

Sligo and Friends - Friday 27th May 2022

Board	Contract	By	Lead	Topic of the hand
1	6S	S	HA	Draw 3 trumps. Set up 5th diamond and a later club ruff will be the entry to the established 5th diamond.
2	7S	E	CJ	Start with SA in case of 4-0 break with South - you cannot catch North if he has all 4 spades.
3	4H	S	SA	A good hand to have 3C as a trial bid. Cash one trump with HA and start about ruffing 2 clubs in dummy.
4	3H	E	DK	Lead a spade toward KQ before taking club finesse. If South takes his ace you won't need the club finesse and if he doesn't you have no spade loser!
5	4S+1	N	HQ	Declarer can make an overtrick by discarding his heart loser on 3rd round of clubs before drawing trumps.
6	6H	W	SK	Draw 2 top trumps and then play on clubs. North can take his trump queen whenever he wants.
7	3NT+2	W	H7	South has DK for his opening bid. Run D10.
8	3NT	S	S10	High card short hand - ie DKQ first then a diamond to the 9.
9	5C	E	H5	Declarer should play clubs by leading a Club to the Q.
10	6H	N	SA	Ruff one spade to setup the suit.
11	3NT	E	DQ	finesse twice in clubs i.e. club to the 10 and later a club to the J.
12	4S	N	C10	East needs to keep 4 hearts and can be endplayed with 4th heart.
13	3NT	W	D2	Win DA at trick 1. Establish hearts at T2. Cash 4th heart when in dummy again.
14	4H	S	SJ	Lead DQ from hand at T2 to force an entry to CA.
15	4S-1	W	DA	South drops DQ under North's DA lead showing DQJ. North can lead a small diamond to South at trick 2 and South will have no trouble finding the killing club switch.
16	4H	E	CA	North signals his QJ of clubs by dropping the CQ under partner's CA lead but no switch needed this time. South can set up a diamond ruff. Scissors Coup.
17	4S	N	CK	Strip and Throw in. After drawing trumps and ruffing 2 clubs, declarer exits on a heart.
18	4S	S	HK	Strip and Throw in. Cash SA first and after 3 trumps play Ace and another club.