

## The Brozel Convention

The **Brozel Convention** is a convention that allows a Partnership to play in any suit at the 2-level over the Opponent's 1-NT opening. In exchange it gives up the opportunity to double the Opponents with a hand equivalent or better. This convention may be used in either the direct (2<sup>nd</sup>) seat or the balancing (4<sup>th</sup>) seat.

### A. Brozel Bids:

#### 1. One-Suited Hands: -

- a. A **“Double”** = A 1-suited hand of at least average strength. The Partner of the **“Double”** may **“Pass”** thereby converting the bid to a penalty scenario. Alternatively, Partner is expected to **“Puppet” “2C”** so that the original may **“Pass”** if his/her suit is Clubs, else re-bid his/her long suit.

#### 2. Two-Suited Hands: - The system, here pivots principally around the Heart suit, evidencing 5-5 or longer in the two suits referenced, again with at least average strength. The Responder simply chooses from the two choices given, usually when holding three or more pieces from the two selections given.

- a. **“2C”** = **Hearts and Clubs** (Responder either **“Passes”** or Chooses 2<sup>nd</sup> choice)
- b. **“2D”** = **Hearts and Diamonds** (Responder either **“Passes”** or Chooses 2<sup>nd</sup> choice)
- c. **“2H”** = **Hearts and Spades** (Responder either **“Passes”** or Chooses 2<sup>nd</sup> choice)
- d. **“2S”** = **Spades and an Unspecified Minor Suit** – Here, Responder may **“Pass”** thereby accepting the Spade interference, else bid **“2-NT”** asking the Brozel bidder to reveal his/her Minor suit.
- e. **“2-NT”** = **Both Minor Suits** - (Responder chooses from the two Minor choices)

#### 3. Three-Suited Hands: - To show a 3-suited hand with good high-card strength, the Brozel bidder would jump to the 3-level in the short (singleton or void) suit.