

Here are some examples of the finesses in action.

All the contracts are 4Hrts and the declarer in each case has 8 or 9 easy tricks. To make the extra trick(s) a finesse or finesses are taken in the spade suit.

- 1) AQ4
 KJ82
 A43
 Q53 532
 AQ109
 765
 AK8 *In 4 Hts a diamond is led. Declarer wins with the Ace and draws three rounds of trumps ending in the dummy. Now the 2 Sp is led towards the AQ in order to take the simple finesse.*

- 2) AQJ
 KJ82 532
 A43 AQ109
 654 765
 AK8 *Again the contract is 4H. Declarer draws trumps and then leads the 2Sp to the AQJ; the J is played. Declarer returns to dummy with the Ace Cl and leads the 3 Sp to the AQ and plays the Q for the repeat finesse.*

- 3) A32
 KJ82 QJ10
 A43 AQ109
 654 765
 AK8 *Again the contract is 4H. Declarer draws trumps and then leads the QSp to the A32 ;the Q wins. Next the J Sp is led which also wins. The running finesse allows the declarer to keep leading Sp from the dummy.*

- 4) AJ3
 KJ82 Q102
 A43 AQ109
 654 765
 AK8 *The contract is 4H. Declarer draws trumps and then leads the QSp to the AJ3 ;the Q wins. Next the 2 Sp is led and the J is finessed. This mixed finesse combines elements of the three previous types.*

- 5) AJ10
 KJ82 432
 A43 AQ109
 654 765
 AKQ *Again the contract is 4H. Declarer draws trumps and then leads the 2Sp to the AJ10 playing the 10. Probably the 10 will lose. Declarer regains the lead when they can and leads the 3 Sp to the J for the double finesse.*

- 6) AJ3 K102
 KJ82 AQ109
 A43 765
 654 AK2 *The contract is 4H. Declarer draws trumps and needs three spade tricks to make the contract. The declarer must guess where the Q Sp is either leading the 2 to the J OR the 3 to the 10 for this two way finesse.*

- 7) A32
 KJ82 Q54
 A43 AQ109
 654 765
 AKQ *Again the contract is 4H. Declarer draws trumps and then leads the 4Sp to the A32 playing the A. Next the 2 is led towards the Q. This was not a finesse proper at all { perhaps a pseudo finesse} or chinese finesse.*