

# Modified Flannery



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This is a typical exercise 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.

<b>DUMMY</b>	<b>1.</b> A10xx	<b>2.</b> Axx	<b>3.</b> Axx	<b>4.</b> A10x	<b>5.</b> AQx	<b>6.</b> AQ10x
<b>DECLARER</b>	Qx	Q10x	Q109	Qxx	Jxx	Jxx
<b>7.</b> A10xx QJxx	<b>8.</b> Axxx QJxx	<b>9.</b> Axxx QJx	<b>10.</b> AJxx 10xx	<b>11.</b> AQxx Jx	<b>12.</b> Qxxx Kx	<b>13.</b> AJ10 xxx
<b>14.</b> K109 xxx	<b>15.</b> AJ9 xxx	<b>16.</b> AK109 xx	<b>17.</b> AJ10x Kxx	<b>18.</b> AKJ10 xxxx	<b>19.</b> AKJ10x xxxx	<b>20.</b> AKJ10xx xx
<b>21.</b> AQJ10x xxxxx	<b>22.</b> AQJ10xx xxxxx	<b>23.</b> AQ9xx K10xx	<b>24.</b> AQ9xx K8xx	<b>25.</b> AK1098 xxxx		

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

<b>26.</b> AQxxx xxxx	<b>27.</b> Qxxx A10xxxx	<b>28.</b> xx AK109xx	<b>29.</b> AJxx K9xx	<b>30.</b> AJxx Kxx
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## ANSWERS

1. Lead a low card from dummy toward the Q.
2. Cash the A and lead toward the Q 10. If no K appears, play the 10, If the J appears play the Q. If the K appears, play the 10.

3. Lead the 9. If W plays low, you play low. If E wins the J, return to your hand and lead 10 and finesse through W again 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. Lead small to the 10. If the finesse wins, come back to your hand with another suit and play the Q. You pick up the suit whenever W has the K.
8. Lead low toward the QJ. Leading the Q or J is wrong; limiting you to 2 tricks unless the suit divides 3-2.
9. Lead low toward the QJ. 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 3-3.
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 KQx.; 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 honor. 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 first or second time.
15. Lead low from your hand and finesse the 9; a “triple finesse”. If E wins with the K or Q, lead low from your hand and finesse the J. You will win 2 tricks if W has K10, Q10, or KQ10.
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 first 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 favor taking the finesse.
22. Cash the A. With 11 cards, the odds slightly favor the K dropping.
23. Cash the A or Q first to insure 5 tricks, even if the suit splits 4-0.
24. Cash the A or K first , to avoid losing a trick if W has J10xx.

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 honor or is void, return to your hand and finesse. To win all the ticks in the suit or to lose only one 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 insure 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 honor 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 K9x. 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 J, 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 Q10. ♣