

## Badger farm Bridge Club - Hand Commentary

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1. N will normally open 1N; if he is left there best defence will hold him to ONE trick!  
However he may escape a double for a good result of -300, as the opponents have an easy 3N with overtricks.
2. NS have the balance of points, but they can make nothing more than a modest club partial and even this will be a struggle if the defence leads trumps. EW can make 8 tricks in hearts.
3. EW have game values and the easiest strain is 3N, where the 3-3 diamond split gives a simple 9 tricks. 5D is also a make. 4H has the magic 4-4 fit, but the foul trump break causes problems, although there is still a chance on careful play.
4. W is full value for an Acol 2D, but when E responds with a negative 2N the cold 3N will be played by the wrong hand. However this turns out well, as S will lead a small heart, giving the 9th trick immediately. As it happens E has diamond entries to lead towards the HK for the same result.
5. N opens 1N and W protects with a double or 2H. If he doubles S will remove to the safe haven of the club suit, which gives 9 tricks. EW may then find their heart fit, but 9 tricks is the limit on a spade lead, and only then if declarer plays Ace and another trump. If he finesses S will win the next spade for a fatal diamond switch and ruff.
6. E opens 1N, S may venture 2H, but N will insist on his diamonds. N may well be favoured with the lead of the HK and with the right trump guess should emerge with 9 tricks.
7. S opens 1S and if W inserts his oar with 2H he may regret it to the tune of -800. Worse still, on a club lead NS cannot make game in any strain.
8. One of the biggest hands for some time at the club; 14 top tricks and a minor-suit squeeze on N for a 15th! 7N gets top score over 7S.
9. Over E's 1S S may double or overcall 1N, which he can just make by finessing the hearts. However W will surely get busy and his side can make a partial in spades, with a possible 9 tricks.
10. 6N wins the top score for EW, with 12 top tricks.
11. Another slam for EW, a cold 6H, but not that simple to bid on 28 points.
12. 3N for EW must surely be the contract at all tables (?) and if E uses his entries to lead spades overtricks are there.
13. I consider N's hand well worth an Acol 2H opener, but all roads lead to a final 4H contract, which can bring in 11 tricks on a cross-ruff.
14. E will open 3D, giving NS a problem. If they reach 4H this can be shattered by a club lead at T1 or T2, as E will ruff the next club and make 3 trump tricks, 1 diamond and 1 spade. In fact EW can make 3N, but I don't imagine many will bid it.
15. N will make a nuisance of himself in spades, but EW should reach 3N without difficulty. N will avoid leading spades, but declarer has 8 tricks in the other suits and should be able to force N into an eventual fatal spade lead.
16. Everyone may have something to say on this deal. NS can make 3S for par. If EW venture beyond the 8-trick level NS have the chance to double for the magic +200.
17. NS have an easy 5C, losing 1 trump and 1 heart. With the adverse spades 4-4 3N is also a make.
18. Surely 4S+1 for NS everywhere.....
19. Each side has 9 tricks in its red suit.
20. EW can do well in a diamond partial, but to get there is not easy after W opens 1N. A Stayman by E will result in a 2N contract which founders on the clubs.
21. 3N by N should be the popular contract. Communication problems prevent declarer from running the clubs and hearts, but 10 tricks should be fairly normal.
22. Best for NS is 3N, but many will reasonably end in 4S by N. The play is complex, but declarer will do very well to avoid a loser in each suit.

23. NS 3N+2 should be standard.
24. EW have a happy landing spot in spades, with at least 8 tricks. NT will not be a success on club leads. A diamond partial is safe for 8 tricks, but scores less well. (The hand was skewed round 360 degrees when we played it)
25. 4S by S looks normal, but a diamond lead will create communication problems for declarer, who may end up losing a spade, a heart and two diamonds.
26. N will probably play in a spade partial, but 8 tricks is the limit against good defence.
27. Only 24 points, but EW have a straightforward task in 4H if they can bid it.