

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Sound at 2-level; Usually up-to 15HCP; Maybe 4card for L/D;
1-level new suit response = F1; 2-level new suit response NF;
Jump raise = PRE;
CUE = F1 usually with fit;
Reopening can be lighter
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 HCP; System as over 1NT opening [13]
Lebensohl - slow [5]
ESCAPING FROM 1NT DOUBLED [7]
4th Live = as opening, system on; P/H=UNUSUAL
Reopening = 11-14 HCP
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-Suit: PRE
2-Suit: UNUSUAL 2NT (PRE or STR 55+) in DIRECT
and over 1NT resp
Reopening: As above
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
MICHAELS CUE:(PRE or STR) in DIRECT and over 1NT resp:
(1m)-2m:♥ + ♠, (1M)-2M:OM+m, 2NT asks m, 3♣ P/C
JUMP CUE in direct: STOP ASK
/OPPT overcall: fit limit+ and often max 2 losers in OPPT suit
VS. NT (vs. Strong/Weak; Reopening;PH)
CAPPELLETTI in all situations:
2♣: any one-suiter; advancer's 2♦ = P/C; new-suit bids = NF
2♦: ♠+♥; over which 2NT = F1; 3m NF
2♥: ♥+m; over which 2♠/3m = NF, 2NT asks m
2♠: ♠+m; over which 3♥/3m = NF, 2NT asks m
2NT = ♦+♣; over which 3M = NF
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL=T/O thru 4♥; 4NT: /4♥=♠+♦, /4♠=T/O, /WK M=♠+♦;
Reop DBL=T/O thru 4♠; /(wk2M),CUE=STOP ASK
LEB after (WK2x)-DBL-(P) [6]
2NT/ WK2x=15-18 System as over 2NT opening [14]
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♠
OVER OPPONENTS' TAKEOUT DOUBLE
New suit=F at 1-level only; JUMP raise=PRE;
/1x-(DBL) 2NT=limit raise or better; JUMP SHIFT=PRE;
RDBL=(9)10+ HCP usually w/o fit
/1x-(DBL) 1M=4-card+

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th; 2nd from weakness	4th; 2nd from weakness	
NT	4th; 2nd from weakness	4th; 2nd from weakness	
Subseq	Same	Same	
Other: K vs NT asks ATT; A or Q or 10 vs NT asks UB or CT			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKJ10(+)	
King	AK; KQx(+)	KQx(+); KQJx	
Queen	QJ10+; QJ9+; QJ8+; Qx	AQJ+; KQ109; KQJ9	
Jack	J109+; J108+; Jx; HJ10+; J10x	J109+; J108+; Jx; J10x	
10	10x; H109+	10x; HJ10+; H109+	
9	9x; 109+	9x; 109+	
Hi-X	Sx; xSx(+)	Sx; xSx(+)	
Lo-X	HxxS(+); xSx(+)	HxxS(+); 10xxS(+); xSx(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT - U/D	CT - Lo= even	S/P
Suit 2	CT - Lo= even	S/P	CT - Lo= even
3	S/P		
1	ATT - U/D	CT - Lo= even	S/P
NT 2	CT - Lo= even	S/P	CT - Lo= even
3	S/P		
Signals (including Trumps): Trump signal = S/P			
Discards:Vs suit asks suit, Vs NT Hi=higher, Lo=lower			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
DBL=T/O thru 4♥			
Up-to 15HCP promises 4OM or 43+Ms; 16+HCP could be offshape			
CUE=FG; JUMP=INV; 1NT=7-10 with stopper			
Reopening can be lighter			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS			
SUPP DBL; SUPP RDBL			
L/D			
1♠-(1♦)-DBL promises 4+4+Ms			
1m-(1♥)-DBL usually shows exactly four spades			
1m-(1♠)-DBL strongly suggests at least four hearts			
LIGHTNER			

WBF CONVENTION CARD	
CATEGORY:	Green
NCBO:	Cyprus
PLAYERS:	George KOLETTIS (CY324) George GEORGIADES (CY357)
EVENT:	WSFG 2024
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
5-card M; F 1NT over M (Semi-F by PH);	
Opening 2♣ = STR; Opening 2♦ = MULTI;	
Opening 2M = WK M+m; WJO; WJS in certain cases	
3 seat open may be light	
Judgement allowed in all situations	
1NT Openings: (14)15-17 HCP	
2 OVER 1 Responses: FG/1M	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
MULTI 2♦ (random weak 2M;17-22 3-suiter;Acol-2 bid) [1]	
WEAK 2M + MINOR ((5)6-10 HCP) [2]	
GAMBLING 3NT with little outside strength [3]	
BERGEN FOUR-CARD RAISES OF 1M; 1M-3♣=6-9;	
3♦=10-11; 3M=0-5 [4]	
Lebensohl - slow [5]	
LEB - VARIATIONS [6]	
ESCAPING FROM 1NT DOUBLED [7]	
RKCB 0314 [16]	
SPECIAL FORCING PASS SEQUENCES	
None	
IMPORTANT NOTES	
Frequently open 1♦ with four diamonds and five clubs	
/1♠ with -7HCP we often skip 1♦ NAT in favour of a M	
PSYCHICS	
Very rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♥	11-21HCP; 12+ if BAL	2♣=limit+,no M;3♣=PRE;	For /2♣, see [8]; /1m-1M-2M G/T [9];	2♣=10-12HCP,no M [8]
1♣					2NT=10-11HCP no M; 2M=WJS	/1m-1M-1NT 2om new minor forcing [10];	4SF=F2NT
1♣						Reverse [6]; 4SF=FG	
1♣						/1m-1x-2NT 3♣=WOLFF SIGNOFF [11]	
1♦		4	4♥	11-21HCP; 12+ if BAL	2♦= limit+, no M; 3♦=PRE; Rest as /1♣	For /2♦ see [8]; Rest as /1♣	2♦=10-12HCP, no M [8]
1♦							4SF=F2NT
1♥		5	4♦	11-21HCP; 12+ if BAL	2♥=7-9HCP, 3 card fit; 2/1 FG,1NT=F1;	/1♥-1♠-1NT 2m new minor forcing [10];	REVERSE DRURY [12];
1♥				4-cards in 3rd/4th possible	JACOBY 2NT [4]; BERGEN RAISES [4]	/1♥-2♥ G/T ♠11♠; Reverse [6]; 4SF=FG;	4SF=F2NT
1♥					2♠=WJS; 3♠/4♠/4♦=SPL	/1♥-1♠-2NT 3♠=WOLFF SIGNOFF [11]	1NT=6-12, Semi-forcing
1♠		5		11-21HCP; 12+ if BAL	2♠=7-9HCP, 3 card fit; 2/1 FG,1NT=F1;	/1♠-2♠ G/T [9]	REVERSE DRURY [12];
1♠				4-cards in 3rd/4th possible	JACOBY 2NT [4]; BERGEN RAISES [4]		1NT=6-12, Semi-forcing
1♠					3♥/4♠/4♦=SPL		
1NT				(14)15-17 HCP; 5M, 6m, OK	NF STAY (with 4card M unless 2NT rebid);	Super accepts; /TRF 4NT=QUANT;	
1NT					JACOBY (4-suits-2♠=♣, 2NT=♦); TEXAS;	Smolen; /STAY 3OM=slam try in M;	
1NT					3♠=55m weak P/C; 3♦=55m strong	/TRF to M: raise to 4=slam try;	
1NT					3♥ 13(54) FG; 3♠ 31(54) FG;	/STAY direct 4NT=QUANT; see note [13]	
1NT					4♠=GERBER; 4NT=QUANT; see note [13]		
2♣	√	0	4♦	ART, STR	2♥/2♠/3♠/3♦=NAT, POS;	/2♣-2♦ 2NT=23-24	
2♣					2♦ waiting; see note [15]	/2♣-2♦ 2♥=♥ or 25+, then 2♣ asks	
2♣						see note [15]	
2♦	√	0	4♦	MULTI=random weak 2M;	2♥/2♠/3♥/3♠/4♥=P/C; 2NT=ASK [1]	/2♦-2M 2NT=17-22 3-suiter, 3♣ asks S/S	
2♦				17-22 3-suiter; Acoll-2 bid		/2♦-2M 3x=Acoll-two bid; see note [1]	
2♥		5		(5)6-10 HCP; WK + MINOR	2NT=ASK; 3♠=P/C; raise = PRE note [2]		
2♠		5		(5)6-10 HCP; WK + MINOR	2NT=ASK; 3♠=P/C; raise = PRE note [2]		
2NT				(19)20-22 HCP; 5M, 6m, OK	STAY (promises 4 card M); JTB; 3S=MINORS	Smolen; see note	
2NT					4♠=GERBER; see note [14]		
3♠/♦		6		PRE, NAT	4♠/♦=OKCB [17]; new suit=F1		
3♥		6		PRE, NAT	3♠=NAT, F1; 4♠/♦=CUE; 4NT=RKCB		
3♠		6		PRE, NAT	4♠/♦=CUE; 4♥=NAT; 4NT= RKCB		
3NT	√	7		GAMBLING; Little outside [3]	♠=P/C; 4♦=asks S/S; 4♥/♠=NAT; 4NT=INV	/4♦: 4M=S/S; 4NT=short om; 5m= no S/S	
4♠/♦		7		PRE, NAT	4NT=RKCB [16]; new suit=CUE		
4♥/♠		7		PRE, NAT	New suit=CUE		
4NT	√			PRE, both m		HIGH LEVEL BIDDING [16]	
5♠/♦		7		PRE, NAT		RKCB 0314 ; 4m used for keycard ask OKCB in m see note;	
						excl RKCB 0314; 0314 DOPI/ROPI; GERBER /1NT, /2NT op;	
						Cue style: first and second round controls up the line;	
						Pass over OPPT clear sacrifice shows 1st round control in OPPT suit;	
						Specific King ask; SPLINTER BIDS; WAITING 3NT	

Note [1]: MULTI 2♦ (random weak 2M; 17-22 3-suiter; Acol-2 bid m)

/2♦ -

♥/♠ bids = P/C
2NT = INV+ ASK

/2♦ - 2M

2NT = 17-22 3-suiter then (a) 3♣ = asks S/S and then 3♦/3♥/3♠ suit bid = S/S, 3NT = S/S ♣ (b) 3♦ = very weak, let's find our best fit
3x = Acol-2 bid

/2♦ - 2NT

3♠=WK2♥ min, 3♦=WK2♠ min, 3♠=WK2♥ max, 3♥=WK2♠ max, 3NT=17-22 3-suiter resp as above but one level up, 4x=Acol-2 bid

Note [2]: WEAK 2M + MINOR ((5)6-10 HCP)

/2M -

2NT = ASK 2nd suit
3♣ = P/C
Other suit = to play

Note [3]: GAMBLING 3NT with little outside strength

/3NT -

♣ bids = P/C
4♦ = asks shortness then 4M=S/S, 4NT=short om, 5m= no S/S
4♥/♠ = NAT
4NT = INV

Note [4]: BERGEN FOUR-CARD RAISES OF 1M AND JACOBY 2NT

/1M -

2NT = 4+card fit 12+HCP asking, usually without S/S
3♣ = 4card fit 6-9HCP (then 3♦ by opener = INV, 3OM/4♣/4♦=CUE)
3♦ = 4card fit 10-11HCP (then 3OM/4♣/4♦=CUE)
3M = 4card fit 0-5HCP
4M = 5+card fit 0-7HCP (usually w/o side Ace)

/1M-2NT

3♣/♦/OM = S/S, 3M = Extra values, 3NT= Flat balanced, 4x = good 5+card suit (usually 2 of 3 top H), 4M = min

Note [5]: Lebensohl- slow and other action over disturbance of our 1NT opening

Over natural

Over 1NT - (2x, NAT) simple two-level new-suit bids are not encouraging but over 1NT-(2♣), two-level new suit is transfer (system on). Three-level new-suit bids are forcing. 2NT is puppet to 3♣ over which responder may a) pass or b) make a 3-level minimum bid as a sign-off or c) cue-bid for Stayman with stopper(s) or d) bid suit above overcall as invitational or e) bid 3NT with stopper. Direct cue bid is Stayman without stopper. Direct 3NT denies stopper. Over 1NT - (2♣), DBL=STAY with stopper. DBL shows values. TEXAS = system on.

Over 1NT - (3x, NAT) DBL is takeout; new suit NAT F1; TEXAS = system on (except see below).

Over 1NT - (2♣ or 3♣, NAT) 4♣ = pick a Major
Over 1NT - (2♦ or 3♦, NAT) 4♦ = pick a Major (NOT TEXAS)

Over OPPT CAPPELLETTI

Over 1NT - (2♣=1 long suit), DBL=Stayman, two-level new suit is transfer (system on), TEXAS = system on, 4♣ pick a Major; 4NT pick a m

Over 1NT - (2♦=Ms) DBL = I penalise at least one of the suits; bid of M shows stopper and INV+; m suit NAT, forcing; 3NT to play with stoppers; 2NT is puppet to 3♣ and wants to play 3m; TEXAS = system on; 4NT = pick a minor

Supplementary notes for WBFCC OF GEORGE KOLETTIS / GEORGE GEORGIADES (CYPRUS)

Over 1NT - (2NT=ms) DBL = I penalise at least one of the suits; bid of m STAY with stopper in suit bid; M bid NAT, forcing; 3NT to play with stoppers; Pass and then DBL = T/O; 4♣ pick a Major; TEXAS = System on

Over 1NT - (2M=M+m) DBL = I penalise the M; remaining treatment as over 1NT - (2M, NAT) with responder showing or denying stopper in only the M

Over OPPT DONT

Over 1NT - (DBL=1 long suit), RDBL=Stayman, two-level new suit is transfer (system on), TEXAS = system on, 4♣ pick a Major, 4NT pick a minor

Over 1NT - (2m=suit bid and another higher) DBL = I penalise the known suit, rest as over NAT

Over 1NT - (2♥=♥+♠) DBL = I penalise ♥, 2♠/3♥ stopper in suit bid, 3NT to play with stoppers, rest as over NAT

General principles

Above principles are used over similar 1-suit showing or 2-suit showing overcalls. Due judgement exercised.

Note [6]: LEB - VARIATIONS and general on reverses

Over OPPT weak 2 bids

Over (2x) - Double - (Pass) - ?

2NT : puppet to 3♣,

then, advancer may

- a) pass or bid 3y for lesser hands below opener's suit
- b) bid 3x as a major-suit inquiry with a stopper in opener's suit
- c) bid 3y above opener's suit with INV
- d) bid 3NT showing stopper

Non-jump new-suit bid at the three level shows 8-11. Jump new-suit at the three level is FG. Direct CUE is major-suit inquiry without a stopper. Direct 3NT is without stopper.

Over reverses

Reverses are F1 both after one-level suit response and after a 1NT response. The partnership will reach at least game unless responder's next bid is two of his original suit or 2NT which show a weak hand.

Responder's 2NT rebid is a puppet to 3♣ after which he may pass, or bid any suit for sign-off. Opener at the higher range of the reverse may decide not to obey to the 3♣ puppet showing a willingness to play in game facing a weak hand.

Responder's reverse is FG unless PH, in which case it's F1.

Note [7]: ESCAPING FROM 1NT DOUBLED

After our 1NT opening ((14)-15-17HCP, BAL) or overcall (15-18HCP, BAL) is doubled in direct partner will do the following:

PASS = TRF to RDBL, which a) shows willingness to play 1NTXX, or b) will subsequently be followed by a new suit suggesting an escape by bidding suits upwards (2♣ could be 3-card).

RDBL = TRF to ♣

2♣ = TRF to ♦

2♦ = TRF to ♥

2♥ = TRF to ♠

After our 1NT opening ((14)-15-17HCP, BAL) or overcall (15-18HCP, BAL) is doubled in R/O partner will do the following:

RDBL = PUP to ♣ which will be passed or corrected to responder's long suit

2x = suggests an escape bidding suits upwards (2♣ could be 3-card)

Note [8]: Inverted minors

1m - 2m = limit + (PH limit)

1m - 3m = PRE

Over 1m - 2m, then suit bid = stopper but priority is to show stopper(s) in the Majors by bidding 2M = stopper in suit bid, no stopper in OM, 2NT = stopper in both M, 3m=16-19 no S/S, jump new suit = SPL, 3NT = 18-19 BAL

After a stopper showing bid, responder's new suit shows stopper, skipped bids deny. Then first to bid 3m shows min hand.

Bidding a suit in which a stopper has been shown by either partner is now a cue-bid.

After SPL or 1m-2m;3m new suit = cue-bid. After SPL, 3NT is to play and usually shows weak trumps (at best Hxx).

After 1m - 3m new suit shows stopper looking for 3NT.

Note [9]: Game tries

Once a major has been agreed in the second level either 1M-2M or 1x-1M; 2M or 1x-1y; 1M-2M (including after interference) then a bid in a new suit is a help or long suit game try usually showing 3+ cards. A 2NT advance is a balanced game try suggesting 3NT as an alternative game contract.

Note [10]: New minor forcing

After opener rebids 1NT showing 12-15 balanced or semi-balanced, responder's 2om (or 2m /1♥-1♠-1NT) are artificial and ask partner to describe his hand

Then in order of priority:

2M with minimum 3M with maximum = 3 card support

2OM with minimum 3OM with maximum = 4 card OM

2NT with minimum 3NT with maximum = balanced

(after 2♣) 2♦ with minimum = 5 card ♦

3m with max = 5 card m

Note [11]: WOLFF SIGN-OFF

Over 1x-1M; 2NT: 3♣ asks partner to describe hand

3♦ = no 3-card support in M

3M = 3-card support in M

Over

1x -1M

2NT - 3♣

3♦ -

Pass, 3M, 3NT = to play

3OM(if 1x=m) = 5+M/4OM FG

4x = Optional Keycard Ask

4M = 6card+ slam interest

4NT = QUANT

Over

1m-1M

2NT - 3♣

3M -

Pass, 4M = to play

New suit = CUE, slam interest

Note: Over 1x-1M; 2NT: 3♥ slam interest

Note [12]: REVERSE DRURY

After an opening of one of a major by partner in the 3rd or 4th position a response 2♣ is artificial and shows 10-12 points with support in the opened major.

1M - 2♣

2♦ = sound opening (after which new suit or 2NT = G/T (see note 10), 2M nothing else to say which itself can be followed by a G/T)

2M = unsound opening

2NT = 18-19 balanced

3M = 6+cards, slam interest

Suit bids above 2M = NAT, slam interest

Jump suit bids above 2M = SPL

Note [13]: Sequences over our 1NT opening or overcall

1NT -

2♣ = NF Stayman; promises a 4-card M unless responder rebids 2NT or with NF values

2♦ = transfer to ♥

2♥ = transfer to ♠

2♠ = transfer to ♣

2NT = transfer to ♦

3♣ = 55m, not encouraging, P/C

3♦ = 55m, STR then new suit=CUE, 3NT to play. After cue: first m bid by opener sets suit, 3NT by resp is waiting for opener to set suit

3♥ = 13(45)

3♠ = 31(45)

3NT = to play

4♣ = GERBER

4♦ = TEXAS to ♥

4♥ = TEXAS to ♠

4NT = QUANT

5NT = QUANT (bid small slam with min, grand slam with max)

After Stayman

1NT - 2♣

2♦

2♥ = to play

2♠ = to play

2NT = INV, not promising 4-card M

3♣/♦ = NAT

3♥ = Smolen (4card ♥/ 5+card ♠)

3♠ = Smolen (4card ♠/ 5+card ♥)

3NT = to play

1NT - 2♣

2M

2NT = INV, not promising 4-card M

3m = NAT FG with 4cards in OM

3OM = fit in M slam interest

4m/4OM = SPL

4NT = QUANT

5NT = QUANT

/1NT-2♣-2♥ 2♠ = INV with 4card ♠

After transfer

1NT - 2♦

2♥

2♠ = 5+card♥ and 5+card♠ INV

2NT = balanced invitation with 5card♥

3♣/♦ = NAT with 5+card♥

3♥ = INV

3♠/4♠/4♦ = CUE

3NT = balanced 5card♥

4♥ = slam try

4NT = QUANT

5NT = QUANT

1NT – 2♥
2♠

2NT = balanced invitation with 5card ♠
3♠/♦ = NAT with 5+card ♠
3♥ = 55+ M FG (then 3♠= max preference, 4♠/4♦ CUE agreeing ♥, 4♥/4♠= min preference)
3♠ = INV
4♠/4♦/4♥ = CUE
3NT = balanced 5card ♠
4♠ = slam try
4NT = QUANT
5NT = QUANT

Super accepts

1NT – 2♦

3♥ = max with 4-card ♥ (then new suit = CUE; 3NT = waiting)

1NT – 2♥

3♠ = max with 4-card ♠ (then new suit = CUE; 3NT = waiting)

1NT – 2♠

2NT = max with Axx or Kxx or xxxx or better ♠ (then new suit = CUE; ♠ bids and 3NT to play)

1NT – 2NT

3♣ = max with Axx or Kxx or xxxx or better ♦ (then new suit = CUE; ♦ bids and 3NT to play)

Quantitative

1NT – 4NT

6♠ = P/C (♠ or ♦ or NT); responder may then suggest 6♦ or 6M which opener can pass or correct to 6NT
6♦ = P/C (♦ or NT)
6M = P/C (M or NT)
6NT = to play

m are recommended with 4-card, M with 5-card. Above apply accordingly over all quantitative sequences.

Note [14]: Sequences over our 2♠ opening

2♠-

2♦ = NEG (usually 0-7 HCP) or POS BAL or generally waiting
2♥/2♠/3♠/3♦ = Positive (usually 8+ HCP) and NAT (5+cards)

2♠ - 2♦

2♥ = NAT or 25+ (over which 2♠ asks, then 2NT=25+, 3♥ single suited hearts, other suit = that suit and hearts)
2♠ = NAT (3♠ slow arrival promises a cue-bid, 4M to play, 4NT=QUANT, new suit NAT, jump new suit SPL)
3♠/3♦ = 5+cards
2NT = (22)23-24 HCP BAL

Note [15]: Over opponents' two-suit showing overcalls

After partner opens in a suit and opponents overcall with a two-suit showing bid (both suits known), bidding the lowest of the opponent's suits is a limit + raise in partner's suit, the highest of the opponent's suits is 10+ points and 5 cards in the fourth suit and a raise in partner's suit shows fit and <10 pts. After partner opens in a suit and opponents overcall with a two-suit showing bid (only one suit known), dbl=values, usually to penalise the unknown suits, raise partner NF, opponents' known suit (9)10+ w/fit, new suit F1

Examples:
Partner opens 1♥ and opponents overcalled 2NT = the minors then:
DBL=values, usually to penalise one or both suits; 3♠ = limit raise+ in ♥; 3♦ = 10+ and 5+ cards in ♠; 3♥ = support in ♥ and <10 pts

Partner opens 1♠ and opponents overcalled 2♠ = H+m then:
DBL= values, usually to penalise the minors; 3♠/♦ = NAT F1, 3♥ = limit raise+ in ♠, 3♣ = support in ♠ and <10 pts

Note [16]: Handling disturbance over our Stayman and transfers

DBL of our Stayman

Over 1NT – (P) – 2♣ – (DBL)

Pass = ♣ stopper (then RDBL= re-Stayman; 2NT = INV; 3NT = to play)

RDBL = No 4 card M and 4+cards ♣

2♦ = No 4 card M and less than 4cards ♣ (= at least 4card ♦)

2♥ = No ♣ stopper, 4card ♥ (perhaps 4card♠ also)

2♠ = No ♣ stopper, 4card ♠ (no 4card♥)

Similar applies over our 2NT.

DBL of our transfer

Over 1NT – (P) – 2♦ – (DBL)

Pass = 2card ♥

2♥ = 3card♥

3♥ = 4+card ♥ super accept

Note [17]: Defense against Multi 2♦

2♦ -

Double = Takeout of hearts, pass then double takeout of spades. Responses as after double of a weak 2-bid, Lebensohl applies