

## BALANCING AND CARD-DETECTING (May 13)

When the Opponents' bidding ends at one or two (of a raised suit), Partner often has unrevealed strength. It is useful to bid or double, if appropriate, to either buy the contract (making or down one) or push the Opponents up one important level.

### Balancing After Opponents' One-of-a-Suit, Pass, Pass

- 1NT = 10-15 HCP
- non-jump suit overcalls = 10-15 (may as light as 8 at one-level)
- Double = 10+
  - Double, then minimum NT = 16-18.
  - Double, then minimum suit bid = 16-18.
- 2NT = 19-21 HCP
- jump (into a strong) suit = one trick shy of your bid
- With length in the Opener's suit and shortness in an unbid major, be wary.

### Declarer Play After Opponents' One-of-a-Suit, Pass, Pass

- Opener is likely to have all missing Aces.
- Passing Responder will not have six points.
  - If Responder has one King, you know that the Opener has any other Kings.)
- Finesses into Opener are likely to lose. Try an endplay!

### After the Opponents' two-level Fit

- Double with support for other three suits
- Bid a 5 (or good 4) card suit
- 2NT (over two-of-a-Major) = Minors

If the Opponents compete to the three-level after you balance, it is rarely right to continue competition. Balancer may have taken ample (but productive) risk already.

### Opponents in 1NT or 2-level (non-fit)

- No safety; if the Opponents have a misfit, likely so do you.
- Bidding a suit shows six-card suit.

## BALANCING DECLARER PLAY DEALS

Build, bid, and make a lead for practice boards 1 - 4.

Dummy validates (corrects!) bidding, contract, and opening lead.

Declarer plays the deal, detecting Opener's high cards.

**Board 1**  
 North Deals  
 None Vul

A 10 7 6 5  
 Q 9 2  
 Q J 9  
 A 7

Q J 2  
 A 8 7 6  
 5 2  
 K 8 5 3

9 4  
 K 10 5 4  
 A 8 4  
 Q 9 4 2

K 8 3  
 J 3  
 K 10 7 6 3  
 J 10 6



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	1	Pass	2
Pass	Pass	Dbf	Pass
3	All pass		

Balancing Double shows disinterest in defending 2-3 by West  
 Lead: Q  
 Where is the Ace? How to win *three* tricks?

If Opener has Ace-Jack-x or Ace-Ten-x, nothing can be done. But what if Opener has Ace doubleton?

First, lead from West toward Dummy's Q942. Then?

**Board 2**  
 East Deals  
 Both Vul

6 4 3  
 K J 5  
 A 8 2  
 Q J 9 5

Q 8 7 5  
 2  
 J 10 9 7  
 10 7 6 2

A K 10 9  
 Q 10 9 8 3  
 K Q  
 8 4

J 2  
 A 7 6 4  
 6 5 4 3  
 A K 3



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1	Pass
Pass	1 NT	Pass	2 NT
All pass			

Balancing 1NT = 10-15; South's 2NT invites game.  
 2 NT by North  
 Lead: K

West encourages at trick one with the Eight.  
 East continues King, then Ten (winning) and 9.  
 West wins the fourth ; and switches to the Jack.

Where is the Queen? What is East's hand pattern?  
 How to force East to lead a ?

**Board 3**  
 South Deals  
 N-S Vul

10 4 3  
 5  
 9 7 5  
 K 9 8 7 6 3

8 7 6 5 2  
 A K J  
 10 6 3  
 5 2

A Q  
 Q 9 8 6 3 2  
 K 4 2  
 A 10

K J 9  
 10 7 4  
 A Q J 8  
 Q J 4



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			1
Pass	Pass	Dbf	Pass
1	2	2	Pass
4	All pass		

A balancing "1" would have shown only 10-15;  
 East (with 17 points) doubles, then bids 2 (16-18)  
 4 by East  
 Lead: Q

Where is the King? Where is the Ace? Where is the King? Should Declarer win Trick One? Why not?

Declarer builds Dummy's suit (using entries wisely).

**Board 4**  
 West Deals  
 Both Vul

A Q 7 4 3  
 J 10 7  
 A 5 2  
 8 5

K 10 9 8 6  
 K  
 Q J 10  
 A Q J 3

J 2  
 6 5 3 2  
 K 9 8  
 7 6 4 2

5  
 A Q 9 8 4  
 7 6 4 3  
 K 10 9



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1	Pass	Pass	2
Pass	3	All pass	

Balancing 2 = 10-15; North's 3 invites game  
 3 by South  
 Lead: Q

Where is the King? (Look at the Opening Lead!)

Where is the Ace?

Where is the King? (Can Responder have 2 Kings?)

How to win *five* tricks?

Is the finesse likely to succeed?

The finesse? What can we do about the 3 losers?