## Bridge Cardplay: An Easy Guide

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## 1. Leading towards honor cards

An important early lesson to learn is that it's generally best to lead towards honors that you hope will win a trick for you. Look at the diamond position below. You're the declarer, sitting South with the \$95. North is the dummy and East/West are the defenders. (This will be true for all the diagrams in this book, and in nearly all bridge books.)


How would you play if you wanted to make a trick with the $\checkmark \mathrm{K}$ ?
You lead a low card, the $\uparrow 5$, towards the high card in the dummy. Let's say first that West follows with the $\uparrow 3$. You play dummy's $\downarrow \mathrm{K}$ and this wins the trick.

Why did it win? Because the only higher card (the $\uparrow$ A) was held by West, rather than East. In other words, you were lucky on this occasion. Next time you are in this situation, East may take the $\diamond \mathrm{K}$ with the A and you will not make a diamond trick.

You can see how hopeless it would be if you made the first lead from the North hand, away from the king. West would win the first round with the $\$ 10$ and the second round with the $\uparrow \mathrm{A}$. It is absolutely essential, to give yourself a chance, that you lead towards the high card. This is an example of the play known as a finesse. You lead towards a card, hoping that the player sitting over that card cannot beat it.


To have a chance of making a second heart trick with the P Q , you will need to lead towards it. If you happen to be in the South hand, you can cross to dummy by leading the $\vee 4$ to the $\vee \mathrm{A}$. You then lead the $\vee 3$. If East decides to play his $\upharpoonright \mathrm{K}$, you play the $\uparrow 7$ from your hand. Your $\vee \mathrm{Q}$ will then make a trick on the third round.

If instead East plays the $\vee 10$, you will play your $\vee \mathrm{Q}$. Luck is with you and West cannot beat this card. You have made a second trick in the suit.

Again, you can see how hopeless it would be to lead the PQ instead. When the cards lay as in the diagram, East would win with the $\upharpoonright$ K. You would end with just one trick from the $\vee \mathrm{A}$.

Suppose instead that West held the missing king:


If you make the correct play - low to the ace and then lead towards the queen, you will be unlucky. To lead the V Q from your hand would be a hopeless prospect, a beginner's mistake. West would cover with the $¥ \mathrm{~K}$ and you would still finish with just one trick, from the $\vee \mathrm{A}$.

The same principle applies when you are hoping to make an extra trick with a jack. Let's see some examples:

## Quiz Hands

1. 

- 542
$\checkmark 64$
- 9732
- A 542
\& Q led

|  | N |
| :---: | :---: |
|  |  |

- AK 3
- AK 92
- A Q 65
- K 7

You open and arrive in 3NT, West leading the $\&$. You win in the South hand and count seven top tricks. Which suit gives you a chance of increasing this to nine? How will you play the deal?
2.

- A J 4
- Q 105
- 964
- A 974

| *3 led | $W^{N} \begin{gathered}\text { N } \\ \\ \\ \text { S }\end{gathered}$ |
| :---: | :---: |
|  | - Q 85 |
|  | $\checkmark$ AK 4 |
|  | - A K 5 |
|  | \& 653 |

The bidding is $1 \mathrm{NT}-3 \mathrm{NT}$. West leads the $\$ 3$ and East plays the $\$ 10$. What plan will you make?

## Answer to Quiz Hand 1



West leads the Q against 3 NT . To make a plan in notrump, you begin by counting your top tricks (tricks that you could take immediately). Here you have two spade tricks, two heart tricks, one diamond trick and two club tricks. That's a total of seven.

There is no real chance of making extra tricks in any suit except diamonds. You must lead towards the diamond honors in your hand. You win the first trick with the A and continue with the $\$ 2$, finessing the $\downarrow \mathrm{Q}$. East has the $\downarrow \mathrm{K}$ and the finesse wins.

You now need to set up one more trick from the diamond suit. You play the $A$ and both defenders follow suit. That's good, their cards are splitting 3-2. You lead another round of diamonds, East winning with the king.

When East returns a club, you win with the king and take a trick with dummy's $\$ 9$. You have a total of nine tricks and make your 3NT.

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