

(FOB)

Sligo and Friends - Intermediate 'A' Hands - 3rd May 2022

Board	Contract	By	Lead	Comment
1	4H	S	CA	Ruff a diamond in dummy
2	6S	W	DJ	Club finesse for 12th trick
3	4S	N	CQ	discard diamond loser on hearts after drawing trumps
4	4H	E	SJ	Ruff a spade in dummy for 10th trick
5	6S	S	HJ	Finesse a club for 12th trick
6	6S	W	DK	discard diamond loser on clubs after drawing trumps
7	6H	N	CQ	draw trumps, discard club loser and set up a diamond trick
8	6S	E	CQ	Draw trumps, discard a diamond and ruff a club
9	4H	S	CA	Finesse a diamond and ruff a diamond
10	4S	W	DK	Finesse a club at trick 2. Because you won't be in dummy again.
11	6S	N	HQ	Don't lead SQ for spade finesse
12	4S	E	HQ	Cash SAK to catch Jxxx in North
13	6H	NS		Restricted choice. Cash HA and decide who to finesse against.
14	6H	W	SQ	finesse diamond twice - so use dummy's two entries wisely
15	4H	N	CQ	use 2 entries to finesse in 2 suits
16	4H	E	SQ	HQ then HK and pick up A10xx in North
17	6S	S	CQ	12th trick is in diamonds J10
18	4S	W	CK	Lead twice towards DKQ