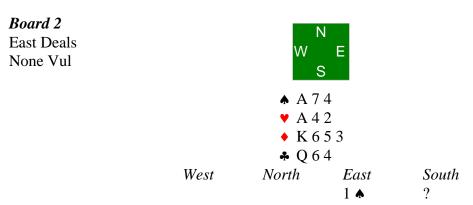


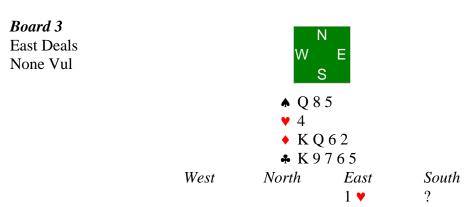
Suggested Action: X

With an opening hand and support for every other suit I think double is the winning action over 1 of a minor. You can often get out at the 1 or 2 level without too much damage. Make sure your partner is aware that you might have a flat opening hand for your double of 1 of a minor.



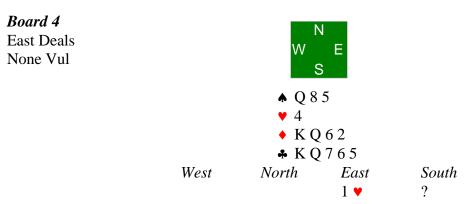
Suggested Action: Pass

When the opponents have opened a major, doubling often forces your partner to the 2 level (or the 3 level in competition. With 3 cards in their major, be cautious about creating a competitive auction.



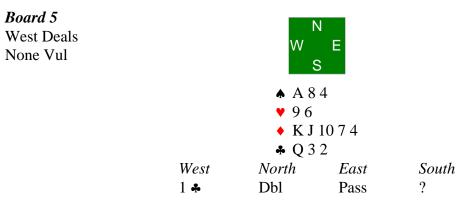
Suggested Action: Pass

While I will give myself extra values for my short heart, the flaw of having only 3 spades means that I am unwilling to make a light takeout double.



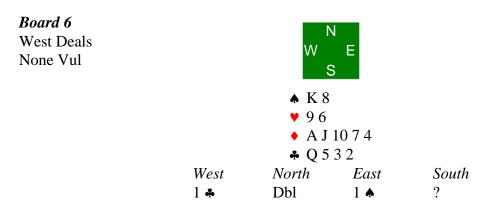
Suggested Action: X

I do have only 3 cards in spades, but I have 12 HCP and interesting shape. That overcomes the flaw of having only 3 cards in the major.



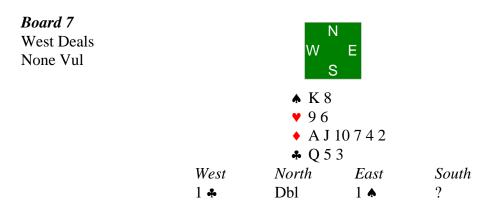
Suggested Action: 1N

Even though I have a playable 5 card suit, I have 10 HCP and stoppers in both of the opponent's suits. I would emphasize NT rather than playing in a minor much like I would if partner had opened 1 of a minor.



Suggested Action: 1N

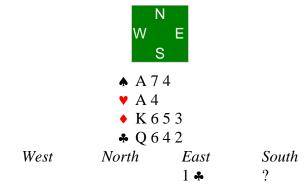
Even though I have a playable 5 card suit, I have 10 HCP and stoppers in both of the opponent's suits. I would emphasize NT rather than playing in a minor much like I would if partner had opened 1 of a minor.



Suggested action: 3 ◆

A jump to the 3 level when the 2 level also shows values tends to show invitational strength with extra length. In major that would be 5 cards, in a minor this should be at least 6.

## **Board 8**East Deals None Vul



Suggested Action: overcall 1 ◆

I play that overcalling  $1 \blacklozenge$  shows a hand that would open  $1 \blacklozenge$ , but has a short major so is unsuitable for doubling.