



BRIDGE

FLANNERY

Wizard of Oz Bidding System

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Wizard of Oz Bridge System by Melih Ozdil

FLANNERY

Flannery 2♦ opening shows 11⁺-15 HCP, five or six hearts, four spades and three or four cards in minors. Opening 1♥ then rebidding 2♠ with honors in the long suits, reasonably good 6 hearts and 15 or even 14⁺ HCP is the choice.

Responses

S	W	N	E
2♦	Pass	?	

- 2♥ : To play with at least two hearts.
- 2♠ : To play with at least three spades.
- 2NT : Asking bid with an invitational hand or with a long minor and strong hand.
- 3m : Good 6-card suit and ~10 HCP, non-forcing.
- 3M : Slam try in the major.
- 3NT : To play.
- 4♣ : Transfer to 4♥
- 4♦ : Transfer to 4♠
- 4M : To play.

S	W	N	E
2♦	Pass	3m	Pass
?			

- Pass : Shortness in responder's minor or minimum with 4=5=2=2.
- 3♥ : Maximum with good six hearts.
- 4m : 3-card fit and a good hand.
- 4 other minor : 4-card fit and void.
- 3NT : Maximum with 4=5=2=2 and honors in both minors.

S	W	N	E
2♦	Pass	3M	Pass
?			

- 4M : Minimum with 4=5=2=2
- Other Major : Maximum with 4=5=2=2
- 4m : Shortness in the minor with maximum.
- 3NT : Shortness in a minor with minimum

"Responder can ask shortness with 4♣ and opener uses No-Name Responses"

AQ92	AQ85	AKQ4	Q974	S	W	N	E
KJT84	KJ863	K9763	AQ872	2♦	Pass	3♥	Pass
84	7	Q84	K5	?			
A2	Q95	4	J6				
3♠	3NT	4♣	4♥				

S	W	N	E
2♦	Pass	2NT	Pass
?			

- 3♣ : Shows 4=5=1=3 or six hearts and four spades.
- 3♦ : Shows three cards in diamonds.
- 3♥ : Minimum with 4=5=2=2

- 3♠ : Maximum with 4=5=2=2
- 3NT : Maximum with 4=5=2=2 and honor(s) in both minors.
- 4m : Maximum with four cards in the minor.

S	W	N	E
2♦	Pass	2NT	Pass
4m	Pass	?	

- 4NT : To play
- 4M : To play
- Other minor : RKCB in Opener's minor

S	W	N	E
2♦	Pass	2NT	Pass
3X	Pass	?	

- 3♦ : Asking clarifications.
- 3M : Invitational; however, 3♠ is to play after 3♥ response.
- 3NT : To play.
- 4M : To play.
- 4m : RKCB for the minor.

S	W	N	E
2♦	Pass	2NT	Pass
3♣	Pass	3♦	Pass
?			

- 3♥ : Minimum with six hearts and four spades
- 3♠ : Maximum with six hearts and four spades
- 3NT : Minimum or maximum with 4=5=1=3

Responder can ask key cards for the minor with 4m or 4NT for hearts over 3M responses..

ADVANTAGES OF FLANNERY

If you play Flannery, 1♠ response to 1♥ shows 5 cards and 2♠ rebid is reverse after 1♥ opening. You lose weak 2♦ opening if you play Flannery, but you can still have good results by opening 3♦ with a reasonably good 6-card suit when you are non-vulnerable. Flannery 2♦ opening is a convention that completes the Two Over One system. It's especially useful for sequences after 1♥ opening.

- * Since we open 2♦ with 12-15 HCP and open 1♥ and rebid 2♠ with better hands, we won't have any rebid problem after 1NT response over 1♥ opening.
- * 1♠ over 1♥ shows 5-card suit, which is very useful because opener can support his partner with 3-card fit and responder knows that opener doesn't have 3-card fit when he doesn't raise. As a result, responder does not need to make any attempt to find out if partner has 3-card fit.
- * Opener has a great advantage in knowing that his partner has 5-card spade suit with his 1♠ bid over 1♥, since he can confidently support spades with three cards.
- * Bidding 1NT with four spades allows you to avoid problems that could arise in further bidding.
- * After 1NT response, you can bid the other minor to play over opener's 2m rebid or bid 2♠ to show that you have a good fit to the minor.
- * It's easier to show your strength after this point by bidding a new suit, 2NT, 3NT, or supporting partner's first or second suit.
- * With 1NT response, you don't give any extra information to opponents while reaching the final contract, since you know that partner doesn't have a 4-card spade suit.
- * You may reach 2NT or 3NT contracts after 1NT response and may get a favorable spade lead.
- * When opener rebids 2♠ with a strong hand, you are most likely to play the contract from right side.
- * After 1NT response to 1♥ opening, it will be much riskier for the opponents to balance if you reach a 2-level contract.