Wolff Sign Off (WSO) is a conventional agreement after 1 minor – 1 Major – 2NT which lets you explore a Major fit, NT, or even a minor suit slam.

1. After 1 minor – 1 Major – 2NT:
    a. 3C relays to 3D
    b. 3D asks for opener's Major configuration
    c. 3 first Major shows 6 and is game forcing and slam invitational
    d. 3 other Major shows 5 in that Major and correspondingly 5 or 6 in the first bid Major and is game forcing

2. After 1 minor – 1 Major – 2NT – 3C – 3D:
    a. Pass is to play in diamonds
    b. 3 of first Major is to play
    c. 3 of other Major is a slam try in the other minor
    d. 3NT is a slam try in opener's minor.

3. After 1 minor – 1 Major – 2NT – 3D:
    a. Opener shows his Major configuration:
        i.   With 4 of the other Major, she bids it first
        ii. With 3 of the first bid Major, she supports that Major
        iii. Otherwise, she bids 3NT

4. 1 minor – 1 Major - 2NT – 3 Major: Shows 6+ of the Major and is slam invitational.

5. 1 minor – 1 Major – 2NT – 3 other Major shows 5 of the other Major. If the first Major is hearts, then 3S shows 5 spades and 6+ hearts. If the first Major is spades, then 3H shows 5 hearts and 5+ spades.

Why use Wolff Sign Off? It was invented (by Bobby Wolff) to allow responder to get out in 3 of her original Major if responder is very weak and has a 5 or 6 card suit. It has been since expanded to allow responder to search for the best game and to explore slam possibilities.

Examples:
Responder hands:

KJxxx	1D – 1S -	KJxxx	1D – 1S -	KJxxxx	1D – 1S -	Kx	1C – 1H
Kxx	2N – 3D	Kxxx	2N – 3D	xx	2N – 3C -	KQJxxx	2NT – 3H
xx	asks if opener	x	asks if opener	xxx	3D – 3S	Kx	shows 6+ hts
xxx	has 3 spades	Jxx	has 4 hts	xx	to play	xxx	slam invite
			or 3 sps				

Opener hands:

KQx	1D – 1S -	KQx	1D – 1S -	Kx	1D – 1S -	Kxx	1D – 1S -
Ax	2NT – 3D -	KQJx	2N – 3D -	KQJx	2N – 3C -	AQJx	2N – 3S -
KQTx	3S shows	ATxx	3H shows	ATxx	3D – 3S	ATxx	4C cue bid
KJxx	exactly 3 sps	Kx	4 hearts	KQx	to play.	Ax	in support
							of spades