


DEFENSIVE AND COMPETITIVE BIDDING	LEADS AND SIGNALS			WBF CONVENTION CARD	
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>	<b>OPENING LEAD STYLE</b>			<b>TYPE: Strong Club</b>	
1-level aggressive; 2-level sound; Can have very good hand	Lead	In Partner's Suit		 <b>NCBO: CANADA</b> <b>PLAYERS: CARRUTHERS, John</b> <b>KIRR, Martin</b> <b>EVENT: All</b>	
New suit=FIR; Cue bid=support; Raise weak; Jump raise mixed; Jump shift=Fit; Jump cue=4-card mixed raise;	Suit	3 <sup>rd</sup> from even; lowest from odd	Same		
Db1 after opponents' raises or bids NT=Takeout 2NT=raise of our overcalled major (NOTE 15)	NT	4 <sup>th</sup> best; 1 <sup>st</sup> /2 <sup>nd</sup> from poor suit	Top from 3 if raised		
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	Other: After trick 1, 3 <sup>rd</sup> and lowest vs. all contracts			<b>SYSTEM SUMMARY</b>	
15-18: 2-Way Stayman responses (NOTE 16)	<b>LEADS</b>			<b>GENERAL APPROACH AND STYLE</b>	
4 <sup>th</sup> seat INT=12-16; 2♣ range ask; Cue=GF Stayman	Lead	Vs. Suit	Vs. NT	Strong 1♣ 17+ (NOTE 1)	
4 <sup>th</sup> seat 2NT=19-21, 4-Suit transfers (NOTE 17)	Ace	A(x) / AK(x); asks attitude	Asks attitude	1♦ 2+♦ (10) 11-16 (NOTE 2)	
4-way transfers of non-jump 2NT overcall (NOTE 17)	King	AK(x) / KQJ(x); asks count	Asks unblock or count	1♥/1♠ 5+M (10) 11-16 (NOTE 3)	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	Queen	KQ(x); asks attitude	KQ(x); asks attitude	INT Response Semi-Forcing (UPH)	
Weak after one-level opening, except (1M)-3♣ (NOTE 11)	Jack	QJ(x)	QJ(x); AQJ(x)	2/1 Game force (UPH)	
Strong after weak opening except (1M)-P-(P)-3♣	10	J10(x) / KJ10(x)	J10(x); AJ10(x); KJ10(x);	INT 14-16 (NOTE 4)	
(1♣)-2♦ and (1♦)-2♥=majors if 1m promises <3 (NOTE 11)	9	I09(x) / KI09(x) / QI09(x)	I09(x) / A(K)(Q)I09(x)	2♣ 6+♣ (10) 11-16 (NOTE 5)	
4m over 2M weak=other major + the bid minor	8	8x or 3 <sup>rd</sup> (K98, etc.)	Top of nothing	2♦ 3-suited, short ♦ (10) 11-16 (NOTE 6)	
Reopen: Intermediate 10-15, good 6-card suit	Hi-X	Doubleton/singleton	1 <sup>st</sup> / 2 <sup>nd</sup> from poor suit	2♥ 4-9, weak (5) 6♥	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	Lo-X	3 <sup>rd</sup> from even no., lowest from odd	4 <sup>th</sup> best	2♠ 4-9, weak (5) 6♠	
Ghestem: (i) direct, (ii) after INT response and (iii) reopening:	<b>SIGNALS IN ORDER OF PRIORITY</b>			3NT Solid minor plus outside A or K (NOTE 7)	
(1♠)-2♠=♥+♣; (1♥)-2♥=♠+♣ (NOTE 11)		Partner's Lead	Declarer's Lead	<b>OTHER BIDS THAT MAY REQUIRE DEFENSE</b>	
Cue bid after weak two-bid=bid 3NT with a stopper	Suit 1	Hi=Enc; Lo=Disc	Hi=Even; Lo=Odd	Artificial Jump Shifts: 1♦-2♥=4-9 5♠/4♥; 1♦-2♠=(11) 12-13	
Jump cue to 3-level=bid 3NT with a stopper	2	Hi=Even; Lo=Odd	Suit preference	Bal, or 14+ Bal; 1♦-2NT=4-9 both minors or FG ♦ raise	
<b>VS. NT (vs. Strong - Direct/Reopening/PH)</b>	3	Suit preference	Top from = H	1♥-2♠ & 1♠-3♥=Lim raise; 1M-2NT=FG M raise	
2♣=4+♣ + 5-card major; both majors vs. Weak NT	NT 1	Hi=Enc; Lo=Disc	Hi=Even; Lo=Odd	Unusual over unusual & Michaels (NOTE 8)	
2♦=4+♦ + 5-card major; one major vs. Weak NT	2	Hi=Even; Lo=Odd	Suit preference	Leaping Michaels (NOTE 9)	
2♥=4♥ + 5+-card minor; ♥+minor vs. Weak NT	3	Suit preference	Top from = H	Drury Fit (NOTE 10)	
2♠=4♠ + 5+-card minor; ♠+minor vs. Weak NT	NT 2	Hi=Even; Lo=Odd	Suit preference	Ghestem 2-suiters over 1M (NOTE 11)	
2NT=minors	3	Suit preference	Top from = H	Fit jumps in competition and by passed hand	
Db1=one-suiter or both majors: 2♣=relay; Pen. vs. Weak NT	Trump Hi-Lo=Ruff			Transfers after 1♦-(2♣) & 1M-(2M) (NOTE 12)	
3-level weak vs. Strong NT, intermediate vs. Weak NT	Trump suit preference			<b>SPECIAL FORCING PASS SEQUENCES</b>	
(NOTES 18 & 19)	Reverse Smith vs. NT			Vul v NVul if we are FG (except after our preempt)	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	Classic Remainder Count			(INT)-Pen Dbl-(2m)-Pass=F, but (2M)-Pass=NF	
Db1=Takeout; Cue bid=bid 3NT with a stopper; Jumps=strong	<b>DOUBLES</b>			INT-(Dbl)-Rdbl=F through 2NT	
Jump to 4m=other major (or a major+bid minor over Multi);	<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>				
(NOTE 20); NT bids natural	Usually shape-disciplined; Cue bid=F to game or suit agreement; If				
Over their strong 2NT: Dbl=♣; 3♣/3♦/3♥ Transfers	Responder shows values, NSF;				
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	Cue bid or jump shift forcing after min. non-jump response				
Db1=majors; NT=minors	2NT=Scramble after our double if game is not in the picture				
<b>VS. OPPONENTS' TAKEOUT DOUBLE</b>	2NT=Lebensohl after our double of weak 2-bid or raised major				
New suit=FIR; Jump in new suit=fit; Preemptive jump raises;	<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDBLS</b>				
1M-(Dbl)-2♠=raise; 2NT=limit raise all suits	Negative through 4♠; Responsive through 4♠; Competitive through 4♠;				
Rdbl=usually no fit; if fit, then stronger than raise to same level	1♦-(1♥)-Dbl denies four ♠; 1♣-(Any)-Dbl/Redbl = 5-7 HCP thru 2♠				
	Game try Dbls through 4♣; After our overcall, Dbl of INT=Takeout;				
	Dbl of the 3 <sup>rd</sup> suit=Takeout; Tolerance Rdbl; Lightner Slam Doubles;				
	Dbl of 3NT: 1. Not our suit; 2. Leader's suit; 3. Dummy's 1 <sup>st</sup> bid suit				
	4. Unusual lead. Support doubles and redoubles; Anti-lead				
	doubles of one's own suit; Lead-directing splinter doubles (NOTE 14)				

Opening Bid	Art?	Min. #	Neg. X Thru	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	Yes	0	Semi-pos thru 2♣ Pos >2♣	Strong, artificial, forcing: 17+ HCP	1♦=0-7 HCP, 0-2 controls; 1♥=8+ HCP, 0-2 controls; 1♠=3 controls; 1NT=4; 2♣=5 ; 2♦=♥ & 2♥=♠, good 6-card suit, 4-7 HCP; 2♠=11-13 Bal, <3 controls; 2NT=6+ controls; 3/4 suit=good 7/8-card suit, 4-7 HCP; 3NT=14+Bal. <3 controls	Birthright; Transfers after NT rebid; Dbl/Rdbl=semi-pos. thru 2♣; pos. >2♣; Dbl=T.O. at first chance; suit bid=pos.	Same as for unpassed hand (UPH)
1♦	No	2	4♣	Nebulous, 10-16	1M natural; 1NT=7-10; 2♣ natural GF; 2♦=weak raise; 2♥=5♠/4♥ 5-9 HCP; 2♠=(i) 11-12-13 Bal (ii) 14-15 bal; 2NT=(i)5-9 both minors or (ii) FG in diamonds; 3♣/3♦ natural, invitational; 3M=PRE; 3NT=16-17 HCP	1NT rebid=11-13: 2-Way Checkback. 2NT jump rebid=6♦+3M; 2♣ rebid=5/4 either way; 1♦-1♥-2♥-2♠ & 1♦-1♠-2♠-2NT=Relay, Inv.+	Same as for UPH
1♥	No	5	4♣	Natural, 10-16	1♠=natural, FIR; 1NT=FIR; 2♣/2♦=Natural, FG; 2♥=5-9; 2♠=limit raise; 3♥=Mixed raise; 2NT=FG raise; 3NT=16=17 bal; 3♣/3♦=natural, invitational; Splinters	Min NT=11-13 balanced; 2m=3+ after 1NT resp; 1♥-1NT-2m-2♠= strong raise; 1♥-1NT-2NT: 6♥+outside trick; Spl; 1♥-1♠-2♠-2NT=art; 1♥-1♠-2NT	Jump shift=Fit F to 3♥ 1NT=NF; Reverse Drury (fit promised); 2NT=Inv with ♣
1♠	No	5	4♥	Natural, 10-16	1NT=FIR; 2♣/2♦/2♥=Natural, FG; 2♠=5-9; 2NT=FG raise; 3♣/3♦=natural, invitational; 3♥=limit raise; 3♠=mixed raise; 3NT=16=17 (4x3) Splinters	Minimum NT=11-13 balanced 2m could be 3 after 1NT response Splinters	Jump shift=Fit F to 3♠ 1NT=NF; Reverse Drury (fit promised); 2NT=Inv with ♣
1NT	No		3♣ >> 3♠	14-16 balanced or semi-balanced	2♣=NF Stayman; 2♦=GF Relay; 2♥/2♠ to play; 2NT=Pup; 3♣/3♦=Inv.; 3♥/3♠=shortage, both minors, inv.; 4♣=Gerber; 4♦/4♥=Texas; 4♠/5♠=Super Texas	Garbage Stayman; 1NT-2♦-2NT-3♣=Relay	Same as for UPH
2♣	No	6	4♣	Natural 10-16, 6+♣; can have other suit (4/5M, 4♦)	2♦=Relay, at least inv. strength; 2♥/2♠=Good suit, constr., 2NT=Puppet; 3♣=8-10; 3♦/3♥/3♠=natural, GF; 4♣ PRE; 4♦=big ♣ slam try	Over 2♦: 2♥=either M; 2♠=no M, max; 2NT=max bal; 3♣=min; 3♦=max, 4♦/6♣; 3♥= 5/6; 3♠=solid♣; 3NT=5♠ Over 4♦, 4M/4N=short, 5♣ no short	Same as for UPH
2♦	Yes	0	Of 3♦/4♦ only	10-16, 3-suiter short in ♦	2M/3♣ to play; 2NT relay inv.+; 3M/4♣ inv; 3♦ relay for controls	To 2NT: 3♣=bad hand/bad suit; 3♦=bad hand/good suit; 3♥=good hand/bad suit; 3♠=good hand/good suit; 3NT=AKQxxx	Same as for UPH
2♥	No	(5)6		Weak 2, 4-9	2NT inv+ relay; 3♦ asks controls; 3M/4♣ inv.	After 2NT: 3♣ any min.; 3♦ both M, max; 3M that major, max. Control asks	Same as for UPH, but better hand
2♠	No	(5)6		Weak 2, 4-9	2NT asks minor; all ♠ bids to play; 3♥ FIR; 3♠ to play; 3♦ slam try; jump shift natural, forcing	3♠ after minor ask is invitational; 3♥=slam try in ♠; 4 other minor slam try in minor shown	Same as for UPH, but better hand
2NT	No			21-22 bal/semi-bal	3♣=Stayman; 3♦/3♥ Transfers; 3♠ Puppet to 3NT with minor-suit slam try; 4♦/4♥=Texas; 4♠/5♠=Super Texas; Smolen	Major 2-suiters go thru 3♣ Accept xfer with 3; 3NT with 2 After 3♠, show minor or shortness	Same as for UPH
3 Suit	No	(6)7		Weak, preemptive	NSF		Same as for UPH
3NT	Yes	7/8m		Solid 7/8-card minor with 1 outside A or K	4♦=asks shortness; Any other minor suit bid=P/C; 4NT asks location of outside card; 4M to play	To 4♦: Bid suit or major (4NT=no short) To 4NT: Bid suit or major	Same as for UPH
4 Suit	No	7		Natural	Asking bids except 4♠ over 4♥	Steps: 1=no control; 2=2 <sup>nd</sup> rd.; 3=1 <sup>st</sup> rd.	Same as for UPH
4NT	Yes	5/5		Preemptive, both minors	<b>HIGH LEVEL BIDDING</b>		
5NT	Yes	5/5		Preemptive, both minors	Cue bid 1 <sup>st</sup> /2 <sup>nd</sup> round controls; RKCB 1430; queen ask; Gerber; Super Gerber; GSF; 5NT=Pick a slam; EKCB; 6KCB; D1P2; RIP2; DEPO, REPO 5 our suit and higher; Pass & pull strong; Jump to 5M=asks control their suit, 2. asks trumps 3. Quant. Non-Serious 3NT; Last Train.		
Others	No			To Play			

# SUPPLEMENTARY NOTES

## Martin KIRR - John CARRUTHERS

### 2024

#### **Note 1: 1♣ OPENING BID**

Definition: Strong, artificial, forcing; 17+ HCP

Responses: 1♦=0-7 HCP; 1♥=8+ HCP, 0-2 controls; 1♠=3 controls; INT=4 controls; 2♣=5 controls; 2♦=4-7 HCP, 0-2 controls, good 6-card heart suit; 2♥=4-7 HCP, 0-2 controls, good 6-card spade suit; 2♠=11-13 balanced HCP, 0-2 controls; 2NT=6+ controls; 3 of a suit=4-7 HCP, 0-2 controls, good 7+-card suit; 3NT=14+ balanced HCP, 0-2 controls

Further Developments: Birthright; Stayman, Transfers & Smolen after NT rebids; Splinters: 2<sup>nd</sup> negatives

#### **Note 2: 1♦ OPENING BID**

Definition: 2+ diamonds, 10-16 HCP

Responses: 1M=6+ HCP, 4+M, natural; INT=6-10, no major; 2♣=natural, GF; 2♦=natural, 5+ diamonds, 6-10 HCP; 2♥=5♠/4♥, 5-9 HCP; 2♠=(i) (11)12-13 balanced (ii) 14-15 balanced; 2NT=(i) 5-9 both minors; (ii) FG diamond raise; 3♣=10-12 HCP, good 6-card suit; 3♦=10-12, good (5)6-card suit; 3M=PRE, 3NT=16-17 balanced, no major

Further Developments: Relays after major raises; 2-Way Checkback after INT rebids; Splinters; 4<sup>th</sup>-Suit Forcing; 1♦-1M-2NT=3-6 good

#### **Note 3: 1M OPENING BID**

Definition: 5+M, 10-16 HCP

Responses: INT=SFIR, 2-over1 GF; jump OM=limit raise; 3M=mixed raise; 2NT=FG raise; 3m=10-12, 6-card suit, invitational; Splinters; 3NT=16-17 bal, 2 of M; 4M=wide range

Further Developments: 1♥-1♠-2NT=3-6 good; 1♥-1♠-2♠-2NT=F, asks; 1♥-INT-2m-2♠=strong raise; splinters; RKCB

#### **Note 4: INT OPENING BID**

Definition: 14-16 balanced or semi-balanced; could have 5M or 6m; singleton honour possible

Responses: 2♣=Garbage Stayman; 2♦=GF relay; 2M=to play; 2NT=puppet to 3♣ with variety of hands; 3m=natural, invitational; 3M=shortage with both minors; 4♣=Gerber; 4♦/4♥4♠/5♣=Texas

Further Developments: INT-2♣-2♦-2♥=both majors, weak; INT-2♣-2♥-2♠=natural, weak or invitational; INT-2♦-2NT-3♣ asks shape; INT-2NT-3♣: Pass or 3♦ to play, 3M=slam try, 3NT=COG, 4 of suit=balanced slam try with 5 of the suit

#### **Note 5: 2♣ OPENING BID**

Definition: 6+ clubs, 10-16; could have any other suit

Responses: 2♦=FIR, invitational+; 2M=natural, constructive, NF; 2NT=puppet to 3♣; 3♣=8-10 raise; 3 of new suit=natural, GF; 4♣=pre-emptive; 4♦=club slam try

Further Developments: After 2♣-2♦: 2♥=either 4-card major; 2♠=no major, non-minimum unsuited for NT; 2NT=semi-balanced maximum, 2 outside stops; 3♣=any minimum with no major; 3♦=4 diamonds, maximum; 3♥=5 hearts; 3♠=solid clubs; 3NT=5 spades

# SUPPLEMENTARY NOTES

## Martin KIRR - John CARRUTHERS

### 2024

#### **Note 6: 2♦ OPENING BID**

Definition: 3-suiter short in ♦, 10-16

Responses: 2M/3♣ to play; 2NT=relay for strength and shape; 3♦=asks controls; 3M/4♣=invitational; 4♦=asks lowest 4-card major; 3NT/4M=to play

Further Developments: 2♦-2NT: 3♣=any minimum; 3♦=maximum with 4/4 majors; 3M=4M/3OM

#### **Note 7: 3NT OPENING BID**

Definition: Solid 7-card minor plus an outside ace or king

Responses: 4♣=pass or correct; 4♦=shortage ask; 4M=to play; 4NT=outside card ask

Further Developments: After shortage or outside card ask, 5m=this is my suit with shortage/card in other minor

#### **Note 8: UNUSUAL OVER UNUSUAL**

Where both suits are known: lower cue bid=lower force; higher cue=higher force

Where only 1 suit is known: cue=limit raise+ in opener's suit

#### **Note 9: LEAPING MICHAELS & LEAPING MULTI**

Over their weak twos, including 2-suiters: jump to 4 minor=the bid minor+the other major, strong, FG.

Jump to 4m over Multi=the minor bid and a major, FG.

Cue-bid over Weak 2 asks partner to bid 3NT with a stopper

#### **Note 10: DRURY**

2♣ by passed hand in response to our 3<sup>rd</sup> or 4<sup>th</sup> seat 1 of a major=Drury fit (3+ cards in M)

Responses: 2-major=weak, 2♦=real opening bid, no descriptive bid; others=natural + extras

No Drury over interference

#### **Note 11: GHESTEM**

Over their 1M:

(a.) Our 2M=top and bottom, i.e., OM+clubs

(b.) Our 2NT=lower 2, i.e., both minors

(c.) Our jump to 3♣=OM+diamonds

Over their 1m, if 1m=3+:

(a.) Our 2m=both majors

(b.) Our 2NT=om+hearts

(c.) Our jump in om=the minor jumped in+spades (rare)

Over their 1m, if 1m could be 2 or fewer, e.g., Precision 1♦ or 5542 1♣:

(a.) Our 2m=natural

(b.) Our 2♦ over 1♣ (<3) and 2♥ over 1♦ (<3)=majors

(c.) Our 2NT=om+hearts (2 lower unbid)

(d.) We have no direct bid to show a spade/minor 2-suiter

# SUPPLEMENTARY NOTES

## Martin KIRR - John CARRUTHERS

### 2024

#### **Note 12: TRANSFERS IN COMPETITION**

We play transfers in 2 competitive situations:

- (i.) Their 2♣ overall of our 1♦ opening. Then our 2♦=hearts and our 2♥=spades. Opener is expected to accept the transfer with 11-13 balanced and 2/3 of the major, jump with 4 of the major. This allows Responder to transfer, expecting to play in 2M.
- (ii.) Their Michaels bid over our 1M opening. Then our 2NT and 3♣ bids transfer to 3♣/3♦ respectively.

#### **Note 13: PENALTY PASSES OF REDOUBLES**

1 of a minor-double-redouble-pass=penalties if minor could be 2 or fewer

1 any-pass-pass-double-redouble-pass=penalties

Any preempt-double-redouble-pass & any preempt-pass-pass-double-redouble-pass=penalties

#### **Note 14: LEAD-DIRECTING & ANTI-LEAD-DIRECTING DOUBLES**

- (a.) Double of a splinter bid (except spades) asks for the lead of the (i.) higher-ranked of two unbid suits or; (ii.) the higher ranked non-trump suit/non-splinter suit if there is one or zero unbid suit.
- (b.) If the opponents open INT, then make a singleton-showing bid to show both minors, e.g., (INT)-P-(3♠) showing a 1=3=(4-5) or ... (INT)-P-(3♥) showing 3=1=(4-5), Double asks for the lead of the other major, in this case hearts.
- (c.) Doubles of 3NT suggest that we do not lead a bid and raised suit. If we have EACH bid different suits, double suggests the lead of the opening leader's suit. Otherwise, dummy's first-bid-suit, if there is one, or find my suit.
- (d.) A double of the opponent's cue-bid of the doubler's suit (except if he opened 1♦) suggests the lead of another suit. (Double of a diamond cue-bid after our 1♦ opening shows real diamonds.)

#### **Note 15: RAISES OF OUR OVERCALLED MAJOR**

Where 2NT and a cue-bid are both available, the lower of the two is a stronger (GF) raise while the higher is a limit-raise. The exception is (1♠)-2♥-(2♠)- where the cue-bid of 3♠ means we are in game, so 2NT would show limit-raise values and 3♠ game values.

#### **Note 16: 2-WAY STAYMAN AFTER INT OVERCALL**

2♣=non-forcing Stayman (+range ask after balancing INT)

2♦=Stayman FG, except if their opening = 1M, then 2M=FG Stayman

#### **Note 17: 4-SUIT TRANSFERS OVER OUR 2NT OVERCALL (Direct or Balancing)**

3♣=♦; 3♦=♥; 3♥=♠; 3♠=♣ except transfer into their suit=Stayman

If their opening is a natural 2♣, then 3♣=Stayman; 3♦=♥; 3♥=♠; 3♠=♦

# SUPPLEMENTARY NOTES

## Martin KIRR - John CARRUTHERS

### 2024

#### **Note 18: DEFENCE TO STRONG INT**

The Pass or correct principle operates when we bid one of the possible suits that partner has – another suit is natural. E.g., (INT)-2♣-(Pass)-2♦ is natural but 2♥=P/C.

If 2NT can be used as a suit ask, then using 2NT is invitational+, whereas P/C is to play.

Double=1 suiter or both majors. Then:

2♣=relay; others natural;

After the 2♣ relay: pass=♣; 2♦=both majors; 2♥/2♠/3♦=the suit bid

2♣=4+♣ + 5M; then 2♥/2♠=P/C; 3♥/3♠=P/C; others natural; 2NT invitational (probably with both majors as with only one, could use P/C)

2♦=4+♦ + 5M; then 2♥/2♠=P/C; 3♥/3♠=P/C; others natural; 2NT invitational (probably with both majors as with only one, could use P/C)

2♥=4♥ + 5+m

Then 2NT=bid your minor; others natural; 3♣=P/C and 2NT is stronger & may be invitational

2♠=4♠ + 5+m

Then 2NT=bid your minor; others natural; 3♣=P/C and 2NT is stronger & may be invitational

2NT=minors

#### **Note 19: DEFENCE TO WEAK OR MINI INT**

Double=14+ then we respond as if to our INT opening (if we bid)

2♣=Both majors; then 2♦=no preference

2♦=One major; P/C

2♥=♥+m; P/C

2♠=♠+m; P/C

2NT=minors

#### **Note 20: LEAPING MICHAELS**

(a.) Over their Weak 2M, our 4m=the minor bid and the other major

(b.) Over their Weak 2♦, our 4♣=clubs and a major, our 4♦=both majors

(c.) Over their Multi 2♦, our 4m=the minor bid and a major

In all cases, our Leaping Michaels if GF, so 4m cannot be passed.