

## U3ABC05: Session Overview

Welcome!

Here is a brief overview of all 16 hands available to play in today's MiniBridge Practice Session. It simply gives you an idea of the main point of each group of four hands.

Bridge is a great game, but it can be overwhelming, so much to think about. Don't worry, it will get easier. We're here to help it all make sense. Don't worry about making mistakes, we all do. We're always happy to explain or answer questions. Remember, you're playing with other people who are just starting out, too. Let's have fun together!

-Ed

- **Hands 1-4: Cross ruffing:** Cross ruffing allows you to make more tricks by ruffing from dummy and from hand. With a 4-4 fit you can take as many as 8 tricks
- **Hands 5-8: Try to get an extra trick with a simple finesse:** In a simple finesse, one hand has a sequence of honours with a gap in it. You lead towards the sequence and hope the missing honour is in the **previous** hand.
- **Hands 9-12: Finding extra tricks in trump contracts:** You can find extra tricks with a finesse or other techniques.
- **Hands 13-16: Try to get an extra trick with other types of finesse:** You can finesse when there's more than one gap in your sequence, or the honours are split across both your hands. It's a bit harder!