

# Flannery Deal -- Problem

South Deals  
E-W Vul



♠ K 10 5 2

♥ K

♦ 8 5 4 2

♣ J 8 6 3

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	2♦ <sup>1</sup>	Pass	?

1. Flannery, 5♥ & 4♠, 11-15 HCP.

Bill Flannery wrote a whole book about his convention.

Join my opponent as South in this online matchpoint pairs game. After consulting the book, I find the reasonable responses on this deal to be:

2♠ -- to play.

2NT -- inquiry. (If you choose this, partner will bid 3♣, showing 4=5=1=3 shape, same 11-15 HCP.)

3♠ -- natural and invitational, showing 10-12 support points.

Which would you choose?

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		♠ A 9 4 3	
		♥ A J 7 6 4	
		♦ 3	
		♣ K Q 5	
♠ J 8 7			♠ Q 6
♥ Q 9 5 3			♥ 10 8 2
♦ K 10 9 7			♦ A Q J 6
♣ A 10			♣ 9 7 4 2
		♠ K 10 5 2	
		♥ K	
		♦ 8 5 4 2	
		♣ J 8 6 3	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	1 ♥	Pass	1 ♠ <sup>2</sup>
Pass	3 ♠	Pass	4 ♠
All pass			
2. Q-10-x-x or better, or any five cards.			
4 ♠ by South			

Above is the near-standard auction that my partner and I might have had, holding these cards. This auction allows North to show full values. South bids the game with two fine kings and other features.

South chose 2 ♠ over the Flannery 2 ♦ opening, and played there. West had no attractive lead and chose to lead the ace and another club. Making ten tricks was easy on this defense, missing a game -- double dummy analysis says 10 tricks can be made on any lead. Game is reached if South chooses to respond 3 ♠, but that sure looks like an overbid.

An aggressive 2 NT response would allow South to invent a 3 ♦ bid, saying, I'm still interested in game, but I need more from you. South would then bid something beyond 3 ♥ and game would be reached. However, had North bid 3 ♦, showing short clubs, there would be no bid below 3 ♥ for South to invent. The Flannery 2 ♦ opening has used up valuable bidding space.

In actuality, few pairs bid this game, and quite a number of pairs made fewer than ten tricks. Playing in 2 ♠ turned out to be a good score -- go figure.

For more information about Flannery and other methods, such as Q-10-x-x or better, refer to "Flannery and Major Nightmare Solutions at Bridge" (Nov 2011) on this site (3nt.xyz) under Bridge > Articles.