TIP OF THE WEEK: Balancing or Protecting

When the strength between the two sides is evenly divided, you should be reluctant to let the opponents choose trump at a low level when they're not interested in game. The fact that the opponents have stopped low implies that your partner has some values and couldn't make a descriptive bid in direct seat. Making a call, in the pass-out seat, is known as balancing or protecting.

Balancing defends less on high card points and more on shape. The weaker your hand, the more likely partner has a strong hand, but couldn't bid in second chair (i.e: no suit to overcall or no support for all the unbid suits).

Balancing Risks and Rewards

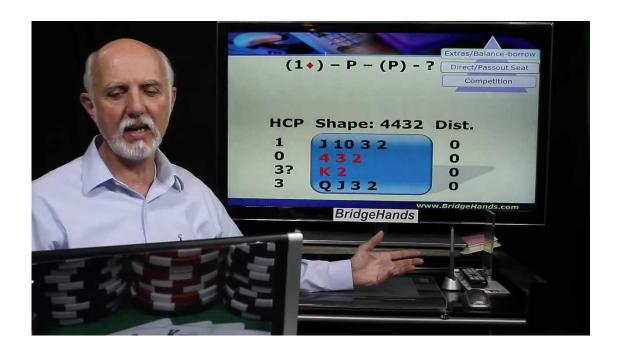
Balance if	Don't Balance if
 you're short in the opponent's suit. you have length and high-card strength in the other suits. you have a good 5-card or longer suit the HCP are divided between you and your partner and the opponents. you're not vulnerable. the opponents have bid and raised a set. our side doesn't have enough defensive values to beat a game in the opponent's suit. it will push the opponents to a level where we can set them. we might go down less than if they make their contract. 	 you are vulnerable. you have less than 8 points and/or a weak suit. your honor cards are in the opponent's suit. they have a misfit, we probably won't have a fit. the opponents can find a better contract. if the suit was bid on your left and you have a strong holding in their suit. Be aware of danger suits (1C) P (1NT) P Responder probably has longer clubs than any other suit. (1C) P (1H) P (1NT) Opener will not have 4 spades, but Responder might. (1D) P (1NT) P Responder will not have a 4-card Major, but Opener might.

Balancing after A Suit Opening Bid

(1C/D/H/S) P (P) ?	Minimum Bid	= 8 - 13 points, 5-card suit
	1NT	= 11 - 14 points with stopper (Systems "on")
	Jump (new suit) = 13 - 16 points and strong 6+ suit	

(1C/D/H/S) P (P) ?	Takeout Double	 = 10+ points, shortness in opponent's suit. A new suit or NT by you after partner's response shows a stronger hand (14+). (1H) P (P)? Q873 84 T95 AKT5
	Cuebid	= Michaels
(1H) P (2H) P (P) 2NT	2NT	= Minors

Michael from Bridgehands.com



https://youtu.be/HpvQ58K-fZo

Larry Cohen



https://youtu.be/9pdwnNTSE8Q

Practice Hands

(Source: Irva K. Newhart)

- (1♥) pass (pass)? ---> ♠KJ43 ♥AJ6 ♠Q843 ♣Q3
 13 hcp, reasonable heart stop, bid 1NT, systems on
- 2. (1♥) pass (pass)? ---> ♠KJ5 ♥76 ♠Q108432 ♣Q3

 8 hcp, pass (your diamonds are not strong enough to bid)
- 3. ((1♥) pass (pass)? ---> ★KQ5 ♥76 ◆AQJ1084 ♣A6

 16 hcp, jump to 3♦, inviting game
- 4. (1♠) pass (pass)? ---> ♠7 ♥A852 ♦ KQ85 ♣J743

 10 hcp, takeout double; partner may pass with 5-6 good spades

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5. (1♦) pass (pass)? ---> ♠QJ754 ♥A9532 ♦ void ♣Q108
                          9 hcp, 2 ♦ Michaels cue bid
6. (1♦) pass (pass) ? ---> ♠AJ1089 ♥932 ♦K8 ♣AKQ6
                          17 hcp, double, then bid spades to show a strong hand
7. (1♠) pass (pass) ? ---> ♠ KQ64 ♥87 ♠ Q9643 ♣AJ
                          12 hcp, pass, long suit too weak to bid; better to defend
8. (1♥) pass (2♥) pass
  (pass) ? ----> ♠J9642 ♥765 ♠A109 ♣K6
                           8 hcp, 2 \( \bigcirc; partner knows your spades were too weak to
                           overcall on the first round
9. (1♥) pass (1NT) pass
  (2♦) pass (pass) ? --> ♠ Q1084 ♥ K43 ♦ 94 ♣ AQJ6
                          12 hcp, double for takeout (couldn't double 1st round
                          w/o ♦ support)
10. (1 ♦) pass (pass) 1 ♥
   (pass) ? ----> ♠ A64 ♥ 8543 ♠ K42 ♣ 873
                          7 hcp, pass, but bid 2♥ if LHO bids anything
11. (1♥) pass (pass) 1♠
   (pass) ? ----> ♠62 ♥KJ1083 ♦AK6 ♣Q96
                         13 hcp, 2NT inviting game
12. (1♥) pass (pass) 1N
   (pass) ? ----> ♠J106542 ♥64 ♦KQ7 ♣84
                         6 hcp, 2♥ (transfer to spades)
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Responding to Partner's Balancing Bid (Subtract 3 points from your values)

Remember, your partner might have stretched to balance. The goal is to find a fit, not game.

- Free raise of their suit shows 8-12 pts
- Competitive raise of partner's suit over an intervening bid

shows support, but may be made with a slightly weaker hand

- Jump raise of partner's suit invites game (11-13 pts.)
- Cuebid with a strong hand and interest in game
- New suit shows a 5+ card suit and good playing strength 8+ points (no support for partner's suit
- Don't jump respond to a takeout double without 12+ points
- NT shows 8+ points and stoppers in opponents suit



Michael from Bridgeheads.com

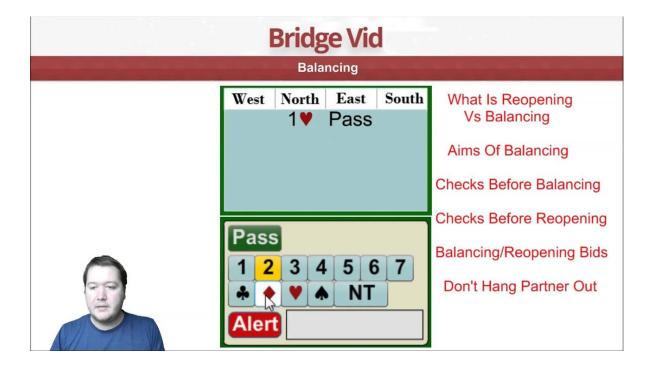
https://youtu.be/NdjyxlJQVZU

Click on the links below, to read articles by Larry Cohen and Barbara Seagrams

Balancing on the 1-level - Bridge Articles

THE BALANCING ACT - Barbara Seagram https://www.barbaraseagram.com > balancing_2012

Peter Holland from Bridge Vid



https://youtu.be/9pdwnNTSE8Q