



Game plan - combining your chances

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You'll sometimes have alternative maneuvers to get the number of tricks you need to make your contracts.

- You'll choose first, of course, the riskless maneuvers : for example trying to establish a suit before taking the risk of a finesse if the establishment did not succeed
- But you should also try to combine your chances of success

Example drawn from the book by Luc Pannetier "The secrets of a good game plan"

You are playing 7 ♠ : the LHO leads the Queen ♦. What is your game plan?.



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Solution 1 : You draw all trumps, ruff a \spadesuit and then get to work on the \heartsuit . Ace \heartsuit then finesse the Queen.
Probability of success: a bit less than 55% (finesse 50% and stiff Queen in West 0,5%)

Solution 2 : You draw all trumps, unblock Ace King \clubsuit , ruff a \spadesuit and then play a small \clubsuit : If the Queen drops, you don't need to take the risky finesse ! (probability 68%)

Now, you choose your favorite maneuver !
