MODIFIED FLANNERY FROM JACK FORREST

4S (pre-emptive or to play)

2D: Shows 11-15, at least 5 hearts (could be 6) and 4 spades.

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2H (to play)
2S (to play)
2NT (asks opener further to describe his hand)
   3C (shows 3 or 4 clubs and a singleton or void in diamonds)
   3D (shows 3 or 4 diamonds and a singleton or void in clubs)
   3H (shows 6 hearts)
      3NT (asks opener further to describe his hand)
         4C (shows 2 or 3 clubs and a singleton or void in diamonds)
         4D (shows 2 or 3 diamonds and a singleton or void in clubs)
   3S (shows a minimum hand with 4-5-2-2 distribution)
   3NT (shows a maximum hand with 4-5-2-2 distribution)
3C (shows slam interest, sets hearts as trumps and asks opener further to describe his hand)
   3D (shows 3 or 4 diamonds and a singleton or void in clubs)
   3H (shows 6 hearts)
   3S (shows a minimum hand with 4-5-2-2 distribution)
   3NT (shows a maximum hand with 4-5-2-2 distribution)
   4C (shows 3 or 4 clubs and a singleton or void in diamonds)
3D (shows slam interest, sets spades as trumps and asks opener further to describe his
hand)
   3H (shows 6 hearts)
   3S (shows a minimum hand with 4-5-2-2 distribution)
   3NT (shows a maximum hand with 4-5-2-2 distribution)
   4C (shows 3 or 4 clubs and a singleton or void in diamonds)
   4D (shows 3 or 4 diamonds and a singleton or void in clubs)
3H (pre-emptive, not invitational)
3S (pre-emptive, not invitational)
3NT (to play)
4H (pre-emptive or to play)
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A corollary to this more sophisticated version of Flannery is that, if opener bids 1H and responder bids 1S, the 1S response promises 5 spades. This corollary does not apply in traditional Flannery, which compels a player to open 1H (and not 2D) if he holds 4-6 in the majors and responder to bid 1S (even with only 4 spades) in an effort to find a 4-4 spade fit.