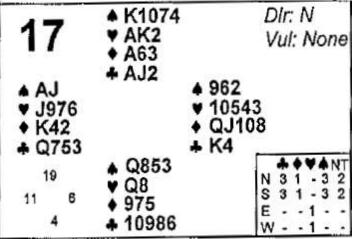
# The Balancing Seat (part 2)

#### 1 Review of Balancing:

- 1.1 Take stock of the situation. If you pass, the opponents win the auction.
- 1.2 Add three points when evaluating your hand.
- 1.3 Partner of balancer must subtract three points before advancing.



## 2 New situation: Opponents bid and raise; partner passes. Example: (1♠)-P-(2♠)-P-P-?

- 2.1 Take stock of the situation. What do you know?
  - 2.1.1 LHO has an opening bid. 11-20 hcp?
  - 2.1.2 Partner could have almost anything.
  - 2.1.3 RHO has support. 6-9 hcp?

2.1.4 Opponents have a fit and at least 17 hcp. The corollary to the LAW implies that this is a **dangerous situation**, especially in pairs.

- 2.2 General principle: Add a king (3 hcp) and stretch to bid, especially over 1M-2M.
- 2.3 The partner of the balancer must be very careful about advancing.

## **3** OBAR BIDS: Pre-balancing when opponents bid and raise: (1♠)-P-(2♠)-?

- 3.1 Often one partner has the points; the other has distribution.
- 3.2 OBAR BIDS (opponents bid and raise; balance in the direct seat) recommends that

## the player in the direct seat should bid as if he were in the balancing seat.

- 3.2.1 Bid almost any suit with five pieces.
- 3.2.2 Double with ten points and a balanced hand.
- 3.3 If you do this, the player in the real balancing seat must:
  - 3.3.1 Subtract 3 before advancing a double;
  - 3.3.2 Almost never advance an overcall.
- 3.4 This works best when the opponents have bid a major, and you are not vulnerable.
- 3.5 It is astounding how often the opponents continue to the three-level.