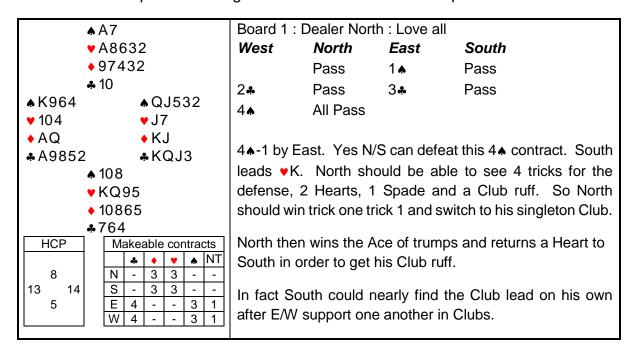
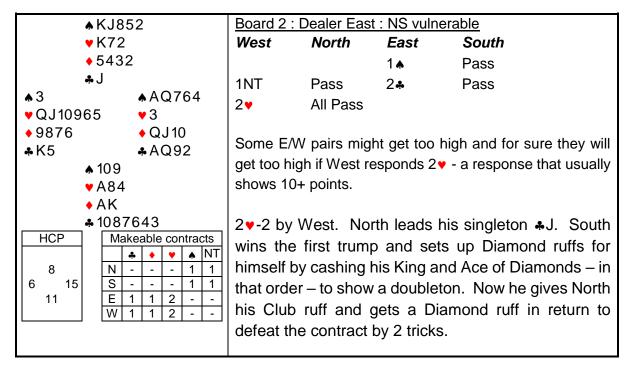
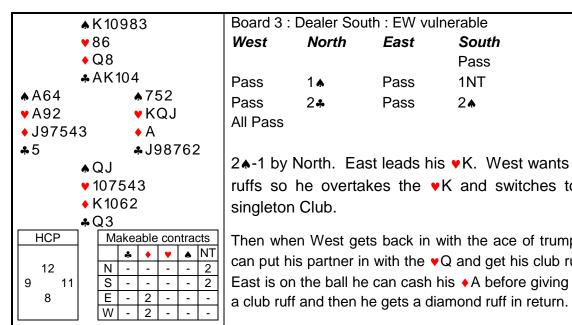
FOB Comments on the Intermediate Game Tuesday 31st May 2022

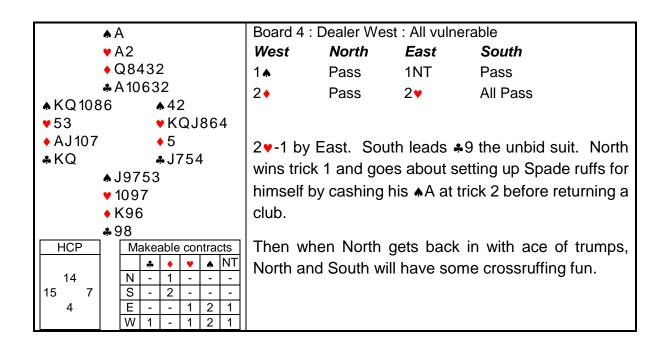
These were interesting and instructive hands so you should discuss them with your partner – it's good to talk – that's how we improve.

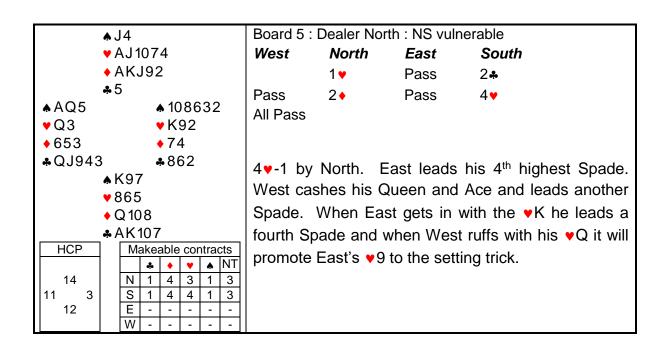


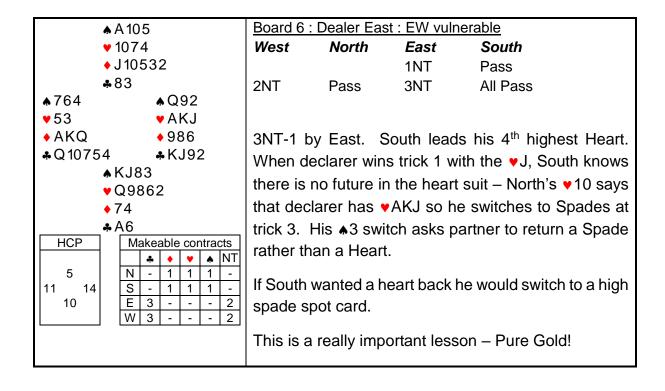


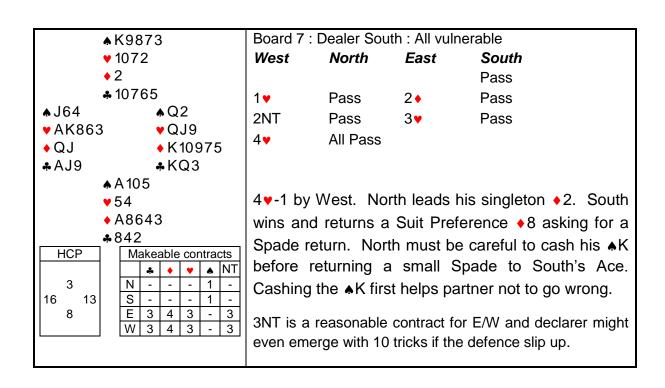


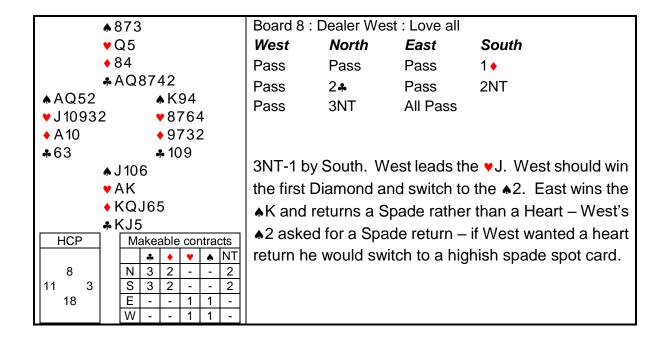
Board 3	Board 3 : Dealer South : EW vulnerable				
West	North	East	South		
			Pass		
Pass	1♠	Pass	1NT		
Pass	2*	Pass	2♠		
All Pass					
2 ♠ -1 by	2♠-1 by North. East leads his ♥K. West wants Club				
ruffs so	ruffs so he overtakes the VK and switches to his				
singleto	singleton Club.				
7					
Then when West gets back in with the ace of trumps he					
can put his partner in with the ♥Q and get his club ruff. If					
East is on the ball he can cash his ◆A before giving West					

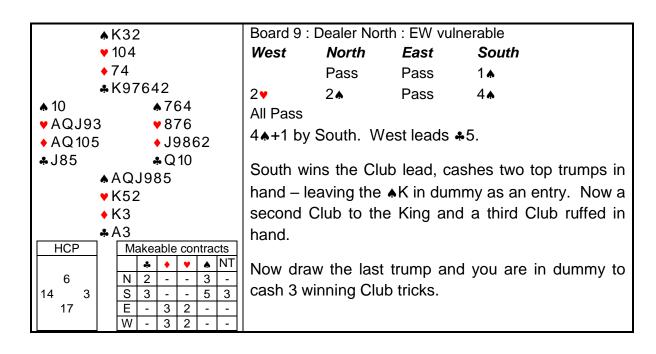


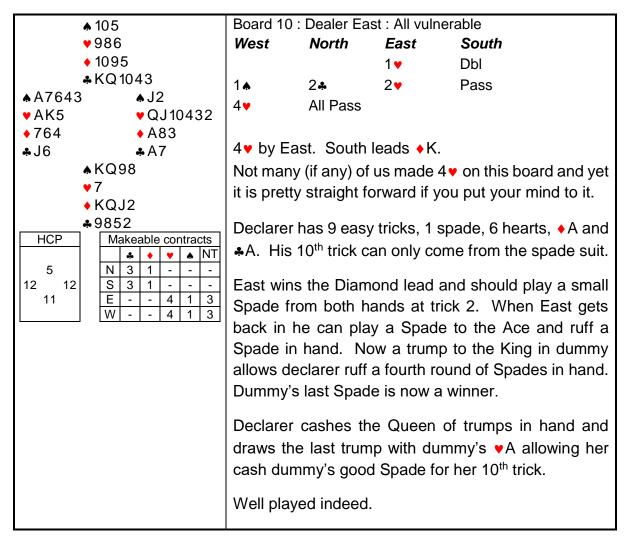


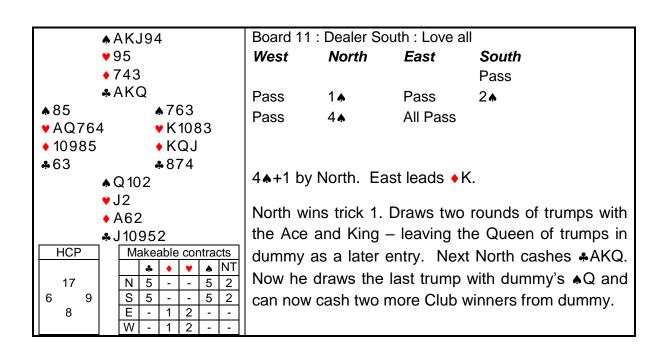


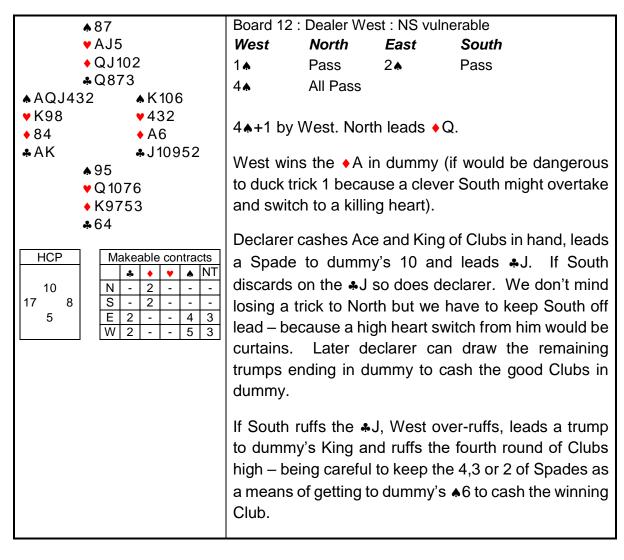


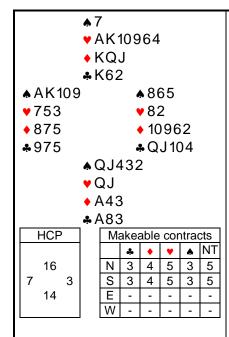








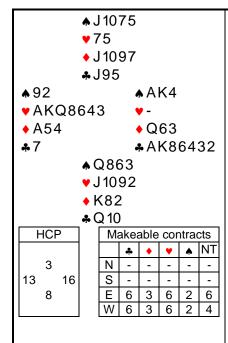




Board 13 : Dealer North : All vulnerable				
West	West North		South	
	1♥	Pass	1♠	
Pass	3♥	Pass	4♥	
All Pass				

6♥ by North or more likely 4♥+2. East leads ♣Q. (Well done East if you found the killing trump lead to hold declarer to 11 tricks).

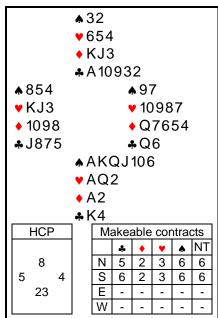
Declarer wins in hand with the King in hand – and goes about setting up dummy's 5th Spade by leading a Spade at trick 2. Declarer wins the Club return in dummy and ruffs a Spade in hand. Then a trump to the Jack in dummy to ruff another Spade in hand, then a Heart to the Queen in dummy to ruff the 4th Spade in hand. Now draw trumps and get to dummy's established Spade winner with the ◆A.



Board 14:			
West	North	East	South
		1.	Pass
1♥	Pass	3 ♣	Pass
4NT	Pass	5♦	Pass
6♥	All Pass		

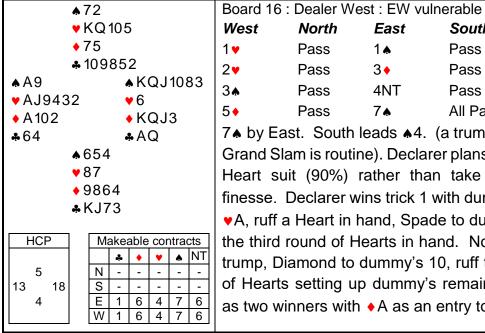
6 v is a 'bow and arrow' bid and most will simply play in 4 v or 3NT - but even so declarer should still try to make 12 tricks.

6 v by West. North leads ◆J. Declarer tries the ◆Q from dummy but South covers with the King and declarer wins with the Ace. Declarer cashes vAKQ and then plays Ace and King of Clubs discarding a Diamond from hand. Now play a third Club from dummy: If South ruffs you discard your last Diamond. If South discards on the third Club you can ruff and play a Spade to dummy's Ace and run your winning Clubs.



Board 1	5 : Dealer So	outh : NS vi	ulnerable
West	North	East	South
			2.
Pass	2♦	Pass	3♠
Pass	4 🚓	Pass	6♠
All Pass			
6♠ by S	South. Wes	t leads ♦1	0. Declarer tries the free
finesse	of the ◆J	but then v	vins with ♦A when East
covers	with the 🔸	Q. Three	e rounds of trumps are
drawn.	Now ♣ K ar	nd ♣A. Wh	en the &Q falls, declarer
can lea	d the +10	discarding	g a Heart from hand to
force or	ut the ♣J.	Dummy's	Clubs are now winners

and the ♦K is there as an entry.



Board 10 1 Board 11 Cot 1 E11 1 Carrierable				
West	North	East	South	
1♥	Pass	1♠	Pass	
2♥	Pass	3♦	Pass	
3♠	Pass	4NT	Pass	
5♦	Pass	7♠	All Pass	
7♠ by E	ast. South	leads ♠4.	(a trump lead aga	ainst a
Grand S	Slam is routi	ne). Decla	rer plans to establi	ish the
Heart s	suit (90%)	rather that	an take the 50%	Club
finesse. Declarer wins trick 1 with dummy's ♠9. Now				
♥A, ruff	a Heart in	hand, Spa	ide to dummy's Ad	ce, ruff
the third	d round of H	learts in h	and. Now draw th	ne last
trump, Diamond to dummy's 10, ruff the fourth round				

of Hearts setting up dummy's remaining two Hearts

as two winners with •A as an entry to them.

