

## §45. Double, Combination and Ruffing Finesses.

By the end of this chapter you should understand the following terms:

**The finesse:** *The attempt to gain power for lower ranking cards by taking advantage of the favourable position of higher ranking cards held by the opponents.*

**A double finesse:** A finesse against two missing honour cards simultaneously.

**A combination finesse:** A simple finesse preliminary to another finesse in the same suit.

**A ruffing finesse:** A variation of a finesse in trump contracts where the finessing player chooses whether to ruff or to discard a loser.

This chapter is concerned with how to handle certain card combinations that are based on finessing. The somewhat ungainly definition of a finesse (first met in §19 and §21) is repeated above.

Let's look at a couple of examples that take us beyond the simple finesse.

<p><b>Ex 1.</b></p> <p style="text-align: center;">♠ A Q 10</p> <table border="1" style="margin: auto;"> <tr><td>Dummy</td></tr> <tr><td>W E</td></tr> <tr><td>Declarer</td></tr> </table> <p style="text-align: center;">♠ 4 3 2</p>	Dummy	W E	Declarer	<p><b>Ex 2.</b></p> <p style="text-align: center;">♥ A J 10</p> <table border="1" style="margin: auto;"> <tr><td>Dummy</td></tr> <tr><td>W E</td></tr> <tr><td>Declarer</td></tr> </table> <p style="text-align: center;">♥ 4 3 2</p>	Dummy	W E	Declarer
Dummy							
W E							
Declarer							
Dummy							
W E							
Declarer							

In each case, the object of the exercise is to secure two tricks from these card combinations.

In Example 1 we have a **double finesse**. If declarer wants to secure (at least) two Spade tricks he leads a low Spade from hand and calls for dummy's ♠10. That may, on a good day, hold the trick as West may have both of the ♠K and the ♠J. If so, declarer can cross to hand and play a Spade to the ♠Q, making three tricks from this Spade combination.

If, on the other hand, the ♠10 were to lose to the ♠J, then South would have to regain the lead, place the lead in his own hand, and try his luck with a Spade to the ♠Q. He'd succeed if the ♠K lay with West.

Finally, it is possible that the initial Spade lead to the ♠10 forced East's ♠K. In that case, two tricks would be established immediately. Making two tricks is a 75% shot, failing only if the ♠K J are offside.

Example 2 illustrates a **combination finesse**. In similar vein to Example 1, declarer leads a small Heart from hand and calls for the ♥10. Should that lose, declarer has to regain the lead, place the lead in the South hand, and take a second finesse, leading a low Heart to dummy's ♥J. Another 75% shot.

The contrast with Example 1 is that there is no chance of making three tricks in the suit. Note that if West has the ♥K Q he may well "split his honours" by playing the ♥Q. If so, no finesses would be necessary; declarer wins the ♥A on table and forces out the ♥K by leading the ♥J.

Let's put these combinations into the context of two full deals. In Hand 1, below, place yourself as declarer, South, playing in the inevitable 3NT. West leads the ♥Q.

<p><b>Hand 1</b></p> <p>South plays in 3NT.</p> <p>West leads the ♥Q.</p>	<p>♠ 9 7 6</p> <p>♥ 7 6 3</p> <p>♦ A Q 10</p> <p>♣ J 10 5 4</p>	<table border="1" style="margin: auto;"> <tr><td>N</td></tr> <tr><td>W E</td></tr> <tr><td>S</td></tr> </table>	N	W E	S	<p>♠ K J 8 3</p> <p>♥ 9 5</p> <p>♦ J 8 6</p> <p>♣ 9 6 3 2</p>
N						
W E						
S						
<p>♠ Q 5 2</p> <p>♥ Q J 10 8 2</p> <p>♦ K 9 5 3</p> <p>♣ 8</p>	<p>♠ A 10 4</p> <p>♥ A K 4</p> <p>♦ 7 4 2</p> <p>♣ A K Q 7</p>					

Your **Count** and **Plan** reveals eight on top (one Spade, two Hearts, one Diamond and four Clubs). The ninth can come from Diamonds. To make the most of your chances, you should win the Heart lead and play a Diamond to the ♦10. Here, on this layout, it loses to the ♦J. You win the Heart return and go to the well again with a Diamond to the ♦Q. Success! It wins, so you have nine winners and the contract.

Note that *entries* play an important part in this section. You must be able to place the lead where you want it, when you want it.

Now, how about Hand 2? Once more you are in 3NT from the South hand. This time West leads the ♥J. How would you play the hand?

**Hand 2**

South plays in 3NT.  
West leads the ♥J.

♠ A 9 5	N	♠ K 7 4 3
♥ 5 3	W	♥ Q 8 4 2
♦ A J 10 9 4	E	♦ Q 7
♣ A 7 2	S	♣ 10 6 3
♠ Q 10 8		
♥ J 10 9 7		
♦ K 8 6		
♣ Q 9 5		
♠ J 6 2		
♥ A K 6		
♦ 5 3 2		
♣ K J 8 4		

Your **Count** and **Plan** reveals just six on top (one Spade, two Hearts, one Diamond and two Clubs). If you could make four Diamond tricks, the contract would be yours. Is that possible? Sure – via a *combination finesse*. Win the Heart and play a Diamond to the ♦9. That loses to the ♦Q but you are still in control.

You take the Heart return and play another Diamond, this time finessing the ♦10. When East follows suit, you know Diamonds are 3-2 and that the ♦K will fall under the ♦A. Now you have enough tricks for your contract, so should run for home.

**Ruffing finesses.**

Ruffing finesses occur in trump contracts (unsurprisingly) and are ruff-or-discard plays. Here is a neat example (Hand 3). How might you handle the play in 4♥ by South after West leads the ♣Q?

**Hand 3**

South plays in 4♥.  
West leads the ♣Q.

♠ A Q J 7	N	♠ K 10 8 6 3
♥ A 10 8	W	♥ 6 5
♦ 10 6 4	E	♦ A K 8 2
♣ K 4 2	S	♣ 8 6
♠ 9 5 2		
♥ 4 2		
♦ Q 7 3		
♣ Q J 10 9 7		
♠ 4		
♥ K Q J 9 7 3		
♦ J 9 5		
♣ A 5 3		

West hasn't hit on the best opening lead – a Diamond would have given you a much rougher ride. Your **Count** and **Plan** shows you nine easy winners (a Spade, six Hearts and two Clubs) and four losers (three Diamonds and a slow Club). What could you do?

You might think of taking the Spade finesse – draw trumps and play a Spade to the ♠J. All fine and dandy if West were to have the ♠K, disastrous if East turned up with it, assuming he found the Diamond switch. You can have your cake and eat it here if you take the **ruffing finesse** through East. Win the Club in hand (the ♣K may be needed as an entry later) draw trumps, play a Spade to the ♠A and lead the ♠Q. If East plays low, you can hurl a losing Diamond on it.

What's the worst that could happen? Suppose West had the ♠K, took the trick, and switched to Diamonds. No matter, you'd only have two Diamond losers now. Eventually, you'd regain the lead, cross to the ♣K and dump your last Club loser on the master ♠J.

On the actual layout, with the ♠K on your right, East has no answer. If he plays the ♠K on the ♠Q you ruff, cross to dummy and pitch a loser. If he plays low, you pitch a loser. Heads you win, tails they lose.

Note that after an unlikely initial Diamond lead you'd be on a guess. East-West would take the first three tricks and then you'd need to guess who had the ♠K. A variation on the two-way finesse.

## §45. Quiz on Double, Combination and Ruffing Finesses.

Here are three full deals for you to try.

In each case you are South, declarer. Obviously, your first act is to **Count** and **Plan**.

The Preliminary Analysis talks you through the first trick or two. What is your best subsequent play?

The answers are overleaf.

### Q1.

How should you play in 3NT?  
West leads the  $\heartsuit 10$ .

#### Preliminary Analysis.

Your **Count** and **Plan** reveals only seven top tricks (three Hearts, three Diamonds and a Club).

Where are the two extras coming from?

$\spadesuit$  K J 7 6  
 $\heartsuit$  A 5 3  
 $\diamondsuit$  Q 6 3  
 $\clubsuit$  6 4 2

Dummy	
W	E
Declarer	

$\spadesuit$  8 5 2  
 $\heartsuit$  K Q J  
 $\diamondsuit$  A K J  
 $\clubsuit$  A 9 8 7

West	North	East	South
			$1\clubsuit$
Pass	$1\spadesuit$	Pass	2NT
Pass	3NT	Pass	Pass
Pass			
3NT by South		Opening lead: $\heartsuit 10$	

Two 4-3-3-3 hands facing each other often disappoint in the play. Here you have plenty of points, but lack a source of tricks.

### Q2.

How should you play in 3NT?  
West leads the  $\spadesuit 6$ .

#### Preliminary Analysis.

Your **Count** and **Plan** reveals six top tricks with possibilities of extras in both Hearts and Diamonds.

You win the Spade lead and play the  $\heartsuit A$ , hoping for a favourable break. West pitches a Heart on the first Diamond, making you blink.

What now?

$\spadesuit$  5 4  
 $\heartsuit$  J 10 9  
 $\diamondsuit$  J 8 6 2  
 $\clubsuit$  A K 10 9

Dummy	
W	E
Declarer	

$\spadesuit$  A Q 2  
 $\heartsuit$  A Q 4  
 $\diamondsuit$  A 7 5 4 3  
 $\clubsuit$  4 2

West	North	East	South
		$1\spadesuit$	$1NT^1$
Pass	3NT <sup>2</sup>	Pass	Pass
Pass			
3NT by South		Opening lead: $\spadesuit 6$	

1. A 1NT overcall shows 15-17 points, a very different beast from a 1NT opening bid.

2. A bit of a stretch. Not wrong, though, when holding good intermediate cards.

### Q3.

How should you play in  $4\spadesuit$ ?  
West leads the  $\heartsuit 10$ .

#### Preliminary Analysis.

Your **Count** and **Plan** looks promising as there are only three evident losers in  $4\spadesuit$  – two top Diamonds and a slow Club.

Your **Plan** goes down the Swanee, though, when East takes the  $\heartsuit A$  K and West ruffs the third round of the suit. Ouch!

West leads the  $\clubsuit K$  at trick four. What now?

$\spadesuit$  K 10 3 2  
 $\heartsuit$  K Q J 10  
 $\diamondsuit$  J 8 6  
 $\clubsuit$  J 5

Dummy	
W	E
Declarer	

$\spadesuit$  A Q J 8 7 5  
 $\heartsuit$  None  
 $\diamondsuit$  Q 7 3  
 $\clubsuit$  A 8 6 2

West	North	East	South
			$1\spadesuit$
Pass	$3\spadesuit$	Pass	$4\spadesuit$
Pass	Pass	Pass	
$4\spadesuit$ by South		Opening lead: $\heartsuit 10$	

## Answers.

A1.

<p>♠ A 9 3 ♥ 6 4 ♦ 10 9 8 7 4 ♣ K J 3</p>	<table border="1" style="margin: auto;"> <tr><td colspan="2" style="padding: 2px;">Dummy</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">E</td></tr> <tr><td colspan="2" style="padding: 2px;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ K J 7 6 ♥ A 5 3 ♦ Q 6 3 ♣ 6 4 2</p> <p>♠ Q 10 4 ♥ 10 9 8 7 2 ♦ 5 2 ♣ Q 10 5</p> <p>♠ 8 5 2 ♥ K Q J ♦ A K J ♣ A 9 8 7</p>
Dummy								
W	E							
Declarer								

With only seven top tricks, you have to make something of the Spades. Can you wangle two Spade tricks out of that combination? Well, maybe – if the gods of bridge are kind.

If West has both Spade honours then it's plain sailing; you can play a Spade to the ♠J and later a Spade up to the ♠K and West would be powerless to stop you. If the honours are split, though, then you need a 3-3 break to set up the thirteenth Spade.

So... take the Diamond in hand and play a Spade to the ♠J, losing to the ♠Q as the cards lie. Take the Diamond return and play a Spade to the ♠K. That wins, so play another Spade and cross your fingers. They do break 3-3, so the last Spade is your ninth trick, accessed with the ♥A.

A2.

<p>♠ 9 6 3 ♥ 8 7 5 3 2 ♦ None ♣ J 8 6 5 3</p>	<table border="1" style="margin: auto;"> <tr><td colspan="2" style="padding: 2px;">Dummy</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">E</td></tr> <tr><td colspan="2" style="padding: 2px;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ 5 4 ♥ J 10 9 ♦ J 8 6 2 ♣ A K 10 9</p> <p>♠ K J 10 8 7 ♥ K 6 ♦ K Q 10 9 ♣ Q 7</p> <p>♠ A Q 2 ♥ A Q 4 ♦ A 7 5 4 3 ♣ 4 2</p>
Dummy								
W	E							
Declarer								

You win the Spade lead in hand and try your luck with the ♦A, hoping Diamonds are 2-2 or East has a singleton honour. The 4-0 break is horrifying, so you can only see eight tricks (and that is assuming the Heart finesse is working).

To make an extra trick you need to take the **combination finesse** in Clubs. At trick three play a Club to dummy's ♣9. You win the Spade return, play a Club to the ♣10 (should this lose you'd be going a lot off!), cash the two Club winners and, finally, take the Heart finesse.

You make two Spades, three Hearts, one Diamond and three Clubs for your contract.

A3.

<p>♠ 6 4 ♥ 9 7 5 4 3 ♦ 10 9 ♣ K Q 7 3</p>	<table border="1" style="margin: auto;"> <tr><td colspan="2" style="padding: 2px;">Dummy</td></tr> <tr><td style="padding: 2px;">W</td><td style="padding: 2px;">E</td></tr> <tr><td colspan="2" style="padding: 2px;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ K 10 3 2 ♥ K Q J 10 ♦ J 8 6 ♣ J 5</p> <p>♠ 9 ♥ A 8 6 2 ♦ A K 5 4 2 ♣ 10 9 4</p> <p>♠ A Q J 8 7 5 ♥ None ♦ Q 7 3 ♣ A 8 6 2</p>
Dummy								
W	E							
Declarer								

West hits on the dastardly lead of the ♦10 against 4♣ and the defence play three rounds of the suit, West ruffing the last. You take the ♣A over West's King at the next trick and have to make the rest of the tricks.

The only chance of ridding yourself of three Club losers is to dump them on dummy's Hearts. East just has to have the ♥A – there's no other play. You must draw trumps by cashing the ♠A and playing a Spade to dummy (carefully preserving a Spade entry to the table).

Now you lead the ♥K, throwing a Club if East plays low. If he plays the ♥A (as he will do in practice), you ruff, cross to dummy's Spade entry and dump your Club losers on the three winning Hearts.

## §45. Example hands 1 to 4.

**Hand 1** Love all, dealer North

♠ 8 5  
♥ K Q 8 3 2  
♦ 6 4 2  
♣ J 9 5

♠ 7 6 3  
♥ 10 9 7  
♦ A K 10 5  
♣ A Q 10

	N	
W		E
	S	

♠ A K 4  
♥ A 6 4  
♦ Q J 9 7  
♣ 7 4 2

♠ Q J 10 9 2  
♥ J 5  
♦ 8 3  
♣ K 8 6 3

West	North	East	South
	Pass	1NT	Pass
3NT	Pass	Pass	Pass
3NT by East		Opening lead: ♠Q	

East reaches 3NT after a brief bidding sequence and South leads the ♠Q. Relieved to avoid a Heart lead, East can **Count** and **Plan** with time on his side. There are eight on top (two Spades, one Heart, four Diamonds and a Club), so an extra has to be found from somewhere. That “somewhere” is Clubs, via a *double finesse*. At trick two, declarer should lead a Club to the ♣10. Should that win (on a good day South might have started with the ♣K J) then East would be set up for an overtrick. On a different day the Ten would force the King, giving East nine tricks immediately. Here, North takes the ♣J and returns a Spade. No matter, East takes that and returns to the well by finessing the ♠Q. This time – success.

**Hand 2** North-South game, dealer East

♠ 7 6  
♥ A 8 7  
♦ K 5 4  
♣ A J 10 7 5

♠ Q J 10 9  
♥ Q 10 9  
♦ Q 10 8  
♣ Q 8 6

	N	
W		E
	S	

♠ 8 5 4 2  
♥ K 5 3 2  
♦ 9 7 6  
♣ K 9

♠ A K 3  
♥ J 6 4  
♦ A J 3 2  
♣ 4 3 2

West	North	East	South
		Pass	1NT
Pass	3NT	All Pass	
3NT by South		Opening lead: ♠Q	

Another rapid auction sees South at the wheel in 3NT against the ♠Q lead. Declarer's **Count** and **Plan** reveals just six top tricks (two Spades, one Heart, two Diamonds and a Club), so three more are needed from somewhere. It isn't worth playing on Diamonds as that won't swell the coffers to nine, even if the suit breaks well. Correct play is the *combination finesse* in Clubs, playing for a 3-2 break with *split honours* (or West having both the ♣K and ♣Q). Win the Spade lead and play a Club to the ♣10. East wins that and, presumably, returns his partner's suit. South wins that trick and ploughs on with Clubs, playing low to the ♣J. When that holds, and Clubs do break, there are four Club tricks and nine in all.

**Hand 3** East-West game, dealer South

♠ 7 3  
♥ 8 7 6 4 2  
♦ A Q 7 2  
♣ K J

♠ K 8 5  
♥ A Q 10  
♦ 6 4 3  
♣ A 10 8 7

	N	
W		E
	S	

♠ A Q J  
♥ K 9  
♦ K 10 9 8 5  
♣ 9 6 2

♠ 10 9 6 4 2  
♥ J 5 3  
♦ J  
♣ Q 5 4 3

West	North	East	South
			Pass
1NT	Pass	3NT	All Pass
3NT by West		Opening lead: ♥7	

It's West's turn in the dentist's chair in 3NT. North leads a Heart (the ♥7, second-highest from tripe) and declarer takes stock. His **Count** and **Plan** reveals seven top tricks (three Spades, three Hearts and one Club), so Diamonds have to be set up for the extras via a *combination finesse*. This deal is all about correct technique and *entries*. West should win the Heart lead in hand and play a Diamond to the ♦8, losing to the ♦J in this layout. South may return a Heart, so West should take that in hand (*crashing dummy's* ♥K) to play another Diamond to the ♦9. When that wins, West has to come to hand with the ♠K to lead yet another Diamond. This way, he sets up three Diamond winners for an overtrick.

**Hand 4** Game all, dealer West

♠ 6 4 2  
♥ A 7 5 2  
♦ A Q 7  
♣ A K J

♠ Q 8  
♥ 9  
♦ J 9 6 5 3 2  
♣ 10 9 8 4

	N	
W		E
	S	

♠ K 10 7 5  
♥ K Q J 10 8  
♦ 4  
♣ 7 5 2

♠ A J 9 3  
♥ 6 4 3  
♦ K 10 8  
♣ Q 6 3

West	North	East	South
Pass	1♥	Pass	1♠
Pass	2NT	Pass	3NT
3NT by North		Opening lead: ♥K	

North opens 1♥ and, holding a balanced 18 points, rebids 2NT over South's 1♠ response. South has an easy raise to the No-trump game. East leads the ♥K, despite the opening bid, both surprising and irritating North. Declarer's **Count** and **Plan** reveals just eight top tricks (a 4-3-3-3 hand facing another 4-3-3-3 hand is often short of winners). The only place to go for extras is Spades – declarer needs to find East with ♠K 10 or ♠Q 10 or, just possibly, a 3-3 break. North should duck the Heart lead and take the second round, confirming the 5-1 split. Now comes a Spade to the ♠9. West can lead what he likes now; declarer takes the next trick and leads a Spade to the ♠J securing his ninth trick when it holds.

## §45. Example hands 5 to 8.

**Hand 5** North-South game, dealer North

♠ A Q J 8 7 3 ♥ A 5 2 ♦ 7 ♣ Q 7 6	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 4 2 ♥ Q J 10 7 ♦ K 9 5 ♣ K 9 4 2	♠ K 10 9 ♥ K 8 4 ♦ A Q J 3 ♣ 8 5 3
	N											
W		E										
	S											

West	North	East	South
	1♠	Pass	2♦
Pass	2♠	Pass	4♠
Pass	Pass	Pass	
4♠ by North		Opening lead: ♥Q	

Hands 5-8 are all about *ruffing finesses*. Here, North-South reach 4♠ and East leads the ♥Q. North can count nine top winners with his **Count** and **Plan** but can see three Club losers and a Heart loser. How can he rid himself of a loser? He might take the Diamond finesse by leading low to the ♦J, making ten tricks on this layout, but heading for defeat should the ♦K lie with West as a Club switch would spell doom. The hand is 100% sure with correct technique. Win the Heart lead in hand, draw trumps in two rounds, play off the ♦A and run the ♦Q, dumping a Club loser. Here, East takes the ♦K, but 4♠ is secure as the Heart loser goes on the ♦J.

**Hand 6** East-West game, dealer East

♠ 9 8 2 ♥ 8 6 5 4 ♦ 10 4 ♣ K 10 9 5	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ K 10 4 ♥ A Q J 10 9 ♦ K 5 ♣ 7 6 3	♠ 6 5 ♥ K 7 2 ♦ A Q J 9 6 2 ♣ Q 8
	N											
W		E										
	S											

West	North	East	South
		1♥	2♦
2♠	Pass	3♠	Pass
4♠	Pass	Pass	Pass
4♠ by West		Opening lead: ♦10	

West reaches 4♠ after South has stuck his oar into the auction. North's ♦10 lead makes mincemeat of dummy's ♦K and declarer's **Count** and **Plan** shows a distinct dearth of winners. After South takes the first two tricks, he may well switch to a Club, attacking the weakness on table. Now, the only *source of tricks* is in Hearts, but playing a Heart to the ♥9 isn't the right play. By far and away the best line is to take the *ruffing finesse* through South who, after all, has made a bid. Declarer can't afford to draw trumps, so: Take the ♣A at trick three, cash the ♥A, play the ♥Q and ruff South's ♥K, draw trumps ending on table and run the Heart winners, ditching Club losers.

**Hand 7** Game all, dealer South

♠ Q J 7 4 ♥ 7 3 2 ♦ K Q 5 4 ♣ K 4	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ 2 ♥ 10 9 8 5 ♦ A J 10 7 6 ♣ A 9 7	♠ A K 8 6 5 3 ♥ A J 4 ♦ None ♣ 6 5 3 2
	N											
W		E										
	S											

West	North	East	South
			1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	
4♠ by South		Opening lead: ♣Q	

South opens 1♠ and North raises to 3♠. South only has 12 points but has an unusual shape which must be worth extra – it would be craven to Pass up the chance of bidding a game. West leads the ♣Q and declarer can see immediately that the ♣K is a waste of space and the ♦K Q are also wasted opposite a void. Ho hum, *c'est la vie*. The defence take the first two tricks and switch to Hearts. The only way to avoid two Heart losers (on top of two Club losers) is to take the *ruffing Diamond finesse*. South draws trumps, ending on table, and leads the ♦K. When East plays the ♦A, South ruffs, crosses to table with a Club ruff and dumps a Heart loser on the ♦Q.

**Hand 8** Love all, dealer West

♠ 10 7 2 ♥ K 8 6 5 4 ♦ 8 4 ♣ Q 4 3	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		♠ A K Q J 8 ♥ None ♦ K 6 5 3 ♣ A 10 8 5	♠ 6 ♥ A 7 3 2 ♦ Q J 10 7 ♣ J 9 6 2
	N											
W		E										
	S											

West	North	East	South
Pass	Pass	1♠	Pass
3♠	Pass	4♠*	Pass
4♦*	Pass	6♠	All Pass
6♠ by East		Opening lead: ♦Q	

East-West reach an ambitious slam via a cue-bidding sequence and South leads the ♦Q. There are nine easy winners and a Club ruff on the table is easy to negotiate. That's still two tricks short, though. The extras can be generated from a *combination ruffing finesse*. How? Take the ♦K at trick one, draw trumps, cross to the ♣K and run the ♥Q, pitching a Diamond loser. South takes the ♥A and plays another Diamond, so declarer can take the ♦A on table and challenge North with the ♥J. That defender has no answer. If he plays the ♥K, declarer ruffs, enters dummy via a Club ruff and dumps losers on winning Hearts. If he plays low, East dumps losers anyway.