

The “Wolff-Signoff” Convention

The “**Wolff-Signoff**” Convention is an artificial “**3C**” convention initiated by Responder after the following bidding sequence.

<u>Opener</u>	<u>Responder</u>
1C/1D	1H/1S
2-NT (Balanced with 18-19 HCP’s)	???

Opener, having a balanced hand (**4-3-3-3**), subsequent to a bidding sequence as shown above, might have elected to have made a re-bid of “**2-NT**” in order to show his/her 18-19 HCP, balanced distribution, while still containing 3-pieces of Responder’s Major, should responder have 5-pieces of his/her Major suit mentioned, and/or 4-pieces of the Heart suit in the case where the bidding has proceeded:

<u>Opener</u>	<u>Responder</u>
1C/1D	1S
2-NT (Balanced with 18-19 HCP’s)	???

The convention is designed to have the Responder acting as the “**Captain**” of any subsequent bidding sequences, and allows the Responder to either warn the strong Opener of sub-Game values, or to “**Captain**” the Partnership to the optimum, Game-level, Major suit, final contact.

The “**Wolff Signoff**” and “**New Minor Forcing**” Conventions are mutually exclusive. When used, the “**Wolff-Signoff**” convention initiates the following bidding sequences.

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- 1) Responder’s re-bids of **Pass**, **3-NT**, **4H** or **4S** in Responder’s original, Major suit are all “*signoff*” bids.

<u>Opener</u>	<u>Responder</u>
1C/1D	1H/1S
2-NT (Balanced with 18-19 HCP’s)	Pass , 3-NT , 4H/4S
<i>Pass</i>	

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- 2) **All other re-bids by Responder are forcing, and act as follows:**

a. An artificial “**3C**” bid shows a weak hand, generally with at least five or more cards in Responder’s original, Major suit, or in Diamonds, and seeks to stop the auction at the 3-level. Opener is required to re-bid an artificial “**3D**,” so that Responder can end the auction at the 3-level of his/her choice, as follows:

<u>Opener</u>	<u>Responder</u>
1C/1D	1H/1S
2-NT (Balanced with 18-19 HCP’s)	“ 3C ”
” 3D ”	(Pass/3H/3S)
Pass	

Responder’s re-re-bid following
Opener’s “**3D**” “*puppet*” response is either:
(1) **Pass** (or)
(2) **3M**

If Responder initially bid **1S** and then re-re-bids **3H**, showing 5 Spades and 4-Hearts, Opener either “*passes*” or “*corrects*” to **3S** with best support. The auction then ends there.

b. Any other re-bid by Responder other than “3C” is Game-forcing.

Opener

1C/1D

2-NT (Balanced with 18-19 HCP's)

Responder

1H/1S

“3D”/3H/3S

(1) “3D” = “*check-back*” seeking:

(i) **3H** showing 4-card fit in the as-yet, un-bid Major had Responder first bid **1S**

3-NT = Absence of 4-Hearts

Pass or **4S** if holding 3-pieces – Responder, by default, must have had
5-Spades to have responded “3D” without 4-Hearts

(ii) **3S** showing absence of 4-Hearts, and if Responder had first bid **1S**, showing
3-pieces in case Responder held 5-pieces of Spades

4S or **3-NT**

(iii) **3-NT** showing neither (i) or (ii)

(2) **3M** = 3-level in Responder’s original
Major showing 6 or more pieces with Slam interest

Opener then seeks Slam or ends in the appropriate Game-level contract

(3) **4M** = 4-level in Responder’s original
Major showing 6 or more pieces (“*Fast Denies*”)

Opener then “*passes.*”

(4) **3-NT** = To Play

Opener then “*passes.*”
