



Adventures in Bridge

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Guessing at the Table Notes

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General

Guessing at the table is a part of good Declarer play. Knowing the odds (memorizing card-combinations) is one thing, but also having instincts is an important part of “guessing”. This is a part of “card reading” and visualizing how the hand is laid out.

Have a feel for “how you are play” (what “Heat” you are in) is an important part of knowing when to really trust your instincts.

Goals and Tools

- Try to avoid 50-50 guesses.
- Get the opponents to help you.
- Use card combination, but don't depend solely on the textbook.
- Take inferences from the opponents' actions (or lack of actions).
- Learn to trust your instincts (and when to do so).
- Empathize with the defender (put yourself in their position).

Examples of Guesses

- 2-way Finesse
- Drop vs. Finesse (Queen or Jack)
- Finesse vs. Ruffing Finesse
- Finesse vs. “Short” Honor
- **King-Jack Guess**
- Ace-Queen-Ten Guess
- Finesse vs. Endplay
- Finesse vs. Squeeze



King-Jack Guess In-Depth

Let's look at this guessing situation in detail. If you can improve at this situation then you will master many of the skills that are related to guessing at the table.

- King-Jack in Dummy
 - Lead up towards
 - Ace onside
 - Queen onside
 - Both onside
 - Both offside – get opponents to help us.
- Information from Auction
 - Open
 - Pass
 - Failure to Overcall
- Tactics
 - Play Early – Steal a trick or get the opponents to “give away the position”
 - Wait to play later – Collect Information
 - Opponent's carding?
 - Discards from LHO
 - Discards from RHO
 - Do you believe them?
 - Logic
- King-Jack in Hand
 - Lead up towards
 - Singleton in dummy