

Wolff Sign-offs

A Basic Version presented by Mike Savage

Wolff Sign-offs were developed to let you play **3D** or **three of responder's major** after partner has opened and then jumped to **2NT**, over a one-level suit response. They also allow you to check for eight-card major fits and to try for slam in a minor without going beyond **3NT**.

This basic version is simple. After partner's **2NT** rebid, **3C** is artificial and transfers to/forces **3D**. **3D** may be passed with a very weak hand if responder has six diamonds or even fewer if partner has opened **1D**. If responder now rebids his major at the three-level, this is a sign-off, with no game interest. It is *usually* bid with a six-card suit and $\pm 5/6$ HCP. If responder bids **3D** over **2NT**, he is looking for an eight-card major fit. Opener's priorities in responding are #1: Show four-cards in the unbid major, #2: Show a three-card fit for responder's major, and failing either, then #3: Bid **3NT**. If opener has shown a 4-card major (#1) and responder bids **3NT**, that means responder has a five-card major and opener should bid four of that major with a 3-card fit.

The way to try for slam in opener's minor without passing **3NT**, is to bid **3C** and over the forced response of **3D**, bid **3NT**. This sequence shows a good fit in opener's minor with interest in slam in the minor. Some play that to make a slam try in the unbid minor, bid **3C** and then over **3D**, bid three of the unbid major. Below, with just your side bidding, are the **Wolff Sign-offs**:

1C/1D 1H/1S 2NT 3C: Artificial and forces a **3D** response.

3D: Pass = Shows a diamond fit (over **1D**) or six+ diamonds (over **1C**) and is very weak.

Three of responder's major = To play, with a very weak hand and a six+ card suit.

Three of the unbid major (optional) = Shows interest in slam in the unbid minor.

3NT = Shows no slam interest, usually without a good fit for the minor.

4 of the unbid minor = Accepting slam, usually played as RKC Blackwood.

4 of another suit = This accepts the slam try and is a cue-bid.

3NT = Shows interest in slam in opener's minor but is willing to play **3NT**.

Pass = Shows no slam interest.

4 of opener's minor = Accepting slam, usually played as RKC Blackwood.

4 of another suit = Accepts the slam try and is a cue-bid.

1C/1D 1H/1S 2NT 3D: Artificial (just like New Minor), looking for an eight-card major fit.

Three of unbid major = Shows a four-card suit, may have 3-cards in responder's major.

3NT = Shows five-cards in his original major and no fit in the opener's major.

4 of responder's major = Shows a three-card fit in the major.

Three of responder's major = Shows a three-card fit, denies four cards in the unbid major.

3NT = Denies a five-card major and shows a hand suitable for game in no-trump.

3NT = Denies either four cards in the unbid major or three cards in the bid major.

1C 1D 2NT 3C: Forces a **3D** response.

3D: Pass = Shows six or more diamonds and no interest in game opposite a **2NT** rebid.

3NT = Shows interest in a club slam, but is willing to play **3NT**.

Pass = Shows no slam interest.

4C = Accepts the slam try and is usually played as RKC Blackwood.

4 of another suit = Accepts the slam try and is a cue-bid.

1C/1D 1H/1S 2NT: Three of responder's major = Shows a six+ card suit and is game forcing.

1C/1D 1H/1S 2NT: Three of the unbid major = Shows a five-card suit and is game forcing.