

Flannery 2 Diamond Opening

By

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We open 2♦ Flannery 11 to a bad 16 HCP, at least 5 hearts and 4 spades
Basic structure of responses and rebids

Responder's bids are

pass how to play 2 diamonds:

2♥ or 2♠ to play; not invitational, may have only 2 hearts

3♥ or 3♠ **slam invitational**; at least game forcing, sets trump
subsequent new suits are cuebids 4N by either KC (or BW)

3♣ to play; opener can raise clubs only

3♦ natural and invitational in diamonds only; could pass 2♦ if weak

2NT asks opener for further information and is either **invitational (usually) or better in a major** or slammish in a minor
then opener bids as follows:

3♣ SHO in clubs 4531 or 4540 (very unusual) then

3♥ is invitational to 4♥

3♠ is invitational to 4♠

4♥ or 4♠ are to play, not slammish

4♦ sets diamonds as trumps and asks for KC for diamonds
remember that opener has diamonds

3N is to play

4♣ is natural and invitational, but not forcing

3♦ SHO in diamonds 4513 or 4504 (very unusual) then

3♥ is invitational to 4♥

3♠ is invitational to 4♠

4♥ or 4♠ are to play, not slammish

4♣ sets clubs as trumps and asks for KC for clubs
remember that opener has clubs

3N is to play

4♦ is natural and invitational but not forcing

3♥ 4522 minimum then

pass way to play 3♥ when opener has a minimum

3♠ sign off in 3 spades since opener has a minimum

4 of either minor is invitational

3♠ 4 spades and 6 hearts

responder sets contract

3N 4522 maximum

responder sets contract but 4 of either minor is game forcing

4♣ transfer to 4♥ how to play from opener's side

then 4N by responder after the transfer is KC

4♦ transfer to 4♠ how to play from opener's side

then 4N by responder after the transfer is KC

4♥ or 4♠ to play no slam interest how to play from responder's side

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We open Flannery and they double
system on and pass means we want to play 2 diamonds

We open Flannery and they bid a suit
system off
double penalty
all bids by responder are non forcing except cuebids

Suggested defense to Flannery

They open 2 ♦ Flannery

Double general takeout with 14+

2♥ both minors typically the values for at least a minimum opening bid

2♠ natural and typically the values for a 2 level overcall

2N strong NT usually about 15 to 18 may have good minor

no Stayman or transfers 3 clubs and 3 diamonds are weak

3♣ natural sound overcall

3♦ natural sound overcall

3♥ asks partner to bid 3N with a heart stopper usually has a solid minor

3♠ intermediate jump overcall in spades good suit invitational to game

3N to play

4 clubs or 4 diamond very long suit invitational to game

4♥ both minors huge hand game forcing slammish

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Rationale for and advantages of playing Flannery

1. In one bid it preempts the opponents and limits and accurately describes opener's hand as to his strength and distribution
2. If you play forcing NT over your major openings and opener holds 4522, opener has to rebid a 2 card minor and suppress what may be a strong 4 card suit even when opener is 4531.
3. When playing Flannery, when the opening bid is 1 heart, responder knows that opener does not have spades unless he has 16+ HCP This is valuable knowledge that he possesses that the opponent's are not likely to be aware of unless they understand Flannery and are astute enough to have noticed that the partnership is playing it.
4. After a heart opening and a 2 over 1 by responder, a 2 spade rebid by opener shows 16+ HCP. If not playing Flannery, 2 spades just shows values in spades and says nothing about strength.
5. When playing Flannery, responder doesn't have to respond 1 spade with 4 weak spades, so a 1 spade response tends to show 5, and opener can freely raise with 3 card support.
6. Flannery is very destructive to the opponent's bidding as usually only expert pairs have good tools to defend against it
7. Weak 2 bids in diamonds are descriptive, but opener's side is usually outranked and outbid, so good opponents will declare almost double dummy. A 3 diamond opening is likely to be much more effective. How badly to you miss playing weak 2 bids in clubs?
8. Although it is a descriptive bid, the Flannery opener usually becomes dummy, and declarer's hand is completely unknown. For example, 2 diamonds by opener, then 4 hearts or 4 spades by responder.
9. Playing IMPs, Flannery is a tool with the potential for an inferior team to be in a position to pick up a big swing if the right Flannery hand comes up when the better team is not playing it. There is sometimes nothing they can do about it.
10. I hate to play against it.

An example of a partnerships that plays Flannery is Paul Soloway and Bob Hamman .

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QUIZ:

What do you bid as dealer with the following hands?

- a. AKxx, KJTxx, xxx, x
- b. Jxxx, KQJTxxx, Axx, void
- c. Kxxx, AJxxx, Qx, xx
- d. AKxx, QTxxxx, Ax, x
- e. AQJx, AKQxx, xxx, x

Your partner opens 2 diamonds (Flannery) in 1st position. What is your response?

- a. KJx, QJTxx, Kxx, x
- b. QTxxxx, Ax, xxxx, x
- c. QTx, J, Axxx, Jxxxx
- d. xx, x, QJTxxx, Axxx
- e. AJT, AJxxx, xx, xx
- f. xx, x, Axx, KQTxxxx
- g. Qxx, KJxx, xxx, Axxx
- h. AKxxxx, QJx, Axx, x
- i. AKx, x, Axx, ATxxxx
- j. JTxxxxxx, x, Axx, xx
- k. QJx, J, AQTx, KJTxx
- l. Qxx, xx, Kxxxxx, Jxx

You open 2 diamonds in 1st position and partner bids 2N. (further inquiry)
What do you bid with the following?

- a. AJxx, AQxxx, Ax, xx
- b. QTxx, AKJxx, Axx, x
- c. Axxx, AKxxxx, xx, x
- d. KQxx, KJxxx, Kx, xx

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