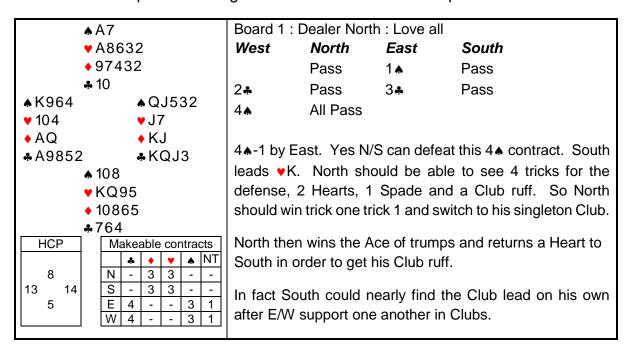
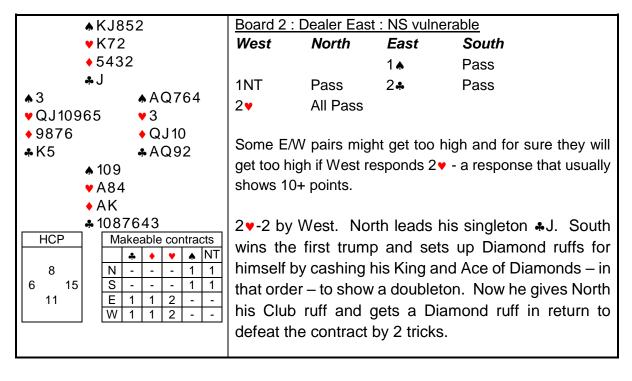
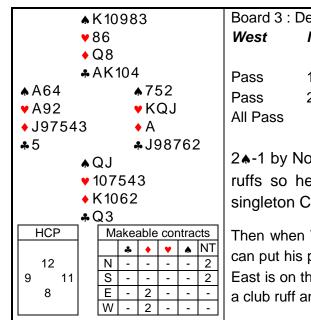
FOB Comments on the 150th Intermediate Game 29th December 2022

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



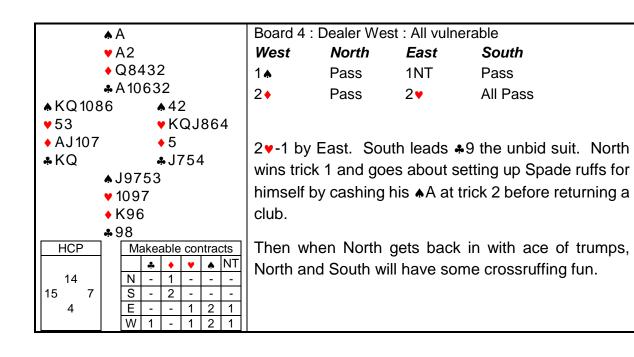


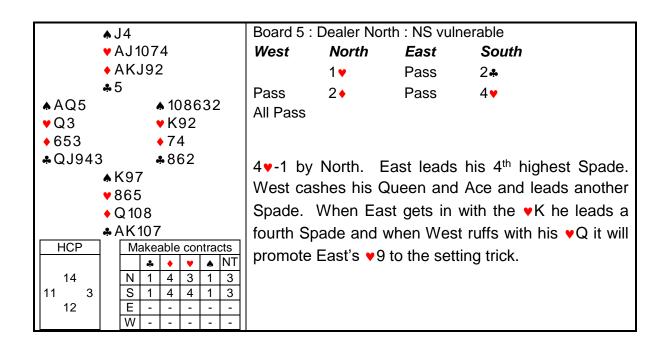


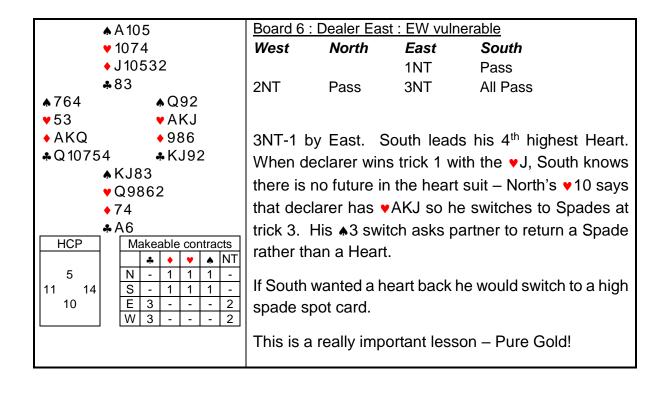
Board 3:	Board 3 : Dealer South : EW vulnerable			
West	North	East	South	
			Pass	
Pass	1 ♠	Pass	1NT	
Pass All Pass	2*	Pass	2♠	
All Pass				

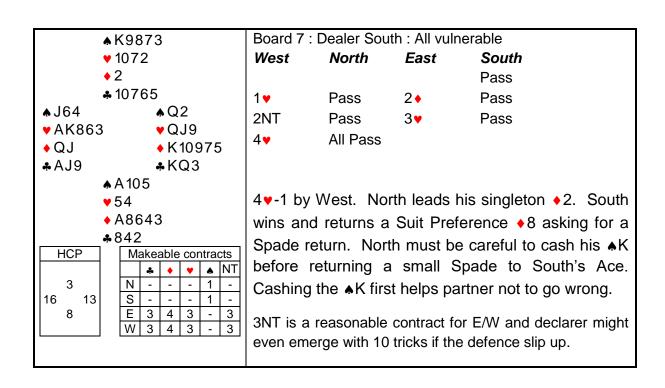
2♠-1 by North. East leads his ♥K. West wants Club ruffs so he overtakes the ♥K and switches to his singleton Club.

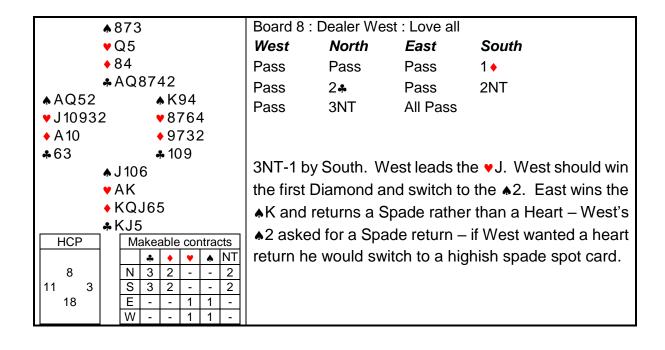
Then when West gets back in with the ace of trumps he can put his partner in with the ♥Q and get his club ruff. If East is on the ball he can cash his ♠A before giving West a club ruff and then he gets a diamond ruff in return.

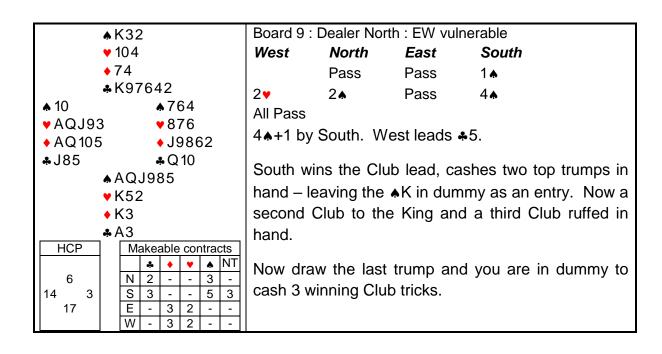


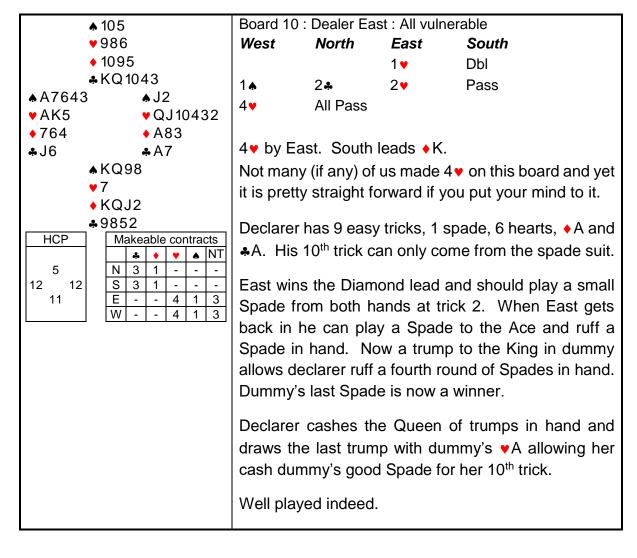


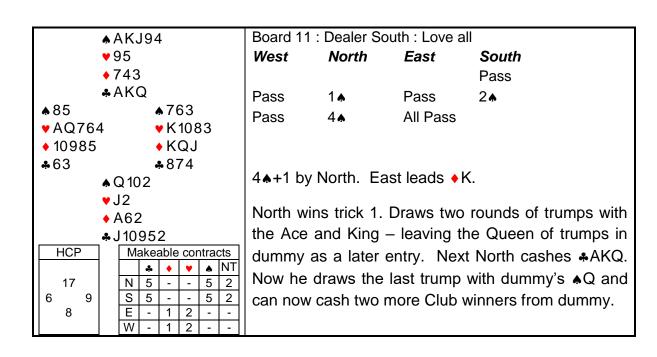


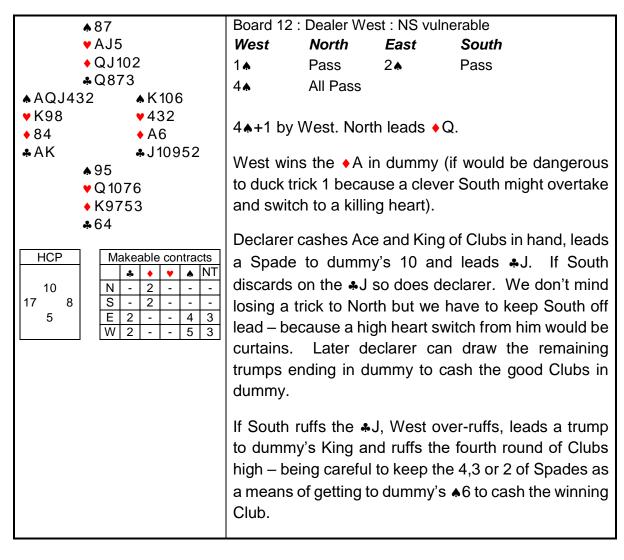


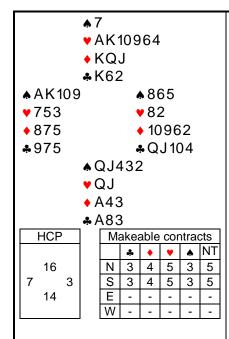








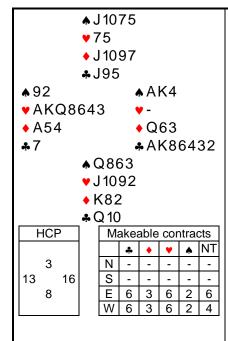




Board 13 : Dealer North : All vulnerable				
West	North	East	South	
	1♥	Pass	1 ♠	
Pass	3♥	Pass	4♥	
All Pass				

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).

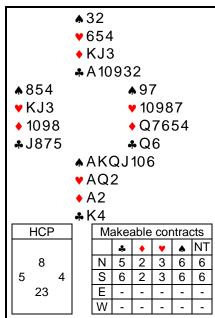
Declarer wins in hand with the King in hand – and goes about setting up dummy's 5th Spade by leading a Spade at trick 2. Declarer wins the Club return in dummy and ruffs a Spade in hand. Then a trump to the Jack in dummy to ruff another Spade in hand, then a Heart to the Queen in dummy to ruff the 4th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



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

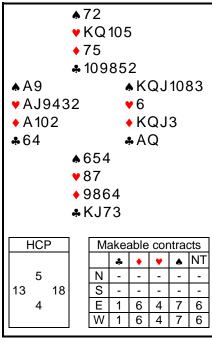
6 v by West. North leads ◆J. Declarer tries the ◆Q from dummy but South covers with the King and declarer wins with the Ace. Declarer cashes VAKQ and then plays Ace and King of Clubs discarding a Diamond from hand. Now play a third Club from dummy: If South ruffs you discard your last Diamond. If South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



	Board 15 : Dealer South : NS vulnerable				
	West	North	East	South	
				2*	
	Pass	2♦	Pass	3♠	
	Pass	4 *	Pass	6♠	
	All Pass				
	6 ♠ by S	outh. Wes	t leads ♦1	Declarer tries	t
	finesse	of the •J	but then w	vins with ♦A wh	e
	covers	with the 🔸	Q. Three	e rounds of trur	n
1				en the &Q falls,	

Board 16 : Dealer West : EW vulnerable

6♠ by South. West leads ◆10. Declarer tries the free finesse of the ◆J but then wins with ◆A when East covers with the ◆Q. Three rounds of trumps are drawn. Now ♣K and ♣A. When the ♣Q falls, declarer can lead the ♣10 discarding a Heart from hand to force out the ♣J. Dummy's Clubs are now winners and the ◆K is there as an entry.



West	North	East	South	
1♥	Pass	1 ♠	Pass	
2♥	Pass	3♦	Pass	
3♠	Pass	4NT	Pass	
5 ♦	Pass	7 ♠	All Pass	
7 ♠ by Ea	st. South I	eads ♠ 4.	(a trump lead	against a
Grand Slam is routine). Declarer plans to establish the				
Heart su	it (90%) r	ather tha	an take the 5	0% Club
finesse. Declarer wins trick 1 with dummy's ♠9. Now				
♥A, ruff a Heart in hand, Spade to dummy's Ace, ruff				
the third round of Hearts in hand. Now draw the 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.

