

Mid Competitive

Balancing in direct seat (OBAR BIDS)

- ❑ DBL: Takeout
- ❑ 2NT after partner has bid is scrambling
- ❑ 2NT if partner has not bid: Super unusual - any 5+5+

1H/S - DBL - 2H/S

- ❑ DBL: Responsive
- ❑ 2S: Natural
- ❑ 2NT: Scramble
- ❑ New suit: 9+ HCP, natural

1H/S - Pass - 3H/S

- ❑ DBL: Takeout followed by 3NT Lebensohl
- ❑ 3NT: 1-suiter
- ❑ 4C: Clubs and the other major
- ❑ 4D: Diamonds and the other major

Opponents' Weak Jump Overcall at level 2

- ❑ 2NT: Lebensohl - relay to 3C. If followed by 3NT it shows stopper.
- ❑ 3NT: Invitation without stopper
- ❑ Cue-bid: Invitation to 3NT with semi stopper
- ❑ New suit at level 2: 3+ cards, 0+ points
- ❑ New suit at level 3: 4+ suit, 9+ points (2NT otherwise)
- ❑ DBL: Negative

Opponents' artificial overcall with a fully specified 2-suiter

- ❑ Pass followed by DBL: Competitive, 3 cards in opponents' suit (3 or fewer in the other opponent suit). By inference with some length in the 4th suit.
- ❑ DBL: Either 3-card fit, limit+ or intention to DBL opponents
- ❑ Raise: Competitive
- ❑ New suit: Natural, competitive
- ❑ Lower cue-bid: 4+ fit, limit+
- ❑ Higher cue-bid: 5+ cards in the 4th suit
- ❑ Jump cue-bid: Splinter
- ❑ 2NT: Stoppers, limit
- ❑ 3NT: To play

Opponents' artificial overcall with a partly specified 2-suiter

- ❑ Pass followed by DBL: Business
- ❑ Raise: Competitive
- ❑ New suit: Natural, competitive
- ❑ Cue-bid: 4+ fit, limit+
- ❑ Jump cue-bid or double shift in a suit that may be opponent's: Splinter
- ❑ 2NT: Stoppers, limit
- ❑ 3NT: To play
- ❑ DBL: Otherwise

Good/Bad 2NT

When a player opens and the auction comes back to him at level 2 with the opponents winning it so far, the bid of 2NT maybe be conventional. It occurs in one of the following circumstances

- ❑ Opponents raise their suit to level 2
- ❑ RHO opponent bids a suit at level 2 after LHO doubled for take-out
- ❑ An opponent makes a Weak Jump Overcall at level 2

and is **forcing for 1 round**.

By inference, all direct bids at level 3 are stronger. This scheme allows for a competitive bid at level 3 (by bidding 2NT first) without the fear of being punished by a partner who thinks that we are showing extra values.

The partner of the Good/Bad 2NT bidder usually bids 3 \heartsuit . He should hence make some other bid to show either suit preference or an unexpectedly long strong suit or enough extra strength to force the bidding higher.

The 2NT bidder has the option to compete further after having limited the hand. This might occur with extra length, especially in a minor, or after partner has shown a preference that improves the hand.

In a close decision, it often is right to make the direct suit bid to show the suit pattern of the hand. This goes well with a style of aggressively inviting. It also anticipates a tendency of opponents to frequently bid directly over the competing 2NT call, preventing the 2NT bidder from clarifying the hand.

On the flip side, it can be right to compete with a very marginal hand and hope that LHO will be enticed to take the immediate push.