

New finesse

Ruffing Finesse -the name rather giving away that this finesse is used only in trump contracts { where ruffing comes into play }.

Heres an example:

(dummy)	
AK102	
KQJ	
932	{opponent}
532	65
	A8765
	1085
QJ98743	AQ4
void	
A87	
987	

In 4Sp the K diamonds is led.

There are 5 possible losers { 2 x diamonds + 3 x clubs }.

The winning play is to draw trumps ending in dummy and then to lead the K Hrts.

Looking at the diagram { and this or a similar layout is how you *should* want the cards to be } , there are 2 main possibilities now :-

i) on the K Hrts the opponent plays their Ace { which you ruff }; you then return to dummy (with a trump) and lead the Q Hrts (throwing a club); and then lead the J Hrts (throwing another club). You have thrown two clubs away on the established Q + J Hrts and have reduced your losers from 5 to 3 and will make the contract.

ii) on the K Hrts the opponent *doesn't* play their Ace ; rather than trumping your K you play a *running finesse* --- you let the K Hrts "run". As the cards lie the K Hrts wins; you next play the Q Hrts; again the right hand opponent { in our diagram } has the choice whether to play the Ace (in which case you will trump it) or play low, in which case you will continue with the running finesse.

Of course this only worked because it was the right hand opponent who had the Ace and who , if they played the Ace , would find that their Ace got ruffed.

{If the Ace had been with your left hand opponent then there would be nothing you could do about it}.

The ruffing finesse thus only works 50% of the time like all finesses.

Typically there must be some good honours opposite a void { as in the above example} ie KQJ -----void.

Holdings like QJ10x -----void do also offer possibilities . See over the page.