

## Flannery

An opening Flannery 2♦ bid shows 11-15 HCP with exactly four spades and five hearts. The purpose of Flannery is to avoid rebid problems with this hand type; a 1H opening sometimes leads to trouble when opener cannot bid 2S (a reverse) at his next turn.

The responses to the Flannery 2D opening are:

Pass 6+ diamonds, signoff

2♥ Natural, signoff

2♣ Natural, signoff

2NT Artificial and forcing, asking opener to further describe his hand (see below)

3♣ 6+ (7+) clubs, signoff

3♦ 6+ (7+) diamonds, invitational

3♥ 3+ hearts, 10-12 points, invitational

3♠ 4+ spades, 10-12 points, invitational

3NT Natural, signoff

4♣ Transfer to 4♥

4♦ Transfer to 4♠

4♥ 4+ hearts, signoff

4♠ 4+ spades, signoff

After the artificial 2NT response, opener's rebids clarify his minor-suit distribution. This helps responder decide whether his own minor-suit values are suitable for game or slam. Opener's conventional rebids are:

3♣ 4-5-1-3 shape

3♦ 4-5-3-1 shape

3♥ 4-5-2-2 shape, minimum

3♠ 4-5-2-2 shape, maximum

3NT 4-5-2-2 shape, both minor suits stopped

4♣ 4-5-0-4 shape

4♦ 4-5-4-0 shape

In competition, the specialized Flannery responses and rebids are on. Any double of an opposing overcall does not indicate a 'stolen bid' but is for penalties.