

In 4Sp again the hearts look the suit to make something of. The lead is the K Clubs.

(dummy)	
AK102	
QJ10	
A95	{opponent}
753	6
	AK76
	10875
QJ98743	KQ42
void	
432	
A87	

There are 4 losers { 2 x diamonds + 2 x Clubs }.

The good hearts are opposite a void and the possibility of ruffing finesses(s) crosses our mind.

The play :-

Win the Ace clubs.

Draw trumps {shouldn't take long !}.

Lead the Q Hrts.

Probably the right hand opponent will play their King Hrts.

You ruff the K Hrts and then return to dummy to lead the J Hrts.

If right hand opponent covers with the Ace Hrts we ruff this card and return to dummy to enjoy the established 10 Hrts.

If ... the right hand opponent doesn't play the Ace Hrtsthen we take a ruffing finesse and "run" the J Hrts throwing a loser away.

Whatever the right hand opponent does you can get the better of him.

If they cover -then you ruff ; if they *don't* cover, then you let it run and throw a loser away.

So far the ruffing finesse has been easy to spot { void opposite good suit }.

Sometimes though the ruffing finesse position has to be "created". Look at this type.

(dummy)	
AK10	
QJ109	
A95	{opponent}
753	62
	K76
	10875
QJ9875	KQ42
A	
432	
A87	

There are 4 losers (2 x clubs + 2 x diamonds).

It is *nearly* a ruffing finesse position. { If only there wasnt the Ace Hrts blocking the run of the Hrts).

The solution is to unblock the Ace Hrts. Draw trumps . Then -play the Q Hrts for a ruffing finesse.