

XYZ

After any auction of the form: 1x - 1x - 1x, Responder needs a good way to further describe her hand. The old-fashioned New Minor is useful, yet is highly flawed. Checkback Club is better, but still is inefficient. XYZ represents a huge improvement upon the older methods. Why it gained popularity only recently is a mystery to me; for Albert and I have been playing something largely similar (albeit much more powerful) for twenty years.

The key to the power of XYZ is that it assigns a special conventional meaning to the rebid of both minors, rather than just one. All that is lost is the ability for Responder to rebid a Non-forcing 2C, which also is lost by all other such methods. Due to its limited usefulness, for our group XYZ will not apply if the first response is 1D; so the system is on only if the first response is in a Major (more about that later).

After 1x - 1M - 1x: ([ART] means Artificial and Alertable)

1N	Natural, non-forcing.
2C	[ART] Puppet to 2D for Signoff -or- any Game-try.
2D	[ART] Game-force or better, implies 5+ of Responder's major.
2-level rebid	Natural, probable 6+ suit, Non-invitational.
2N	[ART] Puppet to 3C, presumably for Signoff with 6+ clubs.
3-level rebid	6+ suit, Slam interest.

The 2C rebid is the primary key to the entire structure. Remember this:

All Game-tries start by rebidding 2C, and no Game-forcing hand rebids 2C.

Examples: After 1C - 1S - 1N:

QJxxxx . x . Kxx . xxx 2S

ATxxx . Qxxx . xxx . x 2H = Signoff

Opener passes with 4 hearts or 1-3 majors, otherwise corrects to 2S.

No hand with a proper 1N rebid is worthy of a raise.

KJxxx . AQJx . x . xxx	2C, then 2H
AKxxx . KT9xx . x . xx	2C, then 3H
KQJxx . Kxx . QTx . xx	2C, then 2N
KQJxx . Kx . xx . Qxxx	2C, then 2S
KQJxxx . Kxx . x . JTx	2C, then 3S
QTxx . Axx . AJxx . Jx	2C, then 2N
KQTxx . xx . Axxxx . x	2C, then 2S
Kxxx . xx . AQJxxx . x	2C, then 3D
QTxxx . xx . KJxxx . x	2C, then pass 2D
KQxx . x . Qxxxxx . xx	2C, then pass 2D
Do not respond 1D. Opener is permitted to rebid 1N with a 4-card major	
KJxx . x . xx . QJxxxx	2N, then pass 3C
QJTxx . AKxx . xx . Kx	2D, then 3H (or 4S if spades are raised)
AKJxx . AQxxx . x . xx	3H (always 5-5)
AKxxx . Qxx . x . KQxx	2D, then 3C
KQxxx . AQx . Kxx . xx	2D, then 3N (guarantees 5 spades; otherwise, no
need to bother with 2D. Pass or correct.)	
AQJTxx . AKx . x . Qxx	3S (slam try)
KQxxxx . AQJxx . x . x	4H
AKxxxx . AQJxx . x . x	2D, then 4H (slam try)

XYZ-style treatments can be used after a 2NT rebid:

3C [ART] Puppet to 3D for Signoff or otherwise weak hand.
Might not be a game.

All other calls are Game-forcing.

3D [ART] Game-forcing, implies 5-card major.

3M Strong, 6+ suit, slam try.

3N, 4N Natural, no 5-card major.

4C Gerber, no 8-card major fit.

Examples: 1D - 1H - 2N: (Opener might have 4 spades)

xxx . KQxxx . xx . Jxx super-max and a fit)	[ART] 3C, then 3H (should be passed without a
QTxx . Kxxx . Jxx . Qx	3S (always 4-4 majors)
QTxx . KJxxx . KJx . x	[ART] 3D, then 3S
Axx . KTxxx . Qx . xxx	[ART] 3D, then 3N
Ax . KQxxx . Kxxx . xx	[ART] 3D, then 4D (slam try)
xx . T9xxx . xx . KQxx	Pass
xx . Kxxx . x . Kxxxxx	3N (and pray)
x . KQJxxx . AQx . xxx	3H (6+ suit, strong)
Qx . AQxxx . xx . AJx	[ART] 3D, then 4N (invitational)