

4 x types
Throw in play

(opponent)
 432
 QJ10
 K543
 654

(declarer)	(dummy)	2NT-----3C
AKJ7	Q1098	3Sp-----4NT
A54	K98	5Sp-----6Sp.
AQ	98	
Q732	AKJ10	

NB some may get to 6NT and that contract is likely to fail *
 6S can be made as follows. The Q Hrts is led.
 Win Ace Hrts , draw trumps, play 4 rounds of clubs. This leaves :

(opponent)
 void
 J10
 K54
 void

(declarer)	(dummy)
A	Q
54	K9
AQ	98

Now play K Hrts and exit with the 3 Hrts *throwing in* the opponents.
 In this case the opponent who wins the J Hrts is forced to return a diamond or
 give a ruff and discard.
 * 6NT could also be made if the contract was played identically as above in 6Sp.

Ruffing finesse

(opponent)
 42
 K87
 KQJ43
 1065

(declarer)	(dummy)	1S-----2S
AKQ109	J8763	4Sp----- Pass.
QJ10	A	
A102	987	
QJ	9743	

There are 4 losers { 2 x clubs and 2 x diamonds}; the tasks to be carried out are:-
 drawing trumps , unblocking the Ace Hrts, taking a ruffing finesse .
 There may be entry problems and declarer needs to be economic with their trumps.
 This line works: Win Ace diamonds; unblock the Ace Hrts; win Ace sp; win K sp;
 play Q Hrts ...(if covered with the King) ruff in dummy and return to hand with Q sp.
 play the winning J Hrts and throw a diamond from dummy.
 10 tricks will follow when a diamond is trumped in dummy.