

Brozel

Defense Over Their Opening 1NT

Presented by Mike Savage

Brozel is a convention created to show one and two-suited hands at the two-level, usually played only after the opponents have opened a *strong* 1NT. This approach gives up the penalty double of a strong 1NT—which if properly used, seldom comes up anyway—and replaces it with a double that shows any one-suited hand. The double now allows you to show a one-suited hand with clubs at the two-level instead of the three-level, which is necessary with Hamilton/Cappelletti and other methods. An overcall of 2C or 2D shows hearts and the suit bid, 2H shows hearts and spades and 2S shows spades and an unknown minor, while 2NT remains a take-out for the minors. If you play the recommended extensions in red below, the double can be used to show a powerful two-suiter in the majors and also to show a way to differentiate between a solid (running) seven+ card suit and a less than solid seven+ card suit.

1NT: **DBL** = Shows any one suited hand and partner is requested to bid 2C.

Responses, after a pass by next bidder:

Pass = Shows a strong hand, expecting to defeat 1NT if partner leads his suit.

2C = Semi-forced bid on all hands you would be willing to play 2C if that turns out to be partner's suit.

Rebids over 2C, followed by a pass:

Pass = This is doubler's suit.

2D, 2H or 2S = To play; this is doubler's suit.

The meanings of bids in red aren't part of basic Brozel but are recommended.

2NT: Shows a very good 5-5 or better in the majors with game interest.

Responses:

3C = Artificial, showing some game interest in one or both of the majors.

3D = Asks which one: **3H** = hearts or both, **3S** = spades.

3D = Artificial—equal major length; asks partner to pick. Will pass or raise.

3H = Shows no game interest and is your best fit (rarely could only be two).

3S = Shows no game interest and is your best fit (rarely could only be two).

4H = Shows a heart fit and enough values for game.

4S = Shows a spade fit and enough values for game.

3C/3D = Shows a solid 7-8 card suit. Partner can pass or bid 3NT with stoppers.

3H/3S = A solid 7-8 card suit. You can pass, bid four or bid 3NT with stoppers.

2D, 2H or 2S = To play with a very good suit and no interest in the doubler's suit.

2C = Shows a two-suiter in clubs and hearts.

2D = Shows a two-suiter in diamonds and hearts.

2H = Shows a two-suiter in spades and hearts.

2S = Shows a two-suiter in spades and an unknown minor.

Responses to 2S:

2NT asks which minor (the same structure used in Hamilton/Cappelletti).

2NT = Shows both minors, as usual.

3C, 3D, 3H or 3S = Show a 7-8 card suit (but not solid if playing the meanings **in red** above).