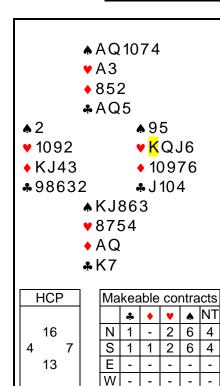
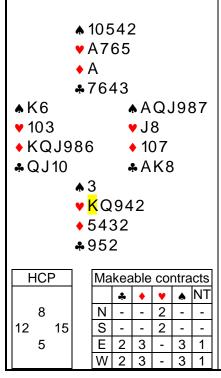
## Intermediate 'A' Game - Tuesday 11th May 2021



Board 1 : Dealer North : Love all							
West	Vest North East South						
	1 ♠	Pass	2NT (Jacoby)				
Pass	3NT	Pass	4NT (RKCB)				
Pass	<b>5</b> ♦	Pass	5♥ (Queen Ask)				
Pass	5NT	Pass	6♠				
All Pass							

Count your tricks....5 Spades, 1 Heart, 1 Diamond and 3 Clubs = 10 tricks. You need 2 more tricks. One option is to hope the Diamond finesse works i.e. that East has the ◆K in which case you can finesse the Diamond for your 11<sup>th</sup> trick and then ruff your last Diamond in dummy for your 12<sup>th</sup> trick. This has a 50% chance of success.

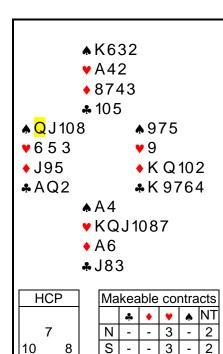
But there is a 100% way to make 12 tricks - ruff your two losing Diamonds in dummy! Win the Heart lead, draw 2 rounds of trumps, cash the •A, cash 3 rounds of Clubs discarding the •Q from dummy – now you can ruff your last two Diamonds in dummy.



Board 2 : Dealer East : NS vulnerable						
West North East South						
		1 ♠	Pass			
2♦	Pass	3♠	Pass			
<b>4</b> •	All Pass					

This is a defensive problem. North needs to visualise that he can win four tricks in his own hand to defeat the contract but he will need South's co-operation in the matter. North should be able to see 2 Heart tricks, the •A and a Diamond ruff if he can his partner to lead a second round of Diamonds.

To get the plan in motion, North should overtake his partner's winning ♥K with his Ace, then cash his ♦A and then return a Heart to his partner. South should be able to work out that his partner has no more Diamonds – why else would North cash the ♦A setting up those lovely Diamond tricks in dummy? A beautiful defence!



E 2 1 -

W 2 1 -

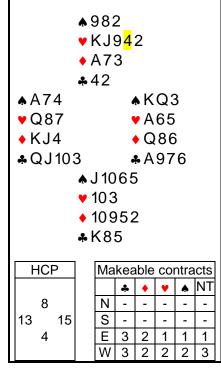
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Board 3 : Dealer South : EW vulnerable						
West	North	East	South			
			1♥			
Pass	1 ♠	Pass	3♥			
Pass	4♥	All Pass				

Count you tricks....You have 2 Spade tricks, 6 Heart tricks and the Ace of Diamonds for 9 tricks. Your 10<sup>th</sup> trick will come from ruffing your third round of Clubs in dummy.

But if you draw even one round of trumps – you will not be able to ruff your third Club - good defenders will see what you are trying to do and they will return a trump every time they get in.

So you need to win the Spade lead and immediate play a Club. The defenders will win and switch to a trump. You can win and play a second round of clubs – making yourself void of Clubs in dummy. The defence can lead a second round of trumps but thanks to your foresight you still have a trump in dummy with which to ruff your losing Club and win your precious 10<sup>th</sup> trick. Well played.



Board 4:	Dealer We	est : All vuln	nerable
West	North	East	South
1NT	Pass	3NT	All Pass
let the He	art lead run	around to y	pades, 2 Hearts (once you our Queen)so you need tricks and 1 Diamond trick.
need to co	onsider our	position if th	have 4 Club tricks – so we ne Club finesse loses – in a Diamond trick as well.
two suits - where the so we play	– the golder defender w	n rule is that ith the long and first here	here we have to establish t we first establish the suit suit might have an entry – – if we play on Clubs first

**A**AKQ **∀**A3 1075 ♣AK742 **♦** J 102 **↑**76543 **v** 10986 ▼KQJ5 ♦ 84 ♦ A62 **♣**QJ109 **\$**5 **♠**98 **♥**742 ♦KQJ93 **\***863 HCP Makeable contracts **♣** | • | • | • | NT Ζ 3 4 22 1 2

S 3 4 -

Ε

W

10

6

Board 5 : Dealer North : NS vulnerable

West North East South

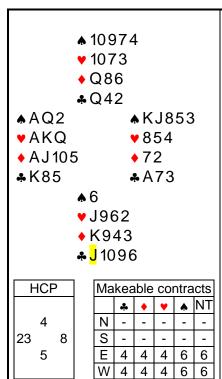
2NT Pass 3NT

All Pass

Count your tricks....3 Spades, 1 Heart, 2 Clubs and if I can get 4 Diamond tricks that will make 9.

So now the spotlight turns on the defenders – if East takes his ◆A on the first or second round of the suit then declarer will indeed get his much sought after 4 Diamond tricks.

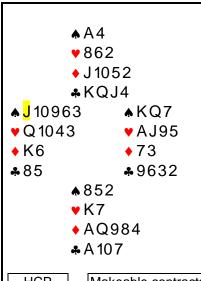
But if East keeps his • A until the third round of the suit then declarer will win only 2 Diamond tricks and will go down in his contract. East must take his Ace when declarer plays his last card from his shortest hand i.e. on the third round. How does East know how many cards declarer has in Diamonds? He knows because West played 'High-Low' when following suit in Diamonds telling East that he had two Diamonds and that therefore declarer had three.



Board 6 : Dealer East : EW vulnerable					
West	North	East	South		
		Pass	Pass		
2♣	Pass	2♠	Pass		
4NT	Pass	5♥	Pass		
6♠	All Pass				

Count your tricks....5 Spades, 3 Hearts, 2 Clubs is 10 tricks so you need 2 tricks from Diamonds. The solution is to take two finesses in Diamonds – this 'double finesse' has a 75% chance of success.

Win the lead with A and play a small diamond towards dummy and finesse the 10. This will lose to the Q. Win whatever is returned and get back to our hand with a Spade and lead our remaining Diamond towards dummy and this time finesse the Jack. When this wins we have our second Diamond trick – Well played.



Board 7:	Dealer So	outh: All v	ulnerable
West	North	East	South
			1NT
Pass	2NT	Pass	3NT
All Pass			

West leads the Jack of Spades showing 'Top of a Sequence' – so East needs to get out of West's way by unblocking the King and Queen of Spades on the first two rounds of the suit.

If declarer plays the AA from dummy to first trick East should unlock the King. If declarer plays small from dummy to trick one then East follows with the Queen but should then return the King to trick two. If East does not get out of the way the defence will win only 2 Spade tricks instead of four!



Ма	Makeable contracts							
	♣ ♦ <b>♥</b> ♠ NT							
Ν	3	4	•	•	1			
S	3	4	•	-	1			
Ε	•	•	1	1	•			
W	-	-	1	1	-			

♠ 10987 **♥**J84 ♦ 843 **♣**Q92 **A**A65 **♦**KQJ3 ♥Q62 ♥A75 ♦ AKJ5 ♦ Q92 **.** AKJ **♣**763 **↑**42 ♥K1093 1076 **4** 10854

Board 8 : Dealer West : Love all

West North East South

2NT Pass 6NT All Pass

Count your tricks...4 Spades, 1 Heart, 4 Diamonds and 2 Clubs...11 tricks. Your 12<sup>th</sup> trick will come from Clubs if South has the ♣Q or from Hearts if South has the ◆K....so we plan to take two finesses and make our 12<sup>th</sup> trick if one of them works – a 75% shot.

But the order is important – if you try the Club finesse first and it loses you won't be able to take advantage of the favourable Heart layout by leading towards the  $\mathbf{Q}$  without going down immediately. The solution is to lead to the  $\mathbf{Q}$  first and if that doesn't work to fall back on the Club finesse.

3 22 12 3	

Makeable contracts								
	♣ ♦ ♥ ♠ NT							
Ν	-	-	-	-	•			
S	-	-	-	-	•			
Е	4	6	4	6	6			
W	4	6	5	6	6			

**♠**Q43 **v** 102 ♦ AQ943 ♣AQ4 **♦** K 10952 **♠**876  $\mathbf{k} \cap \mathbf{8} \mathbf{6} \mathbf{1}$ **♥** J95 ♦ 85 **\***96

195	VNQ0 <mark>0</mark> 4						
852	• K7						
96		<b>*</b> 853					
	<b>*</b> /	٦J					
	<b>v</b> /	۱7	3				
	<b>\</b>	J 10	6				
<b>♣</b> KJ1072							
HCP	Makeable contracts						
			*	•	•	٨	NT
14		Ν	5	5	1	-	3

5

3

14

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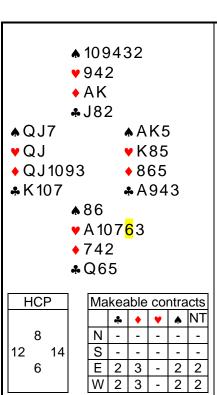
Board 9: Dealer North: EW vulnerable West North East South 1NT Pass 3NT

All Pass

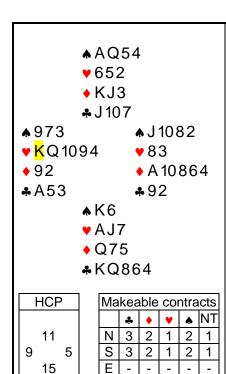
You hold up the Ace of Hearts until the third round.

Count your tricks...1 Spade, 1 Heart, 1 Diamond and 5 Clubs comes to 8. We need one more. If the Diamond finesse works we will make 4 more tricks but if it loses we will ao down in our contract because East will cash his Heart winners when he gets in with the King of Diamonds. We do not want East to get the lead.

We have 8 top tricks – we just need one more trick – we don't need to risk our contract by taking the Diamond finesse instead get to dummy and take the Spade finesse by leading a small Spade to the Jack. We don't care if it wins or loses - if it wins we have our 9 tricks and if it loses our ♠Q in dummy is our 9<sup>th</sup> trick and because we are losing to West we are safe because he won't have a Heart left (and if he does then the suit is breaking 4-4 and we are still safe).



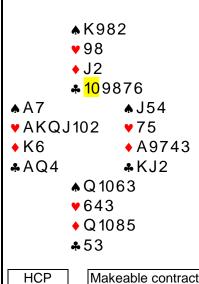
Board 10: Dealer East: All vulnerable West North East South 1NT Pass 3NT All Pass South leads the ♥6 - fourth highest of his longest and strongest suit. Declarer wins in dummy and starts to setup his Diamonds. North gets in and has nothing better to do than return his partner's Heart suit. If South wins this trick and leads another round, he will have set up two winning Hearts for the defence but since South is never getting in again he never gets those two Heart tricks. The winning defence is to duck the Heart return from partner. Now when North gets in with his second Diamond winner he will have a Heart left to return to South who can now win three Heart tricks. Nice defence.



Board 11 : Dealer South : Love all						
West	North	East	South			
			1♣			
1♥	Dbl	Pass	1NT			
Pass	3NT	All Pass				

West leads the ♥K and declarer holds up. This is the 'Bath Coup'. If West continues Hearts declarer will win two Heart tricks. It is really important that East signal discouragement here. East would encourage if he had the Ace or the Jack so West should know not to continue Hearts.

Instead West tries to find his partner's entry by switching to the ◆9. East wins and returns a Heart through declarer's AJ – now declarer goes 2 down. Nice defence.



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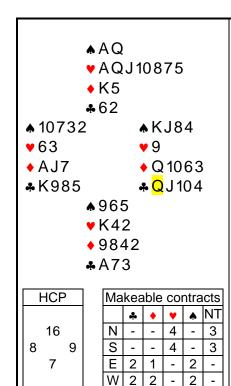
Makeable contracts							
NT							
Ν	•	•	•	•	·		
S	ı	ı	ı	ı	ı		
Ε	4	5	7	1	6		
۱۸/	4	5	7	1	6		

Board 12 : Dealer West : NS vulnerable					
West	North	East	South		
2.	Pass	3♦	Pass		
3♥	Pass	4♥	Pass		
4NT	Pass	5♣	Pass		
5NT	Pass	6♦	Pass		
7♥	All Pass				

Ok – bidding 7♥ was a bit of a gamble – but good play often compensates for over-bidding. We have 12 top tricks and the 13<sup>th</sup> will have to come from the Diamond suit.

So if Diamonds break 3-3 or 4-2 then dummy's remaining Diamond will provide the 13<sup>th</sup> trick. So win the Club lead in hand in the Ace – we need to keep entries to dummy – draw 3 rounds of trumps – play ◆K, ◆A, ruff a third round of Diamonds in hand, lead a small Club to dummy's Jack and ruff a fourth round of

Club to dummy's Jack and ruff a fourth round of Diamonds in hand. Now dummy's last Diamond is established as a winner and you have the \*K in dummy as an entry to the established Diamond – allowing you to throw away the losing Spade in your hand. Well played.



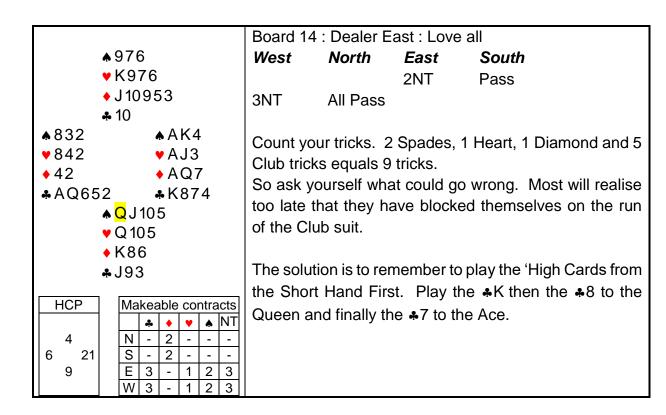
Board 13 : Dealer North : All vulnerable					
West	North	East	South		
	1♥	Pass	1NT		
Pass	4♥	All Pass			

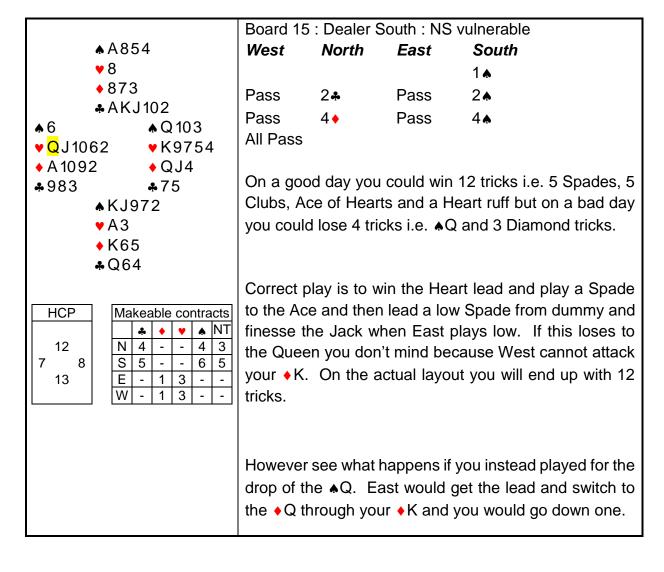
Count your tricks. 1 Spade, 7 Hearts and 1 Club equals 9. You have two chances of a 10<sup>th</sup> trick.

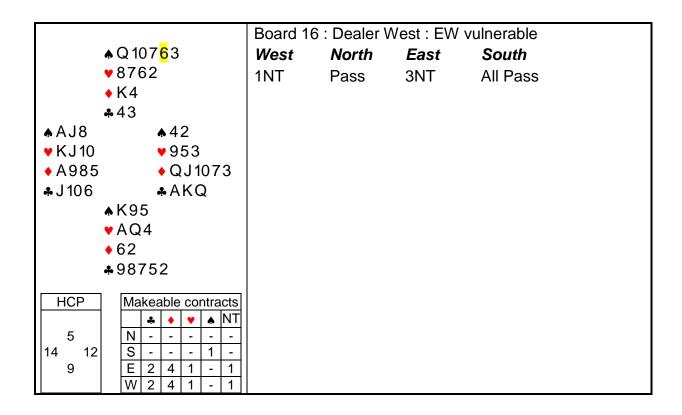
If West has the ♠K you will win your 10<sup>th</sup> trick by leading a Spade from dummy and taking the Spade finesse. Your other chance of a 10<sup>th</sup> trick is to hope that West has the ♠A in which case you can lead a small Diamond from dummy towards your King.

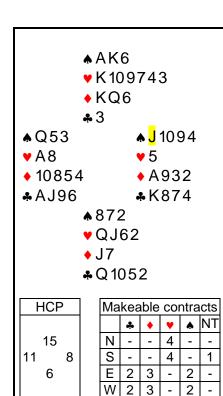
Fortunately you have two entries to dummy – the ♣A and the ♥K so you can try both finesses – but you have to remember that you are now in dummy for the first of those two times – so you have to take one of those finesse immediately.

So win the ♣A and take the Spade finesse (or the Diamond finesse if you prefer). When you get back in you can draw trumps finishing in dummy with the ♥K and then lead a Diamond towards to King.









Board 17 : Dealer North : Love all

West North East South

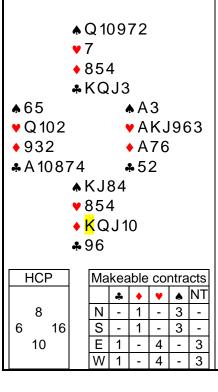
1 ♥ Pass 2 ♥

Pass 4 ♥ All Pass

Count your tricks. 2 Spades, 5 Hearts, 2 Diamonds equals 9 tricks. Your 10<sup>th</sup> trick will come from a Spade ruff in dummy!

Your plan will be to win the Spade lead and immediately set about establishing your 2 Diamond tricks by playing a Diamond to the Jack. East will take his • A on the second round and continue with another Spade. Now you can win the Spade trick and cash your established Diamond winner at the same time discarding your losing Spade from dummy.

Now you can ruff the last Spade in your hand in dummy (High ruff just in case) for your 10<sup>th</sup> trick and now you can start drawing trumps. Well played.



Board 18: Dealer East: Nil All West North East South **1** 🕶 Pass 2 🗸 Pass 4 🕶 All Pass Count your tricks. 1 Spade, 6 Hearts, 1 Diamond and 1 Club comes to 9 tricks. Your 10th trick will come from the Club suit provided the suit breaks no worse than 4-2. However entries to dummy are scarce. If you play ♣A and give them a Club, you will be able to enter dummy twice in trumps to ruff two Clubs in hand but you will not have an entry back to dummy to be able cash the established Club!

The solution is to give up your Club trick at trick 2 rather

than cashing the AA first. Now yu are 'suckin diesel'.