

DRURY

Opening light in 3rd seat is great. It's fantastic! It screws with your opponents consistently...

... unless partner isn't in on the joke. Has partner ever invited at the three level and you're stuck playing something like this:

North Deals
None Vul

♠ Q 10 4 2
♥ A 7 5 4
♦ 6 3
♣ K 8 7

♠ K J
♥ Q J 2
♦ K J 10 5 2
♣ Q 4 3

♠ 8 3
♥ 10 6 3
♦ A 7 4
♣ A J 9 6 5

♠ A 9 7 6 5
♥ K 9 8
♦ Q 9 8
♣ 10 2



N	E	S	W
P	P	1♠	P
3♠	AP		

3♠ goes -2 quite easily. What went wrong?

I've seen this happen (ugh)

South Deals
None Vul

♠ 10 7 4
♥ K Q J 10
♦ A 9 6 3
♣ 8 4

♠ K 6 3 2
♥ A 3 2
♦ Q 5 2
♣ Q 9 2

♠ 9 8 5
♥ 9 6 5
♦ K J
♣ K J 10 6 5

♠ A Q J
♥ 8 7 4
♦ 10 8 7 4
♣ A 7 3



N	E	S	W
		P	P
1♥	P	3♥	AP

3♥ is -1. You might argue that North shouldn't open, or that South shouldn't raise to 3♥. The problem is that both are reasonable actions. North wants a ♥ lead and a headache for the opponents. South wants to get to game when it makes. Notice that 1N, 2♦, and 2N by S are all flawed in some way (slightly overvalued, terrible suit, and concealing 3 card support respectively).

Just before you give up on opening light in 3rd seat, consider adopting the Drury convention, which solves this issue elegantly.

HOW DOES DRURY WORK?

Drury substitutes the natural 2♣ bid in the constructive auction P-1M; 2♣ for a 3+ card limit raise in partner's major. So, the auction:

P – 1♥

2♣ is a limit raise w/ 3+♥ support

P – 1♠

2♣ is a limit raise w/ 3+♠ support

Now the auction can stay at the manageable two level when the partnership has marginal values. In standard Drury, opener rebids as follows:

P – 1♥

2♣!

2♦ Artificial; Sub-minimum opening values (i.e. 10 HCP or less)

2♥ Real opening values; not accepting the invite (12-13 HCP)

4♥ signoff

Other: Natural slam try

P – 1♠

2♣!

2♦ Artificial; Sub-minimum opening values (i.e. 10 HCP or less)

2♥ Real opening values, not accepting the invite (12-13 HCP), w/ a side 4+ cd ♥ suit

2♠ Real opening values; not accepting the invite (12-13 HCP)

4♠ signoff

Other Natural slam try

A Brief Note About Opener's Other Options

To clarify some ideas regarding opener's other rebids (which are all slam tries), there are many possible bidding styles. Bidding can be focused on showing distribution (natural), controls (cuebidding), or both (something artificial). The treatment below describes a workable compromise.

P – 1♥

2♣ - ?

2♠ 4+♠, unbalanced, S/T

2N Balanced 17-19, generally indicates soft NT values in non-trump suits

3♣ 4+♣, <4♠, unbalanced, S/T

3♦ 4+♦, <4♠, unbalanced, S/T

3♥ 6+♥, demands a cuebid

3♠ 0-1♠ (SPLINTER)

3N Solid ♥ suit, no outside stoppers, 14-17 HCP

4♣ 0-1♣ (SPLINTER)

4♦ 0-1♦ (SPLINTER)

After opener's natural rebids, responder begins cuebidding controls (A and K) or splinters by jumping.

RESPONDER'S REBIDS WHEN OPENER SHOWS A SUBMINIMUM

Responder can evaluate his hand appropriately after partner's rebids. When partner shows a sub-minimum, it's always right to bring partner to his major unless you have **incredible** distribution. This is extremely rare because, generally speaking, most opponents will have bid when you have such a good hand. An appropriate example to do this after the auction P – 1♠; 2♣! - 2♦! might be something resembling

♠Kxxxx ♥x ♦KQJxx ♣Jx

The only other time you shouldn't return to partner's major at the two level is when you can choose between a 4-4 ♥ fit and a 5-3 ♠ fit in the auction

P – 1♠

2♣! – 2♥

The 4-4 fit plays better than the 5-3 fit, barring a bad trump split or some other significant flaw.

RESPONDER'S REBIDS WHEN PARTNER SHOWS A MINIMUM (BUT NOT SUBMINIMUM) OPENING HAND

When partner shows a minimum opener (12-13) HCP, responder faces a hand evaluation decision. A minimum invite should pass, a medium invite should bid 3M, and a maximum invite should bid 4M.

RESPONDER'S REBIDS WHEN PARTNER SHOWS EXTRA VALUES, FORCING TO GAME

In the event that partner makes a slam try (how often does that happen?), responder should just evaluate his hand and bid naturally based on his evaluation.

WHEN RESPONDER HAS A ♣ SUIT

If bidding 2♣ shows a raise in these auctions... how do we show a ♣ suit. Well, surprisingly enough, you still bid 2♣. If partner makes a bid at the two level, you can rebid 3♣ to show your suit. The auction might go:

P – 1♥

2♣! – 2♥

3♣!

As a matter of judgment, responder should be wary of this action unless he has a sufficient suit opposite a singleton.

By corollary, opener has to be aware that partner might actually have this one-suited ♣ hand. He should not crowd the auction with a jump that isn't based on extra length in his suits.

Many partnerships, quite understandably, disagree with this ideology. They typically adopt one of the following alternatives for responder to show the long ♣ hand:

- (a). An immediate jump to 3♣ shows a 6+ card suit and invitational values. This solves the issue with good hands with long ♣, but responder cannot ever show a bad 6+ card suit.
- (b). An immediate 2N shows 6+♣ and invitational values; 3♣ directly shows a bad 6+ card suit. This allows responder to bid the long ♣ hands immediately. However, the 1N response is burdened with a very wide range of hands. This may occasionally lead to missing a game, thin or cold.
- (c). A 1N response may include a hand with 6+♣ and invitational values. Much like (b), the issue is that 1N is burdened with a wide variety of hands. Proponents argue that this is the case without

the convention anyway, so the loss isn't very significant. What makes the loss insignificant in the long run is the gain from being able to open light in third seat safer.

Any of these workarounds have their issues, including combining the 2♣ hands into the Drury response. It should be determined by partnership agreement what the best course of action is.

SO, WHAT ABOUT THE THREE LEVEL RAISE?

Since an invite at the three level is no longer needed (or advisable, for that matter), it may be used as either of the following:

- Preemptive (any hand with less than invitational values and four trumps)
- Mixed (7-9 HCP with 4 trumps and a singleton/void)

Either of these choices will add significant preemption to the opposition.

THE OPPONENTS STUCK THEIR NOSE IN, AND I WANT TO BID DRURY

Well, sorry, you can't. At least, not without firm discussion.

It is feasible to play that after an opponent doubles or overcalls 1♠ over partner's 3rd seat opening, 2♣ is still Drury. If you wish to play this, make sure partner is on the same wavelength... unless you want to see some unusual scores.

MODIFICATIONS TO OPENER'S INITIAL REBIDS

Bidding theory has advanced a lot over the past 50 years. Accordingly, several new flavors of Drury exist. These include the following:

REVERSE DRURY

In this modification, opener's 2M and 2♦ rebids are reversed. So, the auction

P – 1♥

2♣! – 2♦ shows a full opener (12+), and

P – 1♥

2♣! – 2♥ shows a sub-minimum opener (10 or less)

The advantages presented by this change are based on the Fast Arrival bidding principle. In the second auction, the partnership will not have game 99.9% of the time. Consequently, the auction should be as fast as possible. The first auction, however, consumes less space, and shows more potential for game as a result.

The partnership can now stop in 3♣ more often when responder actually has the one suited ♣ hand. This is done by

- (a. Bidding 3♣ after partner rebids his suit (duh)
- (b. Agreeing that opener will rebid 2♦ on any sound opening hand that would want to play in 3♣. Now, responder can rebid 3♣ to play

There are other advanced methods that could be exploited by opener rebidding 2♦ to show a sound minimum. Because 2♦ is forcing, it would be sensible to include balanced slam tries in the 2♦ rebid as well. Or perhaps slam tries with a certain amount of controls, cover cards, trump quality... you get the idea.

TWO WAY DRURY

This adaptation extends the concept of the Law of Total Tricks to a Drury context. Instead of just using the 2♣ response to show a limit raise, 2♦ is used as well. The difference between the two is simple.

2♣ shows a 3-card limit raise (then 2♦ shows a sub-minimum opener, etc)

2♦ shows a 4+ card limit raise (then after a 1♥ opening, 2♥ shows a sub-minimum, 3♥ shows a sound minimum opener. After a 1♠ opening, 2♥ shows a sub-minimum, and 2♠ shows a sound minimum)

Should the opponents compete in the auction, it becomes easier to apply the Law of Total tricks to compete effectively. Otherwise, opener and responder would find themselves guessing how high to bid. Opener might have a five-card suit and want partner to have four, while responder might have 4 card support and wonder whether partner has four or five.

It is readily apparent that by using the 2♦ call to show another limit raise, responder loses the ability to show a real diamond suit. This can be resolved with similar solutions to the loss of the natural 2♣ bid

- (a. Include these hands in the Drury call
- (b. Bid the suit directly at the three level
- (c. Bid 2N
- (d. Bid 1N

TWO WAY REVERSE DRURY

As the name implies, this is simply a combination of Reverse Drury and Two Way Drury. It works as follows:

P – 1♥

2♣ 3 card limit raise

2♦ sound minimum

2♥ sub-minimum

2♦ 4+ card limit raise

2♥ sub-minimum

3♥ sound minimum

P – 1♠

2♣ 3 card limit raise

2♦ sound minimum

2♥ ??

2♠ sub-minimum

2♦ 4 card limit raise

2♥ sound minimum

2♠ sub-minimum

The 2♥ rebid marked with '??' signifies the disagreement over what this bid should show. It is playable as either sub-minimum, or a sound minimum, with 4+♥. Once again, partnership decisions are needed to resolve this issue.