

Drury

Drury is a bid designed to allow a passed hand responder to show a limit raise (10+) in support of opener's major (1♥ or 1♠) suit at a low level. Since responder is a passed hand this means that opener must be opening in 3rd or 4th chair. The theory is that, in general, we would like partner to be able to open the bidding on marginal hands in 3rd or 4th seat. ***However, if we want to allow this strategic advantage, we need to have a method that will allow us to keep the bidding at the two-level when we have a non-opening hand opposite a marginal opening hand.***

The version of Drury I prefer is called **"Two-Way Reverse Drury"** as it allows you to differentiate between a 3 card raise and a 4+ card raise. This variation will also allow you to show a pre-emptive raise.

The requirements for Drury to apply are that:

- You must be responder to the opening bidder and have passed originally passed (*rather than opened*);
- Your partner must have opened either 1♥ or 1♠;
- You (responder) must have a fit of three cards or more in the major suit opened by partner; and
- You (responder) must have a limit raise (10+) or better in support of the major suit opened by partner. *"In support" means that you can take distributional features (singletons, voids, extra trump length etc.) into account when determining the value of your hand.*

Here's how it works:

- 2♣ is a conventional bid that says nothing about clubs. 2♣ shows a **three-card fit** in the major suit your partner opened and **10+ points in support**.
- 2♦ is a conventional bid showing nothing about diamonds; it does show a **four-card or longer fit** in the major suit opened by your partner and **10+ points in support**.
- 3♥/3♠(*whichever major was opened*) shows **four or more cards** in opener's major and a **weak/pre-emptive** (*less than 6 points*) hand. Typically, responder would have either a singleton or void if vulnerable.

After responder's bid, opener will evaluate his hand and decide whether or not game in the major suit is possible. Remember: Opener cannot pass responder's bid of 2♣/2♦ because it is a "conventional" (artificial) bid and confirms a fit in opener's major suit.

Here is how opener would respond:

- 2♥/2♠ shows a hand that is not interested in playing game opposite a limit raise. This does not mean that opener did not have a full opening bid. It simply means that his hand is not strong enough to make game opposite a limit raise.
- 2N shows a balanced hand that is unsure whether game is possible or not and asks responder, "What do you think? How do you like your hand?"
- 3♥/3♠ (*after a two-level Drury bid*) shows long trumps and a weak hand. It is a defensive bid aimed at keeping the opponents from getting into the bidding – i.e. "balancing".

Drury

Board 1

North Deals

None Vul

<p>♠ A 9 8 ♥ J 10 3 2 ♦ 9 7 4 ♣ A 4 2</p>	<p>♠ K Q 7 4 ♥ K 9 6 ♦ 10 6 5 2 ♣ Q 9</p>	<div style="text-align: center; border: 2px solid green; width: 60px; height: 60px; margin: 0 auto; display: flex; flex-direction: column; align-items: center; justify-content: center;"> N W E S </div>	<p>♠ J 10 3 2 ♥ 4 ♦ A Q J ♣ 10 8 7 6 3</p>
	<p>♠ 6 5 ♥ A Q 8 7 5 ♦ K 8 3 ♣ K J 5</p>		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1 ♥
Pass	2 ♣	Pass	2 ♥
Pass	Pass	Pass	

2 ♣ = Drury, showing 10+ points and 3 hearts.

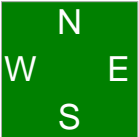
2 ♥ = I have no interest in game opposite a limit raise.

Board 2

East Deals

N-S Vul

♠ A J 7 5
♥ 5
♦ K 8 5 3
♣ J 9 8 4

♠ K Q 10 3 2		♠ 9 8 6
♥ K J 9 6		♥ A 10 8 4
♦ 10 4		♦ A Q 6
♣ A 7		♣ 6 3 2

♠ 4
♥ Q 7 3 2
♦ J 9 7 2
♣ K Q 10 5

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	Pass
1 ♠	Pass	2 ♣	Pass
2 ♥	Pass	3 ♥	Pass
4 ♥	Pass	Pass	Pass

2 ♣ = Drury, showing 3 trumps and 10+ points.

2 ♥ = A Help Suit Game Try showing interest in game if responder has help in hearts.

3 ♥ = I have help in hearts and at least four hearts.

4 ♥ = I also have four hearts. "Let's play game in hearts". **Remember that a 4/4 fit usually plays a trick better than a 5/3 fit.**

Board 3

South Deals

E-W Vul

	♠ 6 2		
	♥ A Q J 8 7		
	♦ K 8 3		
	♣ K J 5		
♠ A 9 8 5		♠ K Q J 10	
♥ 10 5 3 2		♥ 4	
♦ 9 7 4		♦ J 5	
♣ A 4		♣ 10 8 7 6 3 2	
	♠ 7 4 3		
	♥ K 9 6		
	♦ A Q 10 6 2		
	♣ Q 9		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	1 ♥	Pass	Pass
Pass	2 ♦	Pass	2 ♣
Pass	Pass	Pass	4 ♥

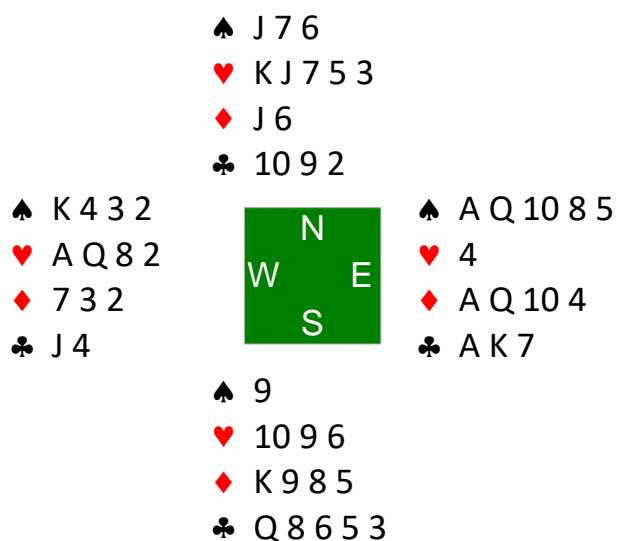
2 ♣ = Drury, showing 3 hearts and 10-12 points.

2 ♦ = A Help Suit Game Try and shows interest in game.

4 ♥ = I have help in diamonds.

Board 4

West Deals
Both Vul



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1 ♠	Pass
2 ♦	Pass	3 ♦	Pass
3 ♥	Pass	4 ♠	Pass
Pass	Pass		

2 ♦ = Drury, showing 4+ trumps and 10+ points.

3 ♦ = A help suit game try asking responder, if they have help in diamonds, to bid game in spades.

3 ♥ = I do not have help in diamonds, I do have a concentration of values in hearts.

4 ♠ = I don't like the fact that you have a concentration of values in hearts but I actually had a hand that was interested in **slam** if you had help in diamonds, so I'm not concerned. I will settle for game in spades. *(West expects that East likes his 3 ♥ bid, West will not know exactly what East holds but that is immaterial as West is the captain of the auction.)*

Board 5

North Deals

N-S Vul

	♠ 9 6 3		
	♥ A 8 7 6 5		
	♦ 10 8 5 2		
	♣ J		
♠ Q 8 4 2		♠ A K J 10	
♥ J 2		♥ 4	
♦ K 7 6		♦ J 9 4	
♣ A 10 9 7		♣ Q 8 6 5 2	
	♠ 7 5		
	♥ K Q 10 9 3		
	♦ A Q 3		
	♣ K 4 3		

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
	Pass	Pass	1 ♥
Pass	3 ♥	Pass	Pass
Pass			


3 ♥ = A preemptive bid showing 4+ hearts and less than 6 points.

Board 6

East Deals

E-W Vul

	♠ 7 5		
	♥ Q J 7 6 2		
	♦ Q J 7 2		
	♣ 5 4		
♠ A J 10 3 2		♠ K Q 9 8	
♥ 10 8		♥ 5 4	
♦ A 9 8		♦ 6 5	
♣ A 8 7		♣ K Q J 10 6	
	♠ 6 4		
	♥ A K 9 3		
	♦ K 10 4 3		
	♣ 9 3 2		



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		Pass	Pass
1 ♠	Pass	2 ♦	Pass
2 ♠	Pass	3 ♣	Pass
4 ♠	Pass	Pass	Pass

2 ♦ = Drury, showing 4+ spades and 10+ points.

2 ♠ = I have no interest in game opposite a limit raise.

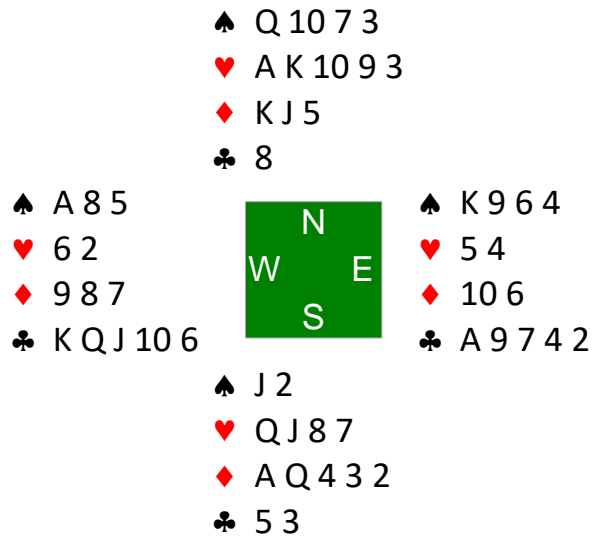
3 ♣ = A hand that has evaluated to an opening hand after the 1 ♠ opening bid with a concentration of values in clubs.

4 ♠ = I accept game.

Board 7

South Deals

Both Vul



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
			Pass
Pass	1 ♥	Pass	2 ♦
Pass	2 ♠	Pass	3 ♦
Pass	4 ♥	Pass	Pass
Pass			

2 ♦ = Drury showing 4+ hearts and 10+ points.

2 ♠ = A Help Suit Game Try showing interest in game.

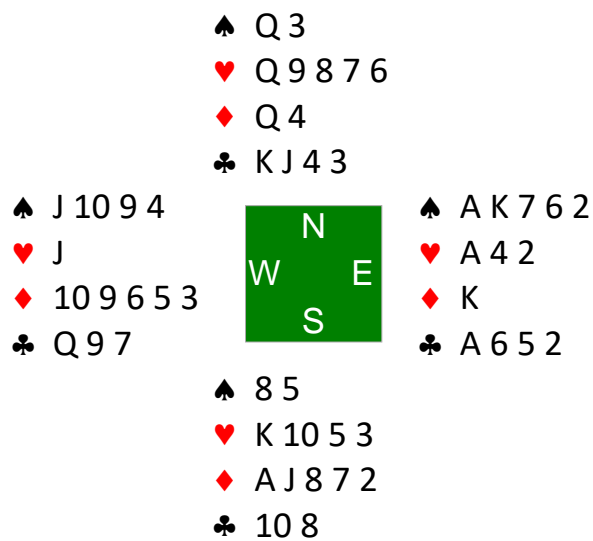
3 ♦ = I do not have help in spades but I have a concentration of values in diamonds.

4 ♥ = I accept game.

Board 8

West Deals

None Vul



<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1 ♠	Pass
3 ♠	Pass	Pass	Pass

3 ♠ = A pre-emptive spade bid showing four or more trumps and a weak hand.