

Extended XYZ (EXYZ)

Bruce Watson, Nov/2023

XYZ is a convention which replaces treatments like Checkback Stayman, New Minor Forcing and 4th Suit Forcing. It uses responder's rebids of **2♣** and **2♦** artificially. The **2♣** rebid, used primarily for invitational hands, works fairly well. The problem is the **2♦** rebid used for game-forcing and slam-try hands. Too often responder is unable to adequately show his shape below 3NT. In EXYZ the **2♣** rebid is mostly unchanged whereas rebids of **2♦** through **2NT** are transfers. A transfer is occasionally to play but is usually game-forcing or a slam-try.

There are ten possible sequences where EXYZ applies. Five begin with **X = 1♣** and continue with **Y = 1♦** or **Y = 1♥**. Call that "Group 5." Three start with **X = 1♦**. Call that "Group 3." The remaining two cases are **1♣ - 1♠ - 1NT** and **1♥ - 1♠ - 1NT**.

1X - 1Y 1Z - ?	In all ten auctions, 2♣ is forcing and a true puppet. It asks opener to bid 2♦ after which responder will pass or make a follow-up bid which is usually invitational. With EXYZ , a contract of exactly 2♣ cannot be played. But with a special sequence, called the double relay , the partnership will be able to stop in 3♣ . Any rebid of 2♣ through 2NT by responder is artificial and forcing.
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<p>1♣ - 1♦/1M 1M/1NT - 2♣ 2♦ - ?</p>	<p>The auction shown on the left includes 6 possible cases: all of Group 5 plus 1♣ - 1♠ - 1NT. The 2♣ bid requires an alert. Explain “Artificial and forcing. Asks for a 2♦ rebid which can be passed. But if responder bids again it usually shows invitational values.” The forced 2♦ rebid also requires an alert. Responder’s 3rd bid:</p> <p>If responder now rebids two of his major it is invitational with 5+ cards in the major. Not forcing.</p> <p>If responder rebids two of the other major it is invitational with a 4-card suit.</p> <p>Responder’s 2NT rebid is the “double relay.” it asks opener to rebid 3♣ which will be passed.</p> <p>After first showing a major, if responder rebids 3m it shows invitational values with 5+ cards in the minor and only 4 cards in the major.</p> <p>If responder rebids three of his major it shows invitational values and a good 6-card suit. Not forcing.</p>
<p>1♣ - 1♦/1M 1M/1NT - <u>2♦-2NT</u></p>	<p>Each of these rebids requires an alert. Here are the details.</p> <p>2♦: A transfer to hearts. A GF except when either partner bid 1♥. Then it is either to play or, if responder bids again, a GF.</p> <p>2♥: A transfer to spades. GF except when either partner bid 1♠. Then it is either to play or a GF.</p> <p>2♣: An invitational range ask or a game-forcing 2-under transfer to clubs.</p> <p>2NT: GF 2-under transfer to diamonds.</p>

<p> 1♦ - 1M 1♠/1NT - 2♣ 2♦ - ? </p>	<p> These are the three Group 3 auctions. If responder now rebids two of his major it is invitational with 11-12 HCP and 5+ cards in the major. Not forcing. If responder rebids two of the other major it is invitational with a 4-card suit. Responder's 2NT rebid is the "double relay." it asks opener to rebid 3♣ which will be passed. After first showing a major, if responder rebids 3m it shows invitational values with 5+ cards in the minor and only 4 cards in his major. If responder rebids three of his major it is invitational with a good 6-card suit. Not forcing. </p>
<p> 1♦ - 1M 1M/1NT - <u>2♦-2NT</u> </p>	<p> 2♦: A transfer to hearts. A GF except when responder bid 1♥. Then it is to play or, if responder bids again, a GF. 2♥: A transfer to spades. GF except when opener or responder bid 1♠. Then it is to play or a GF. 2♣: An invitational range ask or a GF 2-under transfer to clubs. 2NT: GF 2-under transfer to diamonds. </p>

<p>1♥ - 1♠ 1NT - 2♣ 2♦ - ?</p>	<p>If responder now rebids 2♠ it is invitational with 5+ spades. Not forcing.</p> <p>If responder rebids 2♥ it is invitational with 3-card heart support.</p> <p>Responder's 2NT rebid is the "double relay." it asks opener to rebid 3♣ which will be passed.</p> <p>If responder rebids 3m it shows invitational values with 5+ cards in the minor and only 4 spades.</p> <p>If responder rebids 3♠ it is invitational with a good 6-card suit. Not forcing.</p>
<p>1♥ - 1♠ 1NT - <u>2♦-2NT</u></p>	<p>2♦: A transfer to hearts. Either to play or, if responder bids again, a GF.</p> <p>2♥: A transfer to spades. Either to play or, if responder bids again, a GF.</p> <p>2♠: An invitational range ask or a GF 2-under transfer to clubs.</p> <p>2NT: GF 2-under transfer to diamonds.</p>

Some specific XYZ auctions

<p>1♣ - 1♠ 1NT - <u>2♥</u></p>	<p>Transfer to 2♠. Either to play or, if responder bids again, a GF.</p>
<p>1♣ - 1♠ 1NT - <u>2♠</u></p>	<p>Either an invitational range ask or a GF (slam-try) with 4+ clubs and 4+ spades. Initially, opener assumes the range ask and rebids 2NT with a minimum or 3♣ with a maximum.</p> <p>Over 3♣, 3NT is to play. Any other rebid is a slam-try with clubs.</p>

1m - 1M 1♠/1NT - <u>3m/3om</u>	Invitational. In each case responder is 5-5 in the two suits.
1♦ - 1♠ 1NT - 2♣ 2♦ - <u>2♠</u>	Invitational with 5 spades. 3♠ would show an invitational hand with a 6-card suit.
1♦ - 1♠ 1NT - 2♣ 2♦ - <u>2♥</u>	Invitational with 5 spades and 4+ hearts.
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>2♥</u>	Invitational with 5+ hearts. Not forcing. But responder could still have 4 spades in a 4=5 hand. And opener could have bypassed a 4-card spade suit of his own. Opener with four spades and two hearts can bid 2♣ showing a 4-card suit on his way to 2NT or 3NT . With 6 hearts, responder can still retreat to hearts.
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>Pass</u>	To play with diamonds.
1♣ - 1♥ 1NT - 2♣ 2♦ - <u>2♠</u>	Invitational with 4=4 in the majors. Not forcing. With no fit, opener bids 2NT or 3NT . Memorize this sequence. Responder does not have 5 hearts!
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>2♠</u>	This is different. By opening 1♦ and not raising hearts, opener cannot hold 4 spades. 2♠ shows a stopper and 11-12 HCP. Invites 3NT .
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>2NT</u>	This is the double relay . Opener rebids 3♣ which responder will Pass with a weak hand and a suitable club suit. This is the only way responder has to stop in clubs.

1♦ - 1♥ 1NT - 2♣ 2♦ - <u>3m</u>	This shows invitational values with 5+ cards in the minor and only 4 cards in his major. Compare with the direct 3m .
Pass - 1x 1y - 1z <u>?</u>	2♣ is still the relay to 2♦ . The game forcing options of 2♦ through 2NT should not arise. But retain the “to play” options.

Handling Interference over 1m

1m - (X) - XX - (1M) 1♠/1NT - (Pass) - <u>?</u>	XYZ is “on” in these sequences. There have been three bids and we are still at the 1-level. We have made two of the suit bids and the opponents have made the other. In the third sequence the X was a support double.
1m - (1M) - X - (Pass) 1♠/1NT - (Pass) - <u>?</u>	
1m - (Pass) - 1♥ - (1♠) X/1NT - (Pass) - <u>?</u>	

<p>1♣ - (X) - ?</p>	<p>Pass: Weak or no good bid. XX: shows 4+ diamonds and 6+ HCP. 1♦: shows 4 or 5 hearts, 6+ HCP. 1♥: shows 4 or 5 spades, 6+ HCP. 1♠: Denies any 4-card suit except clubs, less than invitational, invites a 1NT rebid by opener. 1NT: Denies any 4-card suit except diamonds, less than invitational. 2♣: To play. 2♦: Shows 6+ hearts. 2♥: Shows 6+ spades. 2♠: Shows a limit raise in clubs. 2NT: Game Force with 12+ HCP. 3♣: pre-emptive raise in clubs.</p>
<p>1♦ - (X) - ?</p>	<p>Pass: Weak or no good bid. XX: shows 4 or 5 hearts and 6+ HCP. 1♥: shows 4 or 5 spades, 6+ HCP. 1♠: Denies a 4-card major, shows clubs plus diamond tolerance, 6-11 HCP unsuitable for 1NT, invites a 1NT rebid by opener. 1NT: shows 9-11 HCP. 2♣: a less than invitational diamond raise. 2♦: Shows 6+ hearts. 2♥: Shows 6+ spades. 2♠: Shows a limit raise in diamonds. 2NT: Game Force with 12+ HCP. 3♣: pre-emptive. 3♦: pre-emptive raise in diamonds.</p>

<p>1♣ - (1♦) - ?</p>	<p>Pass: Weak or no good bid. X: shows 4 or 5 hearts and 6+ HCP. 1♥: shows 4 or 5 spades, 6+ HCP. 1♠: Denies a 4-card major, shows club tolerance, 6-11 HCP unsuitable for 1NT, invites a 1NT rebid by opener. 1NT: shows 9-11 HCP. 2♣: To play. 2♦: shows 6+ hearts. 2♥: shows 6+ spades. 2♠: shows a limit raise in clubs. 2NT: Game Force with 12+ HCP. 3♣: pre-emptive. After X, 1♥, 2♦, 2♥ announce: “transfer.”</p>
<p>1m - (1♥) - ?</p>	<p>Pass: Weak or no good bid. X: Shows a 4- or 5-card spade suit with 6+ HCP. 1♠: Denies 4+ spades, shows m tolerance, 6-11 HCP unsuitable for 1NT, invites a 1NT rebid by opener. 1NT: shows 9-11 HCP. 2m: a raise shows 6-10 points; a new suit is natural and forcing. 2♥: shows 6+ spades. 2♠: shows a limit raise in m. 2NT: Game Force with 12+ HCP. 3m: pre-emptive. After X, 2♥ announce: “transfer to spades.”</p>

1m - (1♠) - ?	<p>Pass: Weak or no good bid.</p> <p>X: Shows a 4- or 5-card heart suit with 6+ HCP.</p> <p>1NT: shows 9-11 HCP.</p> <p>2m: a raise shows 6-10 points; a new suit is natural and forcing.</p> <p>2♥: shows a limit raise in m.</p> <p>2♠: shows 6+ hearts.</p> <p>2NT: Game Force with 12+ HCP.</p> <p>3m: pre-emptive.</p> <p>After X, 2♠ announce: “transfer to hearts.”</p>
1m - (1♦/1M) -X -(Pass) ?	<p>Opener accepts the transfer with queen-third or better support.</p> <p>With 4-card support and top of range opener can jump. 1NT shows less than queen-third and is to play.</p>
1m - (2m/2M/3m) - X	Negative through 3♦ .
1m - (O’call) - <u>Min NT</u>	A non-jump bid of 1NT or 2NT shows 9-11 HCP.
1m - (O’call) - <u>2NT</u>	A jump to 2NT shows 12-14. Game Force.
1m - (X) - ?	
1m - (O’call) - <u>Cue</u>	Limit raise or better in m except when the overcall was (1♦) or (1M).
1♦ - (2♣) - 2♦ - (3♣) X	<p>Competitive doubles through 3♦. These doubles apply when our side has opened and the opponents have found a fit (bid and supported). X says you are maximum for your bidding so far and willing to compete or defend.</p>
1♦ - (2♣) - X - (3♣) X	
1♦ - (2♣) - 2♥ - (3♣) X	