

# Robson Defense Against Notrump Overcalls

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# After A Notrump Overcall

Most Players do one of the following:

- Pass
- Double for penalty
- Bid naturally trying for a partscore
- Pretend that Partner bid 1NT and use Stayman, transfers, etc.

# There Is A Better Method

- Except for freakish hands, game is unlikely.
- When competing for a partscore, majors should be emphasized since opponents can likely outbid our minors at the same level.
- When we hold a major especially Spades, we may miss a double partscore swing if we do not find the fit.

# Robson Origin

On his web page Andrew Gumperz calls this convention "Robson" because he found it in a book by Andy Robson and Oliver Segal called "Partnership Bidding at Bridge"

[<http://www.arobson.co.uk/product-info.php?pid119.html>] ".

# Robson Over 1m – (1NT) --

- X = Penalty
- 2 ♣ = Both Majors
- 2 ♦ = One Major, 6+
- 2 M = 5-card major and 4+ card minor (usually the one that partner opened)
- 2NT = Strong distributional raise of partner's minor (perhaps AJT, x, xxx, KJxxxx)
- 3m = Weak distributional raise of partner's minor (xxx, x, xxx, KJxxxx)

# What Do You Give Up

- You can not compete to two of either minor.
- This isn't much to give up since if you fit with partner's minor, the opponents can outbid you in a major at the two level.
- The same is true if you hold 6 in the other minor.

# Example

After 1 ♣ -- (1NT) -- ? and holding

Kxxxx, x, xx, KTxxx

Using Robson you can bid 2S to show the 5-card major with a minor. If Partner has a doubleton ♠ we can play 3 ♣

If we get lucky and find a ♠ fit, we can compete to the 3-level over their 3 ♥

# Robson Variation Is Used After A Major Opening

Following 1M -- (1NT) -- ?

- X = Penalty
- 2 ♣ = Both Majors – Typically 3-card support with 5+ in the other major
- 2 ♦ = Constructive raise to 2M
- 2M = Weak raise (4-6 or bad 7 points)
- 2oM = 6+ in other major non-forcing (KJTxxx, x, xxx, QTx)



# A Variation Is Used After A Major Opening Continued

- 2NT = Strong distributional raise (QJxx, x, Axxx, QTxx)
- 3M = Weak Distributional raise (QJxx, x, xxxx, QTxx)
- Again we give up the ability to compete with a minor to gain more accuracy when holding majors. The most valuable notions are:
  - 2D = constructive raise
  - 2M = weak raise

# Advantages

- Your constructive raise may help partner bid a close game.
- Your constructive raise in spades may make it difficult for Overcaller's partner to enter the auction.
- Your strong/weak distributional raise helps Partner determine the right level for competition.