

# Declarer Play: Finesse

A finesse is an attempt to win a trick with a lesser honour which could be beaten by an opponent's higher honour that is held by one of your opponents. You are hoping the critical missing honour is favourably placed. If you succeed you will have 'promoted' your honour.

1. You need to make one trick in the following example:

West	East
<b>K83</b>	<b>974</b>

If the critical honour (ace) is with South you will succeed in making 1 trick as long as you lead from the East hand towards the king. The correct terminology is that you are **finessing your King against the ace**.

2. You need to make 2 tricks in the following example:

West	East
<b>AQ3</b>	<b>974</b>

If the critical honour (King) is with South you will succeed in making 2 tricks as long as you lead from the East hand and insert the Q if the K does not appear.

3. You need to make 3 tricks in the following example:

West	East
<b>A83</b>	<b>QJ10</b>

If you lead repeatedly from **East** and critical honour (king) is with South you can usually make all 3 tricks. If you lead the queen and the king still does not appear then play low from your West hand (it's called 'running the queen'), and repeat the process by running the Jack. If at any point South's King appears you overtake it with your Ace and your 10 is a winner.

4. You need to make 3 tricks in the following example:

West	East
<b>AQJ</b>	<b>974</b>

If the critical honour (king) is with South you will succeed in making 3 tricks as long as you lead from the East hand towards the jack or queen (either will do). If it wins return to the East hand via an entry card in another suit and lead towards the other lower honour.

5. You need to make 2 tricks in the following example:

West	East
<b>KQ3</b>	<b>974</b>

If the critical honour (ace) is with South you will succeed in making 2 tricks as long as you lead from the East hand towards your honours twice. If the king wins return to the East hand via an entry card in another suit and then lead towards the queen.