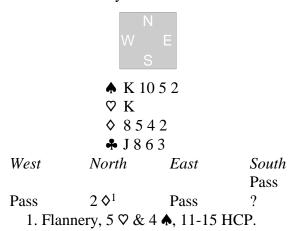
Flannery Deal -- Problem

South Deals E-W Vul



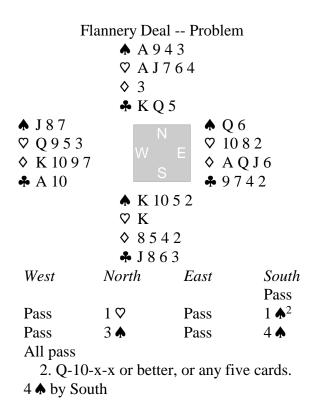
Bill Flannery wrote a whole book about his convention.

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:

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2 ♠ -- to play.
2 NT -- 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.
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Which would you choose?

South Deals E-W Vul



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 $2 \spadesuit$ over the Flannery $2 \diamondsuit$ 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 $3 \spadesuit$, but that sure looks like an overbid.

An aggressive 2 NT response would allow South to invent a 3 \diamond bid, saying, I'm still interested in game, but I need more from you. South would then bid something beyond 3 \heartsuit and game would be reached. However, had North bid 3 \diamond , showing short clubs, there would be no bid below 3 \heartsuit for South to invent. The Flannery 2 \diamond 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 \(\blacktarrow\) 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.