

Sligo and Friends - Intermediate Championship - Thursday 25th May 2023

Board	Contract	By	Lead	Topic of the hand
1	6S	S	HA	When the trumps prove to be 3-0 we are unable to ruff 2 clubs in dummy. So instead we 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	Good technique would be to 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! So it's Win-Win.
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, then go back to dummy and repeat the club finesse.
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 to make 4 club tricks to go with your other 5 tricks.
12	4S	N	C10	East needs to keep 4 hearts but when he does he and can be endplayed with 4th heart and forced to lead a diamond into declarer's KJ of daimonds.
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 set up the DJ as an entry to dummy's CA. If East does not take his DK then he never gets it.
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 by switching to his singleton diamond and then when he gets in with the ace of trumps he can put his partner in with the CJ to get his diamond ruff. However declarer should see this coming and he can play SA and SJ and discard his losing club on the spade jack - a special 'loser on loser' play called the 'Scissors Coup' as it prevents the diamond ruff.
17	4S	N	CK	Strip and Throw in. After drawing trumps and ruffing 2 clubs, declarer exits on a heart. Now the opponents will have to open the diamond suit and we will lose just two diamond tricks - whereas if we open the diamond suit first we will lose 3 diamond tricks.
18	4S	S	HK	Strip and Throw in. Win the heart lead. Cash SA first (in case East has all 3 trumps) and after 3 rounds of trumps we play Ace and another club. Now we do not have to guess the location of the DQ because the opponents will have to solve our guess by opening the diamond suit for us.