeat the finesse. Four Tricks are won if W has the Q or E has a singleton Q.
18. Cash the A or K. If both opponents follow with low cards, return to your hand and finesse.
19. Cash the A or K. If both opponents play low cards, play the K with 9 cards.
20. Lead from your hand and finesse. If it wins, finesse again.
21. Lead from your hand; if W follows with a low card, the odds heavily favour taking the finesse.
22. Cash the A. With 11 cards, the odds slightly favour the K dropping.
23. Cash the A or Q first to ensure 5 tricks, even if the suit splits 4–0.
24. Cash the A or K 1<sup>st</sup>, to avoid losing a trick if W has J 10 x x.
25. Cash A or K: If E plays a low card, cash the K and hope the suit divides 2-2. If E plays an honour or is void, return to your hand and finesse.

To win all the tricks in the suit or to lose only 1 trick.

26. To win 5 tricks, finesse the Q and hope W has a doubleton Q. To win 4 tricks, cash the A; if the K doesn't fall, return to your hand and lead toward the Q.
27. To win 6 tricks, cash the A and hope for a singleton K. To ensure 5 tricks, lead toward the A-10 and finesse the 10 if E follows with a low card or play the A if E follows with an honour or shows out.
28. To win 6 tricks, lead low toward your hand intending to finesse the 9-10. The only chance is if E has a doubleton QJ or QJx. To win 5 tricks, cash the A or K. If both E and W play a low card, go to dummy and lead toward your hand, intending to finesse if E follows with a low card.
29. To win 4 tricks, cash the K and lead toward dummy, intending to finesse the J if W follows suit. To win 3 tricks, cash the A and lead toward K 9 x. If E follows with a low card, finesse the J. If E follows with a low card, finesse the 9. If E plays the 10 or Q win with the K. If E shows out, go up with the K and lead toward the J.
30. To win 4 tricks, cash the K and lead to the Jack, hoping W began with Qxx. To win 3 tricks, cash the A and K in that order and lead toward the Jx. This gains a trick when E has a doubleton Q 10.