

ROBIN & ROBIN  
SYSTEMS & CONVENTIONS

SYSTEMS, OVERCALLS, LEADS, SIGNALS, DISCARDS

Systems

- "Weak NT & Reverse Benjis"

1NT opener = balanced 12-14 hcp.

1 of suit opener = 11+ hcp, no more than 7 losers, and a rebid (MUST HAVE ALL 3); May be light (Rule of 20)

1NT rebid after 1 on 1 = 15-17 hcp

2NT rebid after 2 on 1 = 15-19 hcp

2NT rebid after 1 on 1 = 18-19 hcp

2NT opener = 20-21 hcp. Can open with a singleton but has to be A or K.

2D opener = 18+ hcp, 6 card 1 loser suit, 2 outside defensive tricks. No more than 5 losers

2H response = waiting, denies biddable 5 card suit.

2NT/2Sp/3Cl/3D = 5 card suit; any A or K, or 2KQs, or 3Ks; suit headed by A or K from any of these combinations

2NT rebid = balanced 22-23 hcp

2Cl opener = 20+ hcp, 4/3 loser hand, unspecified 5 card suit.

2H response - weak, 0-4hcp, no A

2D response - weak(ish)/waiting, at least 5+hcp or an A

2NT rebid = 24-26 hcp

3NT rebid = 27+ hcp

2Cl opened and overcalled

PASS = 2H relay (weak, 0-4 hcp, no A)

DBLE = 2D relay (weak(ish), 5 hcp OR A

## Overcalls

- 5+ card suit with honours that partner can lead up to
- jump overcalls are always WEAK
- suit raises after overcalls are WEAK to level of FIT
- cue bids after overcalls show FIT and values for GAME
- overcalls at 2 level show OPENING VALUES
- DOUBLES after overcalls are for TAKEOUT or to show a very strong hand. Partner MUST bid on except after 1NT which is for penalties

## Honour Leads

- Honour
  - vs NT, 3 card sequence, solid or broken)
  - vs suit, 2 touching face cards
- Ace.
  - Promises K (unless from shortage vs suit; or 6+ vs NT)
  - vs NT, not A from short suit
  - vs suit, NEVER underlead A
  - vs NT, OK to underlead if no sequence (lead 4th best)
  - partner MUST give ATTITUDE
- King
  - MUST be from 5+ and strong sequence
  - K lead does not deny A
  - vs NT, instructs partner to UNBLOCK any honour
  - vs suit, partner MUST give COUNT
- Queen
  - from a sequence, promising K and/or J
  - partner gives ATTITUDE
- Jack
  - denies a higher honour; may be from a sequence; will have 10 unless singleton or doubleton
  - partner to win trick with A or K; otherwise MUST give COUNT
- 10
  - with 1/2 higher cards (strong 10s); or 10 x; 10 bare

## No Honour Leads - "2nd & 4th"

- 4th.
  - signals honour in suit
  - MUST have OUTSIDE ENTRY
  - MUST not lead 4th from 10 x x x
  - partner should try to win trick
  - if unable to win trick partner - vs NT gives COUNT
    - vs suit give ATTITUDE
- 2nd
  - denies honour
  - lead is 2nd highest
  - partner should try to win trick
  - if unable to win trick partner - vs NT gives COUNT
    - vs suit gives ATTITUDE
- 3x suit - without honour, lead middle/up/down (MUD) vs NT & suit
  - AVOID if lead looks like 4th from honour
- D'blt'n - higher card first.

**NB - notwithstanding all normal rules for leads, if partner has bid a suit (or doubled an opponent's conventional bid), then the lead will most often be the suit and could be an unsupported honour)**

## Signals

- leads
  - "REVERSE ATTITUDE" - LOW card to ENCOURAGE
  - HIGH card to DISCOURAGE
- count.
  - IMMEDIATELY after suit led -
    - Hi-Lo shows EVEN number of cards in suit
    - Lo-HI shows ODD number of cards in suit
- current
  - count on 2nd round of suit after ATTITUDE given first time suit is played e.g -
    - A led, holding 972 - 9 (ATTITUDE), then Hi-Lo to show 2 cards remaining
- suit pref
  - LOW card asks for a LOWER ranking suit
  - HIGH card asks for a HIGHER ranking suit
  - MID shows no preference

## Discards

- "REVERSE ATTITUDE" - HIGH card
  - NO INTEREST in suit played
- LOW card.
  - INTEREST in suit played

## RESPONDING LIGHT

Partner opens one of a suit and you can rebid a higher ranking suit at the 1 level:-

- with 5hcp and a higher ranking 5 card suit - BID SUIT
- with 4hcp and a higher ranking 6 card suit - BID SUIT
- with 4hcp and 4 fewer cards in partners suit than your own suit - BID SUIT

Example - partner opens 1H - you hold

Sp	KJ982
H	7
D	982
Cl	5432

With 4 more Sp than H BID SPADES - looking for a better fit

## CONVENTIONS

4 Suit Transfers/Non-Promissory Stayman

Checkback Stayman

Puppet Stayman

Crowhurst

Wriggle

Unusual 2NT

Michaels

Negative Doubles

Unassuming Cue Bid

Splinters

Roman Key Card Blackwood - 14/30

Jacoby 2NT

Game trial bid (major suits only)

Minor suit game try - looking for 3NT. (After minor suit opened and supported the next suit bid is a cue bid showing a stopper, and asks partner to cue bid a suit with a stopper).

4th Suit Forcing (at 2 level forcing for one round; at 3 level to game)

