

## SPECIAL DOUBLES

After Overcall: **Penalty** ☐ \_\_\_\_\_  
 Negative ☒ thru **4♦**  
 Responsive ☒: thru **4♦** Maximal ☒  
 Support: **Dbl.** ☒ thru **2♥** **Redbl** ☒  
 Card-showing ☐ Min. Offshape T/O ☐

## SIMPLE OVERCALL

1 level **8** to **17** HCP (usually)  
 often 4 cards ☐ very light style ☐  
**Responses**  
 New Suit: Forcing ☐ NFConst ☒ NF ☐  
 Jump Raise: Forcing ☐ Inv. ☐ Weak ☒

## JUMP OVERCALL

**Strong** ☐ **Intermediate** ☐ **Weak** ☒

## OPENING PREEMPTS

Sound Light Very Light  
 3/4-bids ☒ ☐ ☐  
 Conv./Resp. \_\_\_\_\_

## DIRECT CUEBID

OVER: Minor Major Artif. Bid  
 Natural ☐ ☐ ☒  
 Strong T/O ☐ ☐ ☐  
 Michaels ☒ ☒ ☐

## SLAM CONVENTIONS

Gerber ☒: 4NT: Blackwood ☒ RKC ☒ 1430 ☒  
 vs Interference: DOPI ☒ DEPO ☒ Level: \_\_\_\_\_ DOPI ☒

## LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
<b>x x</b>	<b>x x x x</b>	<b>x x</b>	<b>x x x x</b>
<b>x</b> <input checked="" type="checkbox"/> <b>x</b>	<b>x x x x</b>	<b>x x x</b>	<b>x x x x x</b>
<b>A K x</b>	<b>T 9 x</b>	<b>A K J x</b>	<b>A Q J x</b>
<b>K Q x</b>	<b>K J T x</b>	<b>A J T 9</b>	<b>A T 9 x</b>
<b>Q J x</b>	<b>K T 9 x</b>	<b>K Q J x</b>	<b>K Q T 9</b>
<b>J T 9</b>	<b>Q T 9 x</b>	<b>Q J T x</b>	<b>Q T 9 x</b>
<b>K Q T 9</b>		<b>J T 9 x</b>	<b>T 9 x x</b>

## LENGTH LEADS:

4th Best vs SUITS ☒ vs NT ☒  
 3rd/5th Best vs SUITS ☒ vs NT ☒  
 Attitude vs NT ☒

## Primary signal to partner's leads

Attitude ☒ Count ☒ Suit preference ☒

## SPECIAL CARDING

## NOTRUMP OVERCALLS

Direct: **15** to **18** Systems on ☒  
 Conv. ☐ \_\_\_\_\_  
 Balancing: **12** to **15**  
 Jump to 2NT: Minors ☐ 2 Lowest ☒  
 Conv. ☐ **Mini/Max**

## DEFENSE VS NOTRUMP

vs: **Strong NT** **Weak NT**  
 2♣ **♦/♠/** **same**  
 2♦ **♥/♠** **same**  
 2♥ **♥ & ms** **same**  
 2♠ **♠ & ms** **same**  
 Dbl: **Penalty**  
 Other \_\_\_\_\_

## OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level ☒ 2 level ☐  
 Jump Shift: Forcing ☐ Inv. ☐ Weak ☒  
 Redouble implies no fit ☒

2NT Over Limit+ Limit Weak  
 Majors ☐ ☒ ☐  
 Minors ☐ ☐ ☒  
 Other \_\_\_\_\_

## VS Opening Preempts Double Is

Takeout ☒ thru **4♦** **Penalty** ☐  
 Cpmv. Takeout: \_\_\_\_\_  
 Lebensohl 2NT Response ☒  
 Other: \_\_\_\_\_

## DEFENSIVE CARDING

Standard: vs SUITS vs NT ☒ ☒  
 Except ☒ **MUD vs suit**

## Upside-Down

count ☒ ☒  
 attitude ☒ ☒

## FIRST DISCARD

Lavinthal ☒ ☒  
 Odd/Even ☒ ☒

## OTHER CARDING

Smith Echo ☒ ☒  
 Trump Suit Pref. ☒ ☒  
 Foster Echo ☒ ☒

NAMES **Takashi HATAKEYAMA**

## GENERAL APPROACH

### Two Over One Game Force

**Two Over One:** Game Forcing ☒ Game Forcing Except When Suit Rebid ☐  
**VERY LIGHT:** Openings ☐ 3rd Hand ☐ Overcalls ☐ Preempts ☐  
**FORCING OPENING:** **1♣** ☐ **2♣** ☒ Natural 2 Bids ☐ **Other** ☐ \_\_\_\_\_

## NOTRUMP OPENING BIDS

**15** **1NT** to **17**  
 5-card Major common ☐  
 System on over **2♣**  
 2♣ Stayman ☒ **Puppet** ☐  
 2♦ **Transfer to ♥** ☒ **Forcing Stayman** ☐  
 2♥ **Transfer to ♠** ☒  
 2♠ **Minor Suit Stayman**  
 2NT **m/ms&(Strong/Weak)**  
 3♣ **♣ & Inv.**  
 3♦ **♦ & Inv.**  
 3♥ **♥ & SLAM try**  
 3♠ **♠ & SLAM try**  
 4♦, 4♥ **Transfer** ☒  
 Smolen ☒  
 Lebensohl ☒ (**slow** denies)  
 Neg. Double ☒: **3♠**  
 Other: \_\_\_\_\_

2NT **20** to **22**  
**Puppet Stayman** ☐  
**Transfer Responses:**  
**Jacoby** ☒ **Texas** ☒  
**3♠ Minor Suit Stayman**

3NT to \_\_\_\_\_  
**Gamling 3NT w/o outside A/K**

## Conventional NT Openings

## MAJOR OPENING

Expected Min. Length 4 5  
 1st/2nd ☐ ☒  
 3rd/4th ☒ ☐

## RESPONSES

Double Raise: Force ☐ Inv. ☐ **Weak** ☒  
 After Overcall: Force ☐ Inv. ☐ **Weak** ☒  
 Conv. Raise: **2NT** ☒ **3NT** ☐ **Splinter** ☒  
 Other: **3♣/♦ Barga Raise**  
**1NT: Forcing** ☒ **Semi-forcing** ☐  
 2NT: Forcing ☒ Inv. ☐ **13+** to \_\_\_\_\_  
 3NT: **12** to **15**  
**Drury** ☒: **Reverse** ☒ **2-Way** ☐ **Fit** ☒  
 Other: \_\_\_\_\_

## MINOR OPENING

Expected Min. Length 4 3 **0-2** **Conv.**  
 1♣ ☐ ☒ ☐ ☐  
 1♦ ☐ ☒ ☐ ☐

## RESPONSES

Double Raise: Force ☐ Inv. ☐ **Weak** ☒  
 After Overcall: Force ☐ Inv. ☐ **Weak** ☒  
 Forcing Raise: **J/S in other minor** ☐  
 Single raise ☒ Other: \_\_\_\_\_  
 Frequently bypass 4+♦ ☒  
 1NT/1♣ **8** to **10**  
 2NT Forcing ☐ Inv. ☒ **11** to **12**  
 3NT **13** to **15**  
 Other: \_\_\_\_\_

## DESCRIBE

## RESPONSES/REBIDS

**2♣** **17+** to \_\_\_\_\_ HCP  
 Strong ☒ **Other** ☐  
 2♦ Resp: Neg ☐ Waiting ☒

**2♥=Supper Neg; 2NT=♥**

**2♦** **10+** to **15** HCP  
 Natural: Weak ☐ **Intermediate** ☒ **Strong** ☐ **Conv.** ☐

**2NT=ASK & GF**  
 2NT Force ☒ **New Suit NF** ☐

**2♥** **5** to **10** HCP  
 Natural: Weak ☒ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

**2NT=Feature**  
 2NT Force ☒ **New Suit NF** ☐

**2♠** **5** to **10** HCP  
 Natural: Weak ☒ **Intermediate** ☐ **Strong** ☐ **Conv.** ☐

**2NT=Feature**  
 2NT Force ☒ **New Suit NF** ☐

**OTHER CONV. CALLS:** **New Minor Forcing:** ☒ **2-Way NMF** ☐  
**Weak Jump Shifts not in Comp.** ☐ **4th Suit Forcing:** 1 Round ☐ **Game** ☒