

Penalty Doubles - Brozel Runouts

Brozel runouts allow a:

- weak responder to attempt to escape by showing combinations of four-card suits.
- strong responder to offer to play in 1NT redoubled or double the opponents.

Brozel runouts also applies to one-suited doubles (see below).

1NT - (X) (Penalty)

pass	Forces opener to redouble
XX	Forces opener to bid 2 (usually a one-suiter)
2	Clubs and a red suit
2	Diamonds and hearts
2	Majors (equal or better hearts)
2	Natural
2NT	Minors

1NT - (X) - P - (P) - XX - (P)

Pass	To play
2	Clubs and spades
2	Diamonds and spades
2	Majors (better spades)

1NT - (X) - XX - (P) - 2 - (P)

Pass	To play (club suit)
2	Signoff (one-suiter)
2	Signoff (one-suiter)

Our goal is to find a 4-4 fit but we may have to settle for a 4-3 fit. Fortunately, the opponents don't know whether our fit is 4-3, 4-4, 5-4, or even 5-5, and thus are forced to gamble when they double us.

When responder shows two suits, opener can pass, correct to responder's other suit, or show four cards in an intermediate suit while implicitly preferring responder's higher-ranking suit. For example, if responder passes (forcing a redouble) and then bids 2 to show clubs and spades, opener can bid a red suit to show four cards. Responder can then pass or bid 2, knowing that opener prefers spades to clubs.

Opener must assume that responder has a bad hand and stay out of the auction unless responder takes an action that shows at least competitive values. For example, if the opponents voluntarily pull the double, it cancels the runout sequence and opener must remain silent unless responder shows values. In other words, if they have us on the hook and let us wriggle off, we never get back on the hook. However, if responder challenges the opponents to play 1NT redoubled and then doubles the opponents escape bid, opener is allowed back into the auction. For example:

West	North	East	South
1NT	Dbl	Pass ¹	Pass
Rdbl ²	Pass	Pass ³	2♦
Dbl			

1. Forces a redouble

2. Forced

3. Willing to play in 1NT redoubled

The opponents don't want to play in 1NT redoubled and run to a suit. Now, opener and responder can double for penalties. Don't forget that if we're red on white, we may be better off playing the hand than defending.

One-Suited Overcalls (Natural)

Lebensohl (fast denies stopper). These sequences are based on "fast denies - slow shows," meaning that the slower auction (starting with 2NT) shows a stopper in overcaller's suit.

double	Penalty on two-level, negative on three-level
2 of higher ranking suit	Natural and non-forcing
2NT	Forces opener to bid 3 then: 3 in suit of lower rank than overcalled – natural, to play 3 in suit of higher rank than overcalled – natural, invitational 3 in the overcalled suit – Stayman showing a stopper in that suit 3NT to play, showing a stopper
3 of any suit (not cue bid)	Natural, forcing to game
3 in the overcalled suit (cue bid)	Stayman denying a stopper
3NT	To play, denying a stopper

With respect to "If opener bids 3 over 2NT it shows diamonds and willingness to play in 4 , " I don't want to play this any more. It's undisciplined and unsound. Opener must always bid 3 .

Cappelletti 2 One-Suited Overcalls

System is on. Double is penalty. 3 is Stayman.

DONT One-Suited Doubles

Advancer often does not know whether or not the one-suited double:

- absolutely forces 2
- can be passed for penalties

People play it both ways. To allow for this possible confusion without asking questions, we use the following rule:

Brozel runouts apply **unless responder passes (forcing a redouble) and advancer bids 2 (or whatever)**.

We're now out of danger so Brozel runouts are no longer needed. lebensohl applies.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1NT	Dbl ¹	Pass ²	2♣ ³

1. One-suited hand
2. Forces a redouble (Brozel Runouts)
3. Now lebensohl applies

Opener, who doesn't know responder's intent, must stay silent unless responder takes another action, e.g., doubles overcaller's suit for penalties, bids 2NT (forcing 3), competes for a partial, or bids 3NT denying a stopper in overcaller's suit. Example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1NT	Dbl ¹	Pass ²	2♣ ³
Pass	2♥	Dbl ⁴	2♠
Dbl ⁵			

1. One suited hand
2. Forces a redouble (Brozel Runouts)
3. Now lebensohl applies
4. Penalty
5. Penalty

Two-Suited Overcalls

- If suits are known: cue bid of lower suit is distributional takeout; cue bid of higher suit is power takeout.
- If one suit is known: treat as natural overcall (Lebensohl).
- If suits are ambiguous, system is on (ignore it).

Doubles of Stayman or Transfers

1NT-(P)-2 -(X)

P	Both majors, if given the opportunity responder can then transfer into 4-4 or 5-4 fit
XX	To play

Precision**Interference Over 1NT****October 22, 2013**

2	No major
2	Four or five card suit
2	Four or five card suit

1NT-(P)-2 -(X)

P	Minimum or no fit - if advancer passes, responder can retransfer with XX
XX	To play
2	Maximum with at least three hearts

1NT-(P)-2 -(X)

P	Minimum or no fit - if advancer passes, responder can retransfer with XX
XX	To play
2	Maximum with at least three spades

1NT-(P)-2 -(X)

P	Rejects invitation - if advancer passes, responder can retransfer with XX
XX	To play
2NT	Accepts invitation with one club honor
3	Accepts invitation with two club honors

1NT-(P)-2NT-(X)

P	Rejects invitation - if advancer passes, responder can retransfer with XX
XX	To play
3	Accepts invitation with one diamond honor
3	Accepts invitation with two diamond honors