

# XYZ Convention aka Two-Way New Minor Forcing (Simple)

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Based on BridgeHands Article

# Why XYZ?

Without some form of New Minor Forcing (or Montreal Relay), there is no good way for Responder to differentiate the strength of his major suit rebids. Without NMF does a jump rebid show strength or length?

XYZ is more precise (weak/limit/force) than regular NMF (weak/limit+) and for many it appears to be easier to use.

# Regular New Minor Forcing

After 1C – P – 1H – P – 1NT – P - ?

- Rebidding 2H would be to play.
- Bidding 2D! would conventionally show 10+ points and imply 5+ hearts.
- Bidding 2C would be natural and non-forcing.
- Note that over 2D! Opener does not know if Responder has game-going values or just limit-raise values.

# When is XYZ in Effect?

XYZ is in effect whenever our side has made 3 (or more) bids at the one level and it's Responder's turn to bid.

For example:

1C – P – 1H – P – 1NT – P - ?

1C – P – 1D – P – 1S – P - ?

Or even this sequence

1C – P – 1D – P – 1H – P – 1S – P - 1NT – P - ? But it's unlikely to be looking for a 5-3 spade fit!

# What About Interference?

XYZ should be on in the following examples:

1C – X – XX – 1H/S – 1S/1NT – P – ?

1C – 1H/S – X – P – 1NT – P – ?

1C – P – 1H – 1S – X (support) – P – ?

Or even

1C – 1D – 1H/S – P – 1NT – P – ?

# What Are Responder's Options With A Weak Hand?

With less than invitational values, Responder may rebid a 5+ card major suit to play.

Responder may choose to leave Opener in one of a major or 1NT, but he **CANNOT** return to two of Opener's minor directly because both **2C!** and **2D!** have conventional meanings.

# What Are Responder's Options With A Limit Raise Values?

If Responder has 10-12 hcp and does not have a 5-card major, he may bid **2NT** to invite 3NT.

If Responder has limit raise values and 5+ in his suit, he can bid **2C!** to force Opener to bid **2D!** and then then rebid his suit.

If Opener has 3 cards in Responder's suit, he should then show that support at the 3 or 4 level. Without 3 cards, he may pass to play the 5-2 fit or find another bid like NT.

# Special Use of 2C!

So Opener did not raise your major and you have a long diamond suit or support for Opener's diamond suit and no interest in game. Just bid **2C!** and Partner will bid **2D!** Now just pass and your side is playing 2D.



# Responder's Strong Choice – 2D!

With game forcing values, Responder can bid **2D!** to set the game force. Opener can then show 3-card support, bid 3NT or make some other bid intended to get to 3NT or possibly a slam.

This artificially telling your partner that you have 13+ points after first responding with one of a major.

# So You Only Want To Play Clubs

After Opener sets XYZ into effect, you can bid **3C!** (signoff) to play even if Opener has not bid clubs.

Note that 3D, 3H, and 3S are natural and game forcing.

If you had a game forcing hand with a major and club support, you should have used **2D!** first and then shown your club support or bid your clubs before bidding your major.

After **XYZ** is invoked by opener, responder's bids are:

<b>Response</b>	<b>Meaning</b>
<b>2C</b>	<i>Requests</i> opener to bid <b>2D</b> which responder may <b>pass</b> or follow up with an invitational bid. Note: like similar conventional bids, responders rebid beyond 1 Notrump is artificial and alertable.
<b>2D</b>	Game forcing, responder's hand pattern not yet disclosed, leaving an abundance of bidding space. Note: like similar conventional bids, responders rebid beyond 1 Notrump is artificial and alertable.
<b>2H/S</b>	Showing a signoff bid, except opener's reverse: <b>1H</b> followed by <b>2S</b>
<b>2N</b>	Inviting <b>3N</b>
<b>3C</b>	Showing a signoff bid
<b>3D/H/S</b>	Game forcing, shape showing

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