

Your convention card with BBlak

<b>Doubles</b>		<b>Notrump Overcalls</b>		<b>System Summary</b>			
Takeout > 4H Negative > 3S		15-18, Systems On 11-14 in Balancing Seat, Systems On		Precision with Transfer Responses to 1C 14-16 NTs; 1D 11-15 with 2+ Diamonds; 2C 11-15 with 6+ Clubs (rarely five); 2D 11-15 with 0-1 Diamonds; 2NT is both minors preemptive			
<b>Simple Overcalls</b>		<b>Over 1NT Openings</b>		<b>Notrump Openings</b>			
8+		Strong 1NT (with a 16 in it): DONT. Weak 1NT (no 16): Natural and penalty with sys OFF.		1NT 14-16; 2NT = 5-5 Minors, 5 - 9 nv, 10 - 12 vul; 3NT = 8 card minor Negative double responses at 2 and 3 Levels			
<b>Jump Overcalls</b>		<b>Over Takeout Doubles</b>		<b>Major Suit Openings</b>		<b>Minor Suit Openings</b>	
Weak		Forcing at one level Nonforcing at two level		1H = 11-15, 5+ cards 1S = 11-15, 5+ cards 11-14 splinters One way Reverse Drury Responses by PH		1♣ = Artificial Strong with transfer responses 1♦ = 11 - 15, with 2+ Diamonds After 1C: 3C, 3D, 3H, 3NT, 4C, and 4D are all 4441 Hands of various	
<b>Direct Cuebid</b>		<b>Slam Bidding</b>		<b>2-Level Openings</b>			
Michaels		1430 RKC, Kings up the line, Regular Gerber, Exclusion 3014, Preemptive KC over 2H, 2S, 3C, 3D, 3H, 3S		2♣ = 11-15 with 6+ clubs (rarely five) 2♦ = 11-15 with 0 - 1 Diamond 2H = Weak Two 2S = Weak Two			
<b>Defensive Carding</b>				<b>Other important notes</b>			
Signals: Upside down count and attitude Spot leads: 3rd and low against suits, 4th against NT Against NT, Ace for Attitude, King for Count/Unblock				4th suit is a one round force, becomes a game force if responder bids 3C or higher U/U Lower lower, Higher higher; Lebensohl over Reverses; Mathe and jumps over Big Club; XYZ responses always -- 2C forces D, 2D is artificial game force After 1C and positive responses, we use Beta Responses, Fit and Control			