

DECLARER PLAY –

FINESSING RECAP

FINESSE

To promote a secondary card to winning status, the success being dependent on the position of the opponents' higher card(s).

BASIC TECHNIQUE

In seeking to turn the secondary card into a winner we must lead towards that card, not play it. If we play it, an opponent will cover and the purpose of the manoeuvre will have been wasted.

Talk Hand 1 : Unnecessary finesse (see overleaf)

Talk Hand 2 : Ruffing losers; finesse as back-up for the overtrick (ditto)

Talk Hand 3 : Uselessness of split tenace (A x opposite Q x); establishing a side suit (ditto)

SUMMARY POINTS

Taking finesses is a legitimate way of increasing your trick taking.

Be sure of your technique of leading *towards* cards you want to promote.

Don't give up on finesses – you are often going against the odds and poor scores may result.

BUT as your card play technique improves you won't be taking as many finesses. You'll often find better lines of play.