

Badger Farm Bridge Club – Hand Commentary 30 January 2007

(by: Geoff Smith)

1. E will normally play in a spade partial or even in game. Only a club lead by S will limit declarer to 8 tricks.
2. NS will usually end in 1N; on spade leads N can ensure an overtrick by ducking twice.
3. W may open a sub-standard 1C and N may apply a sub-standard double, whereupon NS should end in a spade partial, which produces 8 tricks. A similar result if W passes and N opens 1N.
4. Again N can open 1N. Now if E can bid a natural 2D he will surely do so, but will find his partner's meagre assets of little value and against good defence will struggle to avoid the fatal - 200.
5. N can make 9 tricks in diamonds, losing one trick in each suit.
6. NS have 8 tricks in spades, but EW can make 3D for the top score.
7. EW must ignore their 4-4 spade fit and subside in 3N to gain a plus score.
8. EW 4H is normal, though some may attempt a slam. Eleven tricks are cold and if S slips by discarding a diamond the slam comes home.
9. E may open a close 1S but S will play NT, perhaps even 3N. If W obediently leads a spade 9 tricks are cold, but a do-it-my-way diamond lead will wreck the apple-cart.
10. N will normally try 3N and E's lead will help the declarer, who should emerge with at least 10 tricks.
11. NS have a fortunate 9 tricks in NT thanks to the diamond finesse, but most will probably play in a heart or club part-score, with an easy 9 tricks without the finesse.
12. EW have 4S cold, with the three obvious losers.
13. 6D is an excellent contract, needing only a favourable position in either minor. In fact both suits behave impeccably.
14. Long spade suits are a feature today, but this one takes the prize. However 4S is the limit for NS and EW have a cheap save in either red suit.
15. EW will normally play 4H. With the spade finesse succeeding and the clubs benign 12 tricks can be made.
16. NS can win the battle of the black suits via 9 tricks in spades.
17. EW have a reasonable 26-point 6S which depends only on a compliant DQ.
18. NS 4S+1 seems standard. In fact only the lack of a third entry to dummy prevents the second overtrick.
19. With the very lucky trump position EW can actually make 4H, but few Ss will allow them to play the hand and NS +140 will be frequent.
20. Yet more long spades for NS, with an easy 11 tricks.
21. If EW have a weak Two or multi in their armoury they may play 2S, with a possibility of scraping home. If not, the same result may come via a 1N from W.
22. NS will probably play NT at some level, with 8/9 tricks possible.
23. Yet more spades for NS, with an easy 11 tricks.
24. And still more spades for NS; only a heart lead will secure a trick for the defence.
25. This time S's spades are a delusion and if his side gets over-confident there is trouble in store.
26. In this heavyweight contest S v W the winner will normally be W with his majors. Despite the bad breaks in both suits 10 tricks are there in either.