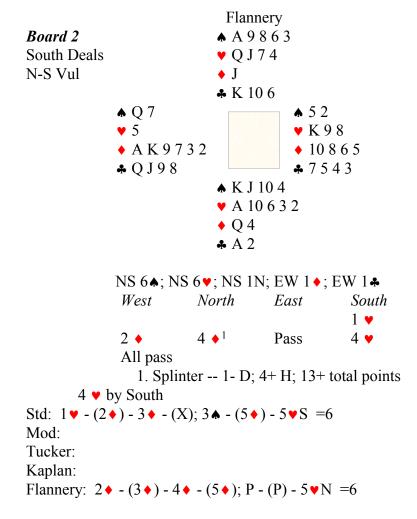


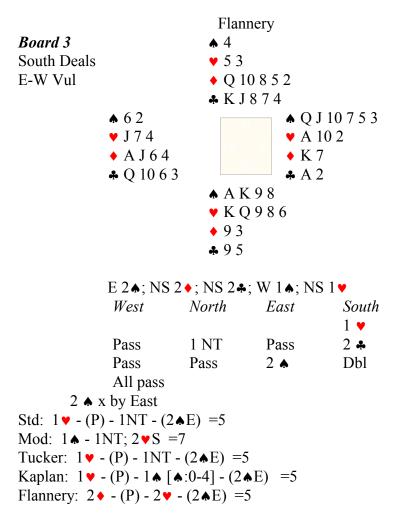
After a  $1 \checkmark$  opening, North should try 1NT, in an attempt to slow the auction down and buy the contract at  $2 \checkmark$ . While this usually works, not this time.

The Flannery auction is superior, because North might diagnose that all his points are working and bid (as the cards lie) the lucky 4.

Transfer: Std Gazzilli: Std

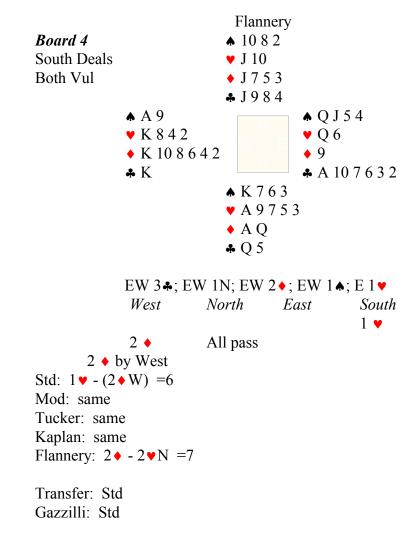


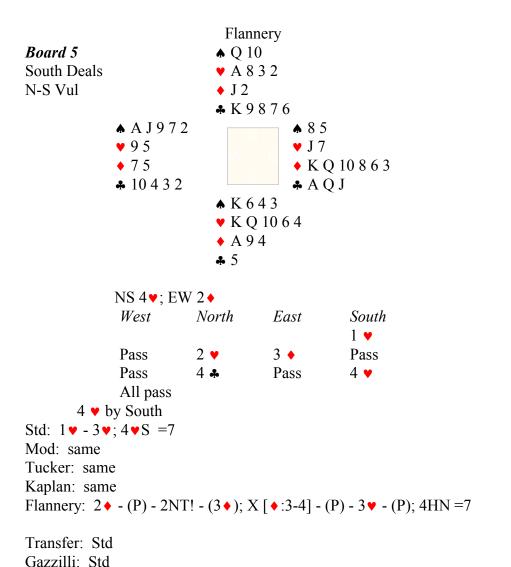
All roads should lead to the respectable contract of 5♥. Slam is a poor proposition, even though it makes as the cards lie.

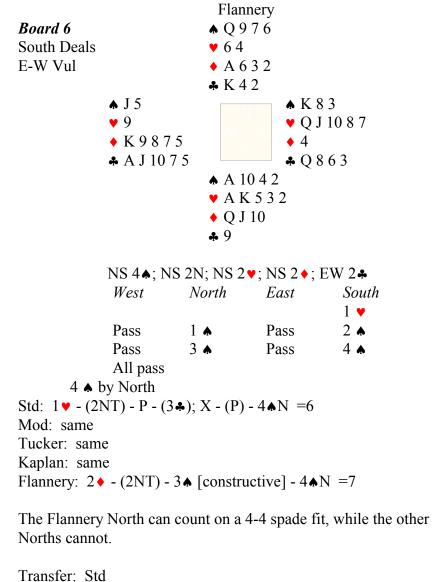


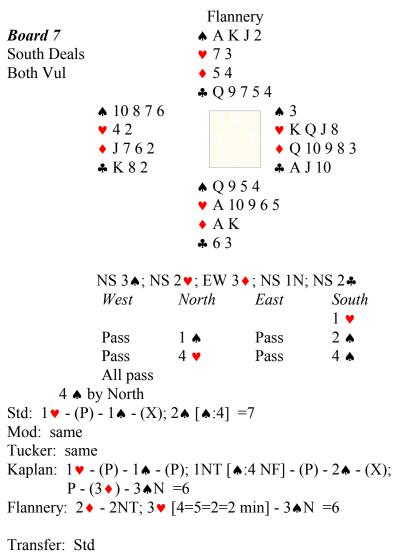
The Mod South gets lucky: the purported 5-card spade opening keeps East out, and North chooses to stop in a possible 4-2 fit, undoubled, as opposed to a likely 5-1.

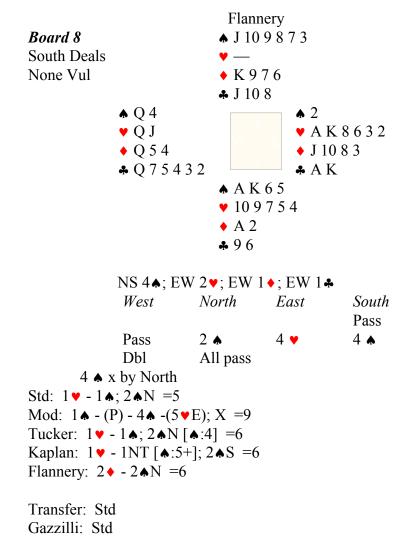
The Std, Tucker and Kaplan Norths might choose to back in with 2NT for the minors, likely doubled and down 200 on this deal.

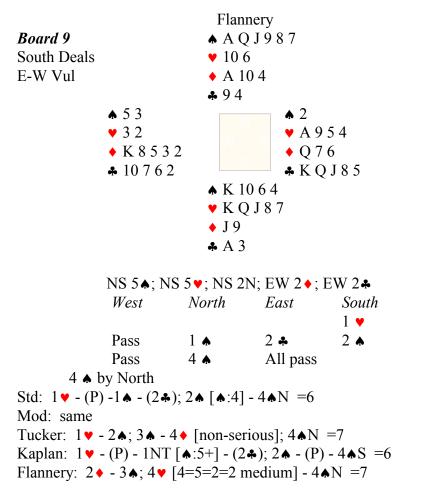






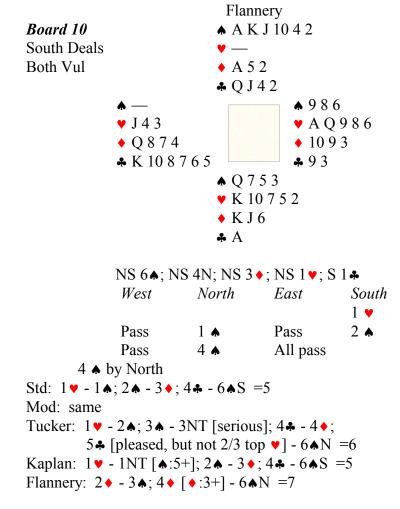






The Tucker and Flannery auctions include a slam exploration on the way to the normal contract.

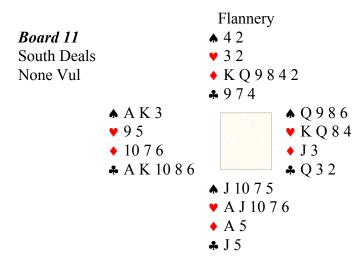
Transfer: Tucker Gazzilli: Tucker



It turns out to be more useful for North, the unlimited hand, to know South has four spades, than for South to know North has at least 5. Flannery get that right. Flannery also discloses South has the wrong minor suit distribution, so North knows a grand slam is out of the picture.

The Tucker auction is solid, but not as strong as Flannery.

Transfer: Tucker Gazzilli: Tucker

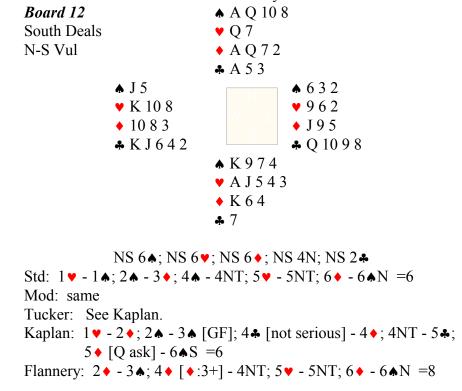


4 ♠ by East

Std:  $1 \lor - (2 \lor ) - P - (3 \lor W) = 6$ 

Mod: same Tucker: same Kaplan: same Flannery: 2◆S =8

Transfer: Std Gazzilli: Std

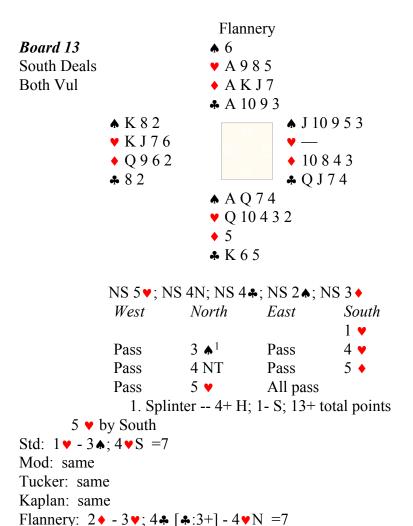


Flannery

The Kaplan or Tucker North must not bid 1♠ with slam interest. The 2♠ bid distorts his distribution. Fortunately, South's 2♠ should not be treated as a reverse, since North will either repeat diamonds or force to game.

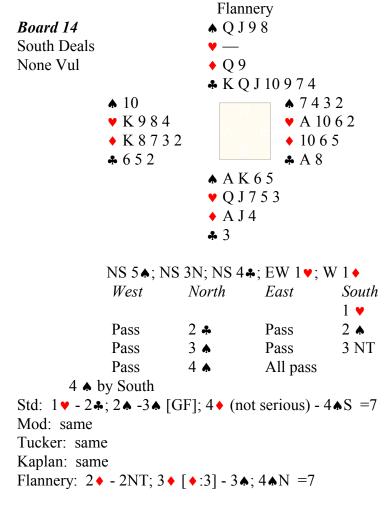
The Std and Mod auctions work OK, but North is never absolutely sure South has four spades. Flannery is better, disclosing South's minor suit shape.

Transfer: Tucker Gazzilli: Tucker



The Flannery auction discloses a certain diamond misfit, while the other auctions disclose a certain spade misfit that the Flannery North also suspects. The effect is the same: stop in game.

Transfer: Std Gazzilli: Std

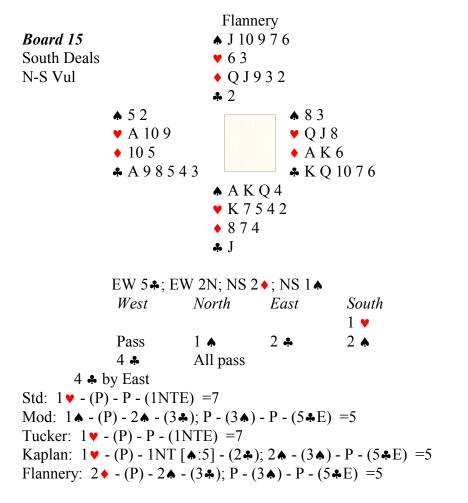


After a 1 ♥ opening, an Eastern Scientific North responds 2♣, planning to rebid 3♣ (non-forcing) over anything except 2♠.

If you play 2/1 forcing to game, then these apply:

Std/Mod/Tucker:  $1 \vee - 1 \wedge 3 \wedge - 4 \wedge N = 6$ 

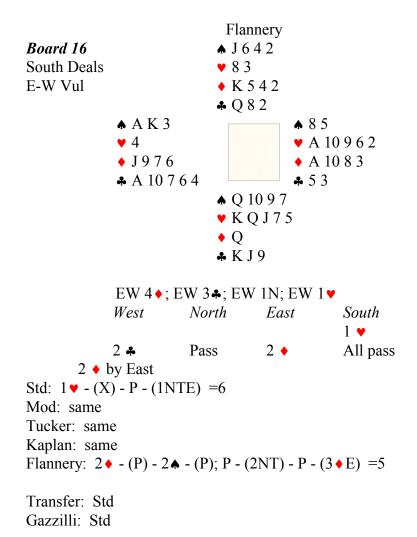
Kaplan:  $1 \vee - 1 \wedge [\wedge:0-4]$ ;  $1 \wedge 1 \wedge [\wedge:4] - 3 \wedge - 4 \wedge N = 6$ 

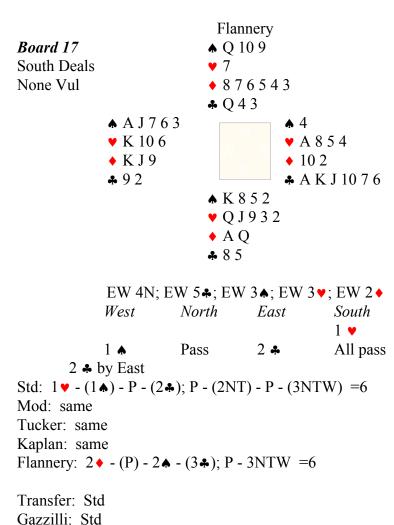


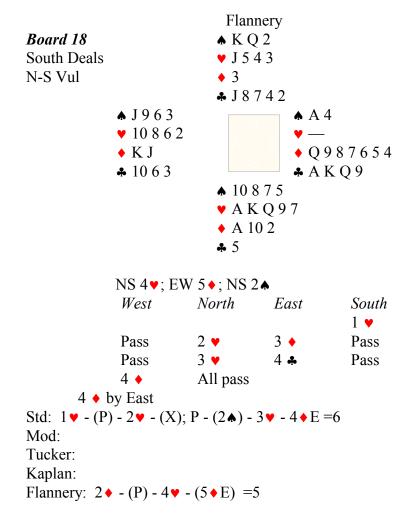
An alternative Mod auction with the same result:

Mod: 
$$1 - (P) - 4 - (X)$$
;  $P - (5 - W)$ 

A light 2\* overcall by the Std or Tucker East should also lead to a 5\* contract, which has tempered the ratings.

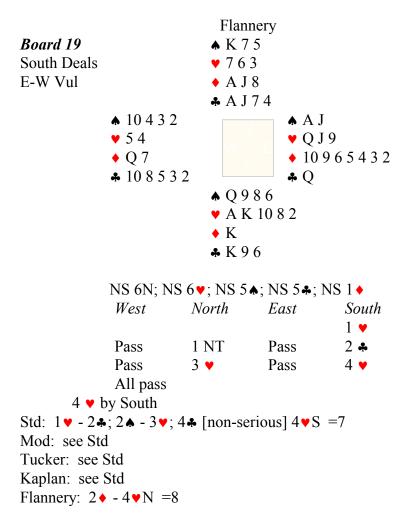




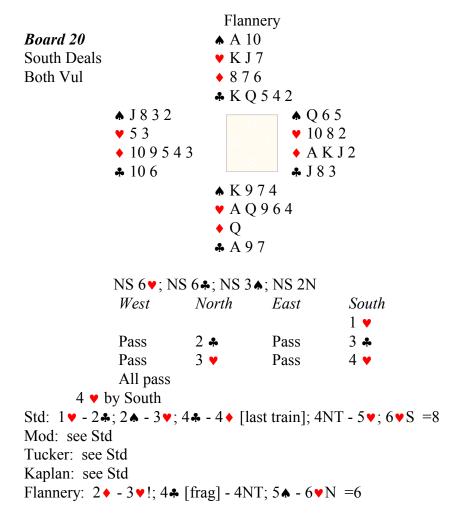


The Flannery East will often make his contract: any time South leads a club, or if declarer gets to win the second diamond in dummy (diagnosing the distribution), or when simply playing North for at least as many clubs as South.

4♥ requires two spade winners to succeed. The correct line might be adopted, since West bid the suit. This, plus two diamond ruffs and a 4-0 trump split requires delicate play.



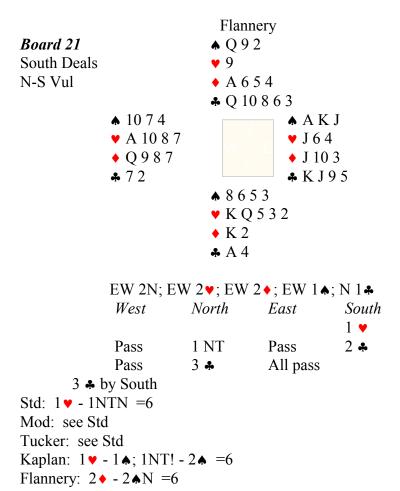
Transfer: Std Gazzilli: Std



Spades have been shown by South, so a 3 at cue bid would promise two of the top three honors on Serious 3NT auctions (not Flannery). The last train bid would be ongoing slam interest without a diamond control - suddenly South's hand is huge, and he can drive to the slam.

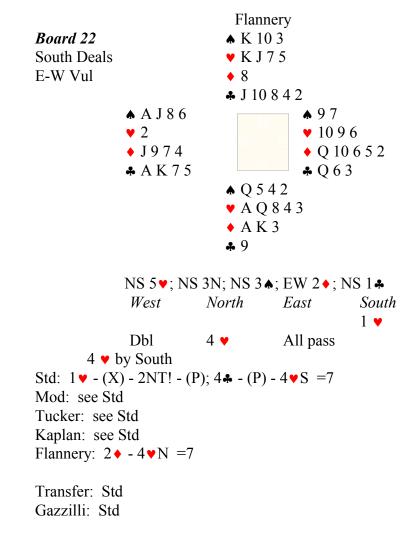
The Flannery auction looks well enough, but South could just as easily hold ♠KQ94 ♥AQ964 ♦Q ♣973, and 5♥ would be in jeopardy. Serious 3NT cuebidding after 3♥ would work well on this hand, but not on other Flannery hands. As it stands, swap the ♠K for the ♠Q or ♠J, and there are only 11 tricks - South was not really involved in the slam decision.

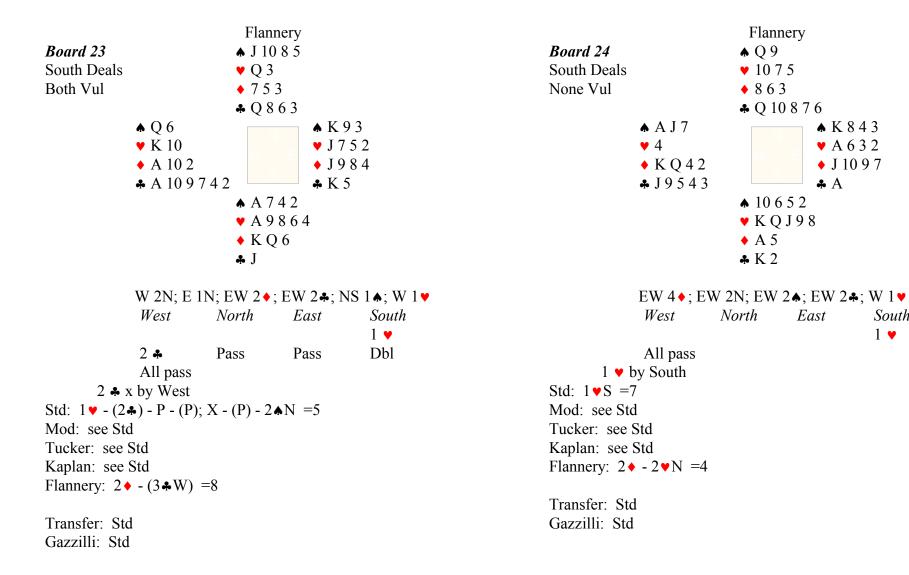
Transfer/Gazzilli: Std



This is a revolting situation for N-S: E-W have eleven tricks at notrump, except for four top losers and some handling charges.

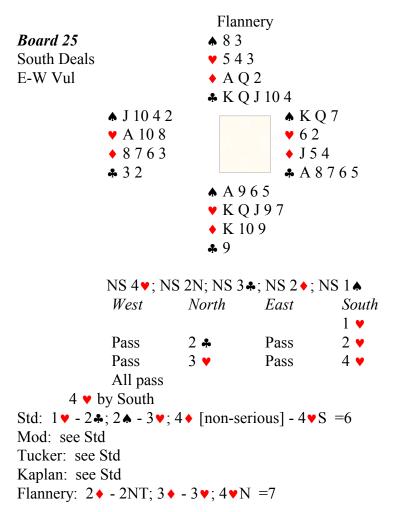
On the Kaplan auction, would responder's rebid of 2. be forcing? Probably.





South

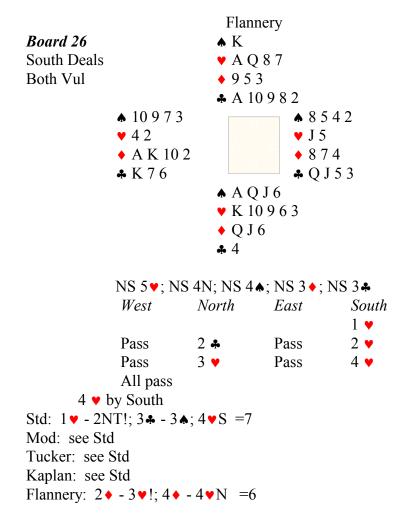
1 🔻



The Flannery auction is superior, because the only real issue for North is whether or not to bid game. The diamond fragment (club shortness) is disappointing, but South has a fine hand and bids game anyhow.

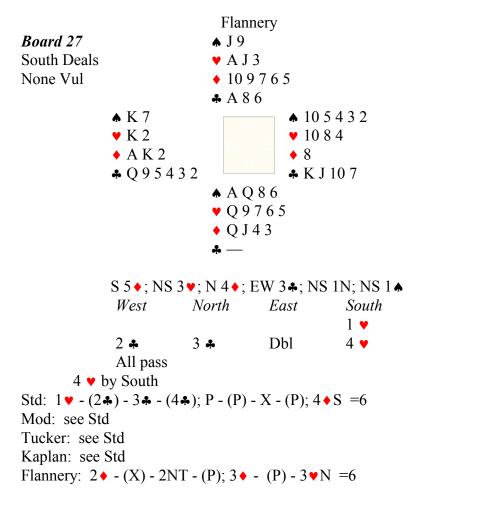
On the other auctions, South may be unlimited, and slam is in the picture until the  $4 \bullet$  courtesy cue bid. Note that South carefully does not bid  $4 \clubsuit$ , which would show an honor and might get North excited. Once North bids  $2 \clubsuit$ , a game will be bid.

Transfer: Std Gazzilli: Std



The Flannery auction is inferior, because North must guess over 4. Had opener's minors been •4 & KQ6, •4 & QJ6 or •4 & J76, North would not know what to do over 4. either. Signing off seems the best guess. Opener could continue with a super hand.

The Jacoby 2NT auction quickly discloses the diamond weakness.

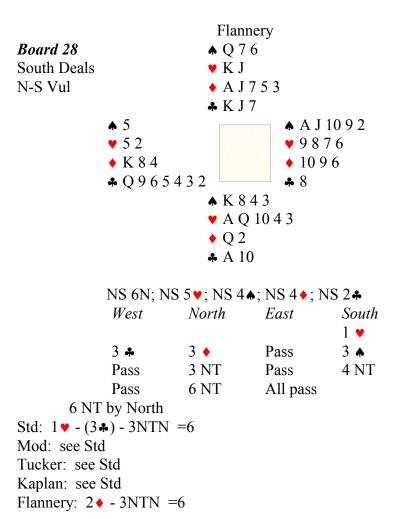


A tricky hand all around. Despite substantial interference, good judgement stops the standard auctions in the last safe contract of 4.

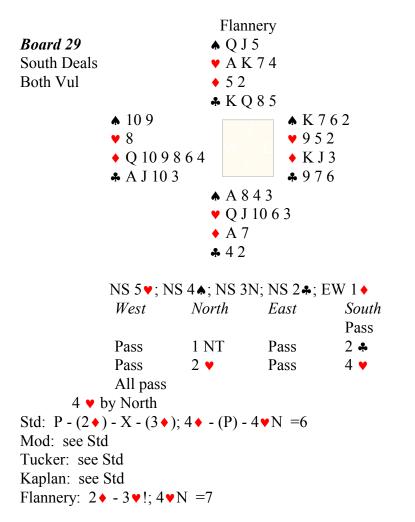
While these auctions are quite different, I judge the overall value of each to be about the same.

Over a Flannery  $2 \blacklozenge$ , West's may judge his suit too flimsy for  $3 \clubsuit$  and try a double to show a strong 1NT hand. The auction proceeds as if there were no interference. South must decide his hand is too weak to jump to  $4 \blacklozenge$  (his correct rebid), or North will have no choice but to carry on to game. North must understand that diamond length is not particularly useful, and continue with an invitational  $3 \blacktriangledown$ .

Transfer/Gazzilli: Std

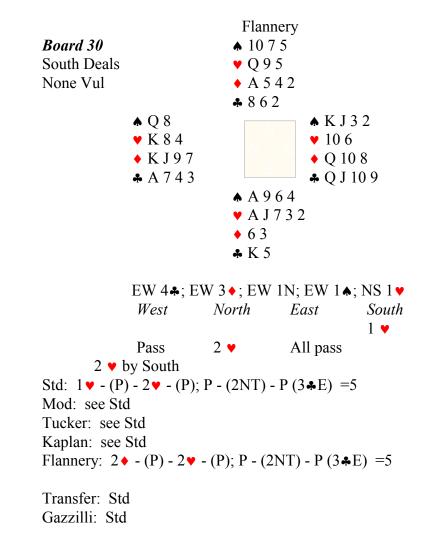


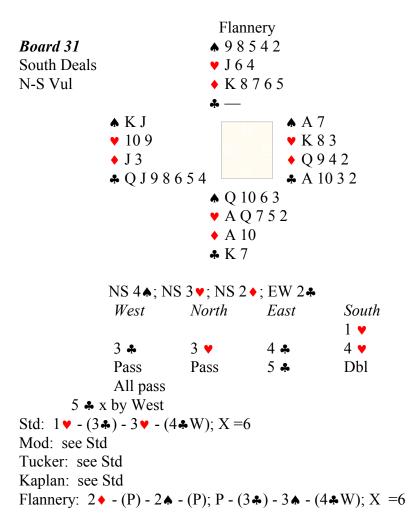
Transfer: Std



The standard Souths should pass this hand. While it is a minimum opening by Bergen's rule of 20, the continuations are not appealing. In spite of the competition, this works out fine this time. A 1 ♥ opening should also serve.

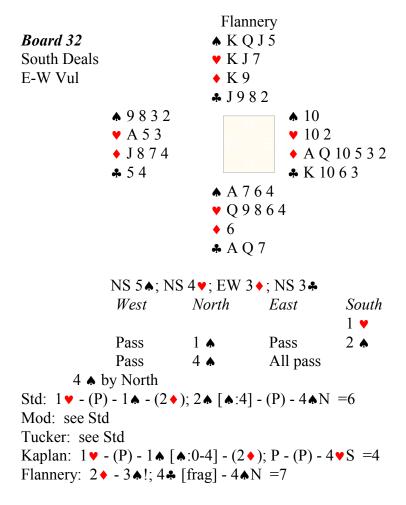
The Flannery South has a perfectly descriptive minimum 2♦ opening.





4♠ is a good contract on these cards, but there appears to be no good way to bid it. South has an absolute max, and the ♠ K is working. The Flannery North could just leap to 4♠: vul vs. not and slim chance of making, from his perspective. Competition prevents the other auctions from finding the spade fit at all.

Transfer: Std Gazzilli: Std



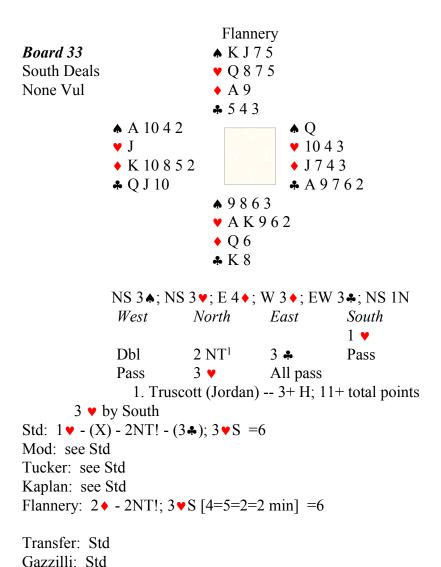
The Std, Mod or Tucker North plans to sign off in 4♥ if not raised. This is not a happy deal for Kaplan. North has a choice between an artificial, limited 1♠ response (think 1NT forcing) and 2♣ on J982.

Any of these Norths could choose:

 $1 \checkmark - (P) - 2 \checkmark - (2 \checkmark)$ ;  $2 \checkmark - (P) - 3 \checkmark - (P)$ ;  $4 \checkmark [non-serious] - (P) - 4 \checkmark S$ The possibility of this auction raises the Kaplan score to 4.

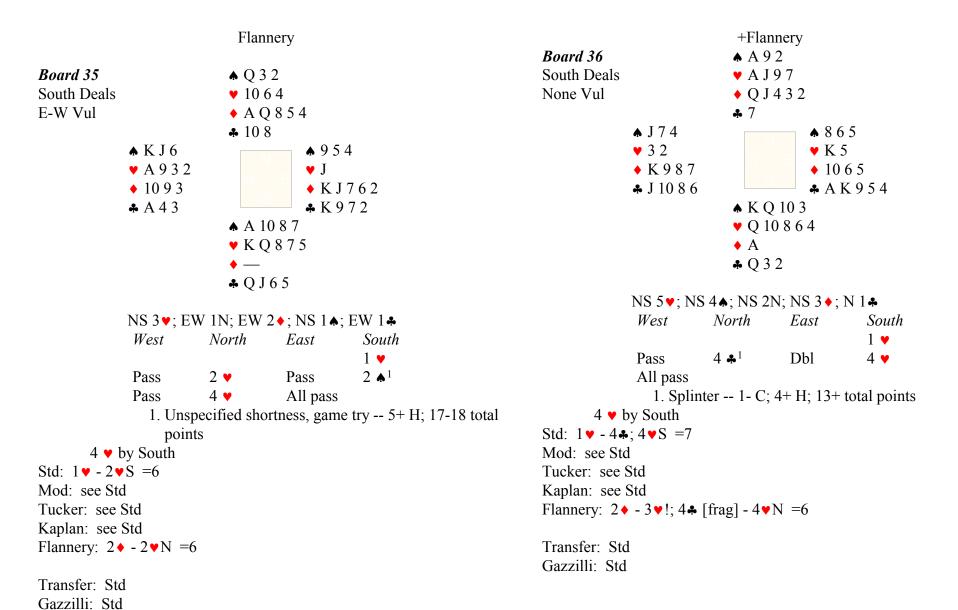
The Flannery North envisions slam opposite  $\triangle Axxx \lor AQxxx \lor Axx$   $\triangle x$ , and checks it out.

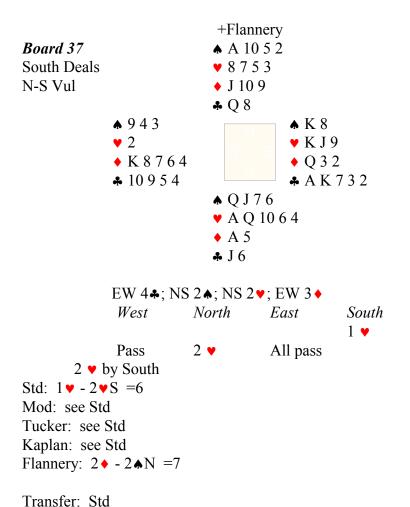
Transfer/Gazzilli: Std

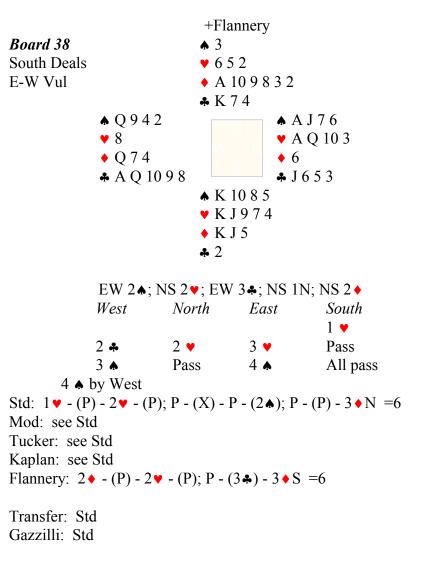


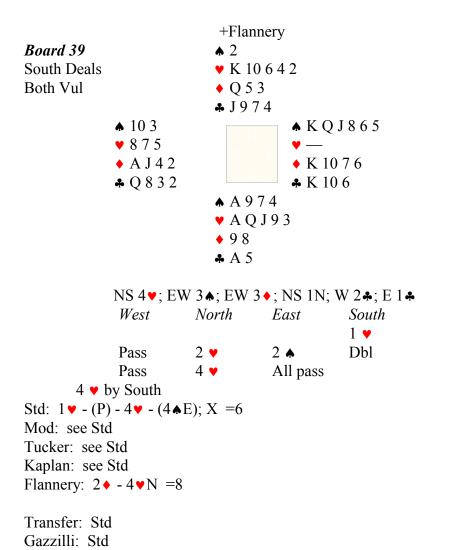
Board 34 **↑** 76 South Deals ♥ J 6 2 N-S Vul ♦ AJ8 ♣ A 9 6 3 2 **♦** 8 4 2 ♠ KJ 10 3 **♥** K 4 ♥ A 108 **♦** 9 5 4 2 ◆ 10 7 6 3 ♣ K 7 ♣ J 10 8 5 **♠** A O 9 5 ♥ Q 9 7 5 3 ♦ K Q ♣ Q 4 NS 4♥; NS 3N; NS 2♠; NS 3♣; NS 1◆ West North East South 1 🔻 2 ♣ Pass 1 NT Pass 3 **y** Pass Pass 4 💙 All pass 4 ♥ by South Std:  $1 \vee -1NT$ ;  $2 \wedge -3 \vee ; -4 \vee S = 7$ Mod: 1♠ - 1NT; 2♥ - 2NT; 3NTN =5 Tucker: see Std Kaplan:  $1 \checkmark - 1NT$ ;  $2 \checkmark - 3 \checkmark$ ;  $4 \checkmark S = 7$ Flannery: 2 • - 2NT; 3NT [4=5=2=2 max] - 4 • N = 7 It would be too risky for the Mod South to try 3♥ over 2NT: North might convert to  $4 \spadesuit$ , expecting 5-5. Transfer: Std Gazzilli: Std

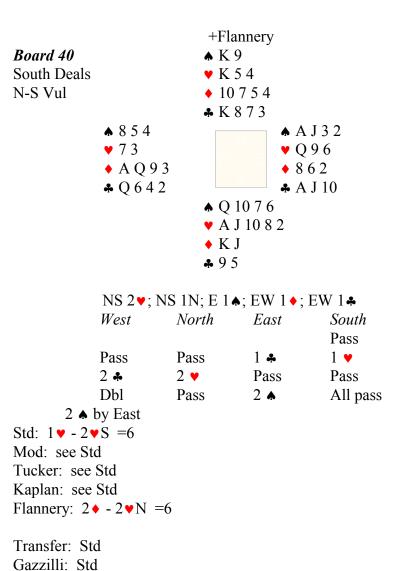
Flannery

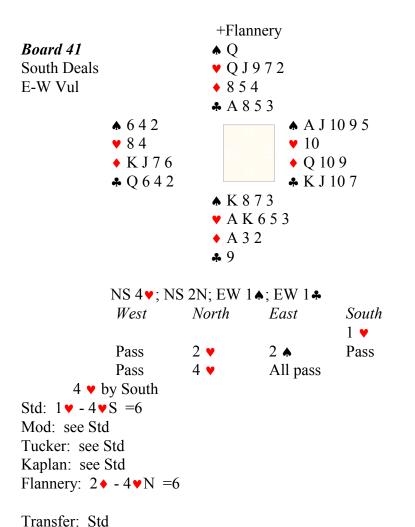


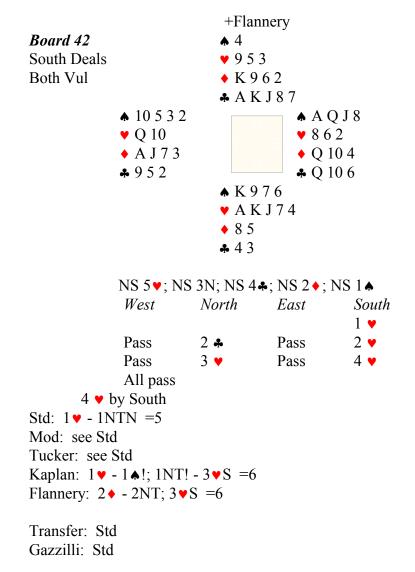


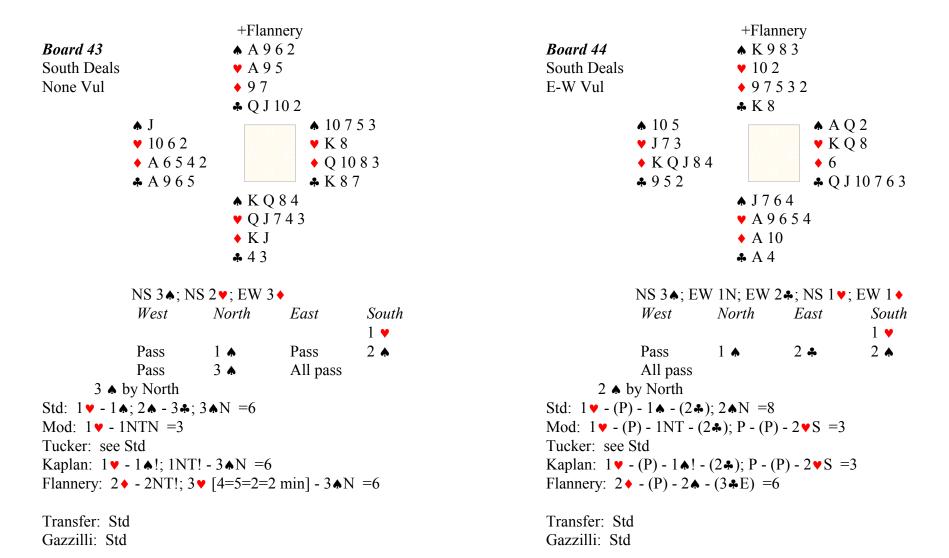


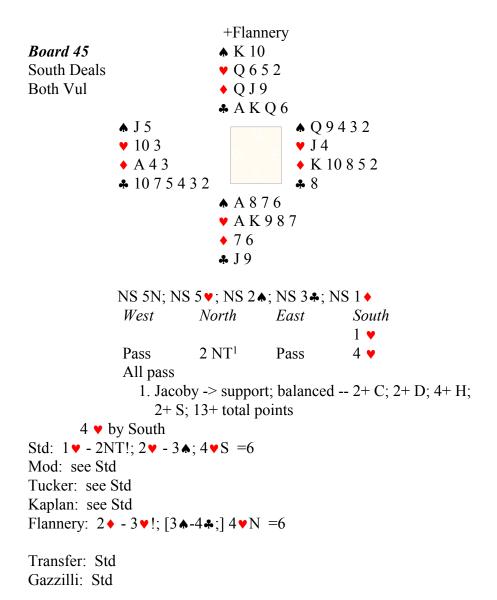


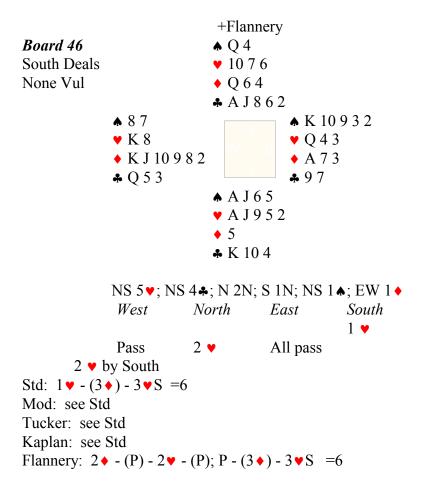






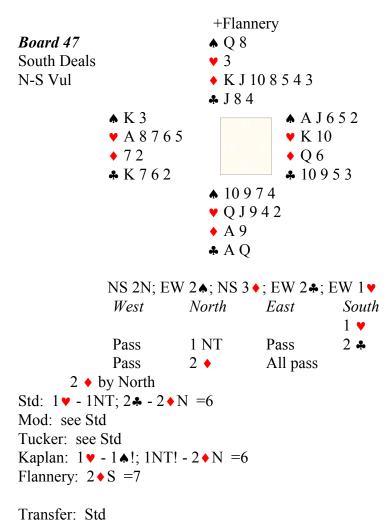






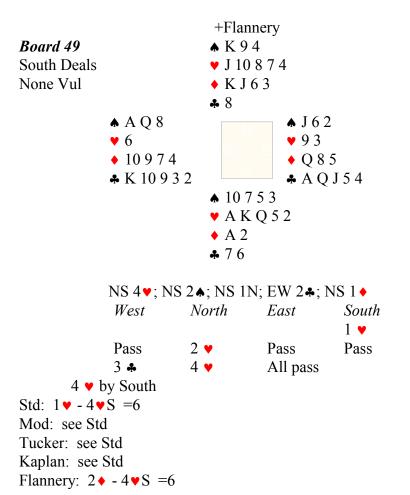
While 4 makes 5 double dummy, this is not a great game contract. I'd rather be in 3 . The standard Norths will be tempted to push on, opposite the 3-level raise.

The Flannery North would like to make a cooperative double of  $3 \blacklozenge$ , but straight penalty seems to be the way of the convention. The lie of the cards that makes so many tricks in hearts also sends  $3 \blacklozenge$  down a couple on trump leads.



+Flannery Board 48 **↑** 7 3 South Deals ♥ A 8 2 Both Vul ♦ Q8 **4** 9 8 7 6 4 2 **♦** 84 ♠ K 10 9 6 5 **♥** K Q J 7 **v** 10 ◆ K 7 6 5 3 2 ♦ 1094 **4** 3 ♣ A K 10 5 **♠** A O J 2 **9** 9 6 5 4 3 • A J ♣ Q J E 3N; W 2N; EW 2♠; EW 2♠; E 1♥; NS 1♣ West North East South 1 🔻 Pass 2 All pass 2 🔻 2 ♠ by East Std:  $1 \vee - (P) - 2 \vee - (X)$ ;  $3 \wedge W = 5$ Mod: see Std Tucker: see Std Kaplan: see Std Flannery:  $2 \leftarrow -2 \lor N = 7$ 

The Flannery South announces a spade suit, and North does not promise a real heart fit. This combination is likely to keep the opponents out of the auction.



The Flannery North could try a 2NT inquiry, but it all comes down to the lie of the cards, the value of the  $\bigstar$ K and the value of the stiff  $\clubsuit$  - which North cannot discover. North gets field protection by jumping to  $4\heartsuit$ , which he knows will happen everywhere.

