

## The Intra-finesse and its cousins

I am often asked how I came across the idea of the intra-finesse, and the answer is really quite simple. I have always enjoyed card playing and the magic of the cards. What I have always thought of as 'intra-play' resources often come in handy when one knows the cards do not lie favorably — suits are not breaking, honors are badly placed, and so forth. Such situations can sometimes take one down incredibly interesting new routes.

I don't recall having ever read about these plays in books, but I am sure many resourceful declarers must have made them over the years. Other players perhaps have just never given so much consideration to their mechanics. Here are a couple of examples; imagine you have:

**DUMMY**

A 9 8

□

**DECLARER**

Q 4 3 2

You need two tricks from this suit in order to make 3NT. You know, however, that West has the king and probably length as well. You should play the eight from dummy and let it run if East plays low. Later you should play the ace and the nine and you will have your two tricks whenever West's king fourth is not K-J-10-x.

	A 9 8	
K J 7 5	□	10 6
	Q 4 3 2	

If East covers with the ten on the first round, play the queen. West wins his king, but now you have created a tenace (A-9) and can finesse against his jack.

Now imagine a similar position, again with West having both the king and length:

**DUMMY**

A 7 4

□

**DECLARER**

Q 9 6 2

This time you should play the four to the six, and if it loses to the eight you should not cash the ace, but play the queen from hand to cater for the following

combinations:

	A 7 4	
K J 8 x	<input type="checkbox"/>	10 x
	Q 9 6 2	

and

	A 7 4	
K 10 8 x	<input type="checkbox"/>	J x
	Q 9 6 2	

In the cases above, you had to allow your opponents to make their two tricks before you could make two. At times you might even be so lucky that you find yourself scoring two tricks and only having to give up the lead once. All you need is for the cards to be like this:

	A 7 4	
K J x x	<input type="checkbox"/>	10 8
	Q 9 6 2	

or

	A 7 4	
K 10 x x	<input type="checkbox"/>	J 8
	Q 9 6 2	

Believe me, I could go on forever...

### The Future

I am often asked what changes I would like to see to the game. I have always thought that sacrifices at the eight-level should be allowed!

As for other changes, I think the game would benefit from a more friendly approach. Why not allow players to see the previous trick again before they have to play to the next trick? I also feel there should be no penalty for immaterial revokes. Most of all though, players should be more generous regarding application of the laws.

As to my own ambitions, I think my most important bridge achievement has never been published. *The Official Encyclopedia of Bridge* mentions my bridge successes but I challenge whether any other player in the history of bridge has