

Reverse Drury

The original version of the Drury Convention was designed to eliminate two special problems that arise when a passed hand bidder needs to respond to partner's 3rd or 4th position opening bid. These problems are: (1) responder can no longer make a temporizing bid since a simple change of suit is no longer forcing, and (2) a jump response could easily get the partnership too high.

Reverse Drury was designed for partnerships that insist upon opening the bidding with sub-minimum hands in 3rd and/or 4th position. If such bids are going to be made, it is important to have some method that allows the partnership to investigate for game and/or slam but still be able to stop short of game. Using the Reverse Drury method, the opener's rebid of two of the originally-bid Major suit denies a sound opening bid. As compared to the old Drury method, which used 2♦ to deny an opening bid, it also has a slightly preemptive value thus making it harder for the opponents to enter the bidding even though they know that the opening bid could be sub-minimum.

If playing Reverse Drury, the requirements for a sub-minimum third seat opening bid of one in a Major suit are (1) possession of the major suits, particularly spades and/or hearts with a tolerance for spades, (2) a disciplined system that requires sound opening bids in 1st and 2nd position, and (3) some holding that indicates a reason to bid. It should be reiterated that Reverse Drury is not necessary for those partnerships that open light in any position....it's only recommended for those who play sound openings in first and second positions.

The recommended responses are: (opening bid in parentheses)

- (a) 1♠ (/1♥) - Natural, four or more spades, not forcing.
- (b) 1NT - 6-11 HCP, no fit, not forcing, no long suit of good quality
(Note that 2/1 players should probably no longer consider this to be forcing since you are a passed hand.
- (c) 2♣ - Conventional, fit-showing, 10-11 support points, forcing.
Off in competition unless agreed otherwise.
- (d) 2♦, 3♣, - Natural, no fit, 10-11 HCP, 6 card suit (or good 5)

- (e) 2♥ (/1♠) - Not forcing, denies fit with suit opened.
- (f) 2♥ (/1♥), or 2♠ (/1♠) - Minimum raise, 6-9 HCP, not forcing.
- (g) 2NT- 10-11 HCP's, 5-5 in the minor suits. Off in competition.
- (h) 3♥ (/1♥), or 3♠ (/1♠) - Preemptive raise, 4 or 5-card trump support with distributional values. Also applies in competition.

Opener should strive to bid again any time he has a normal full opening bid unless responder's hand has been limited with a raise or a 1NT bid. After the 2♣ response, opening bidder must bid again even with a sub-minimum hand, unless his RHO bids or doubles. If there is no intervening bid, the rebids are as follows (opening bid shown in parentheses):

- (a) 2♦ - Artificial, minimum opening hand, opening bid was natural (probably would not bid game opposite a minimum limit raise). Responder's 3 level rebids are now splinters and game tries.
- (b) 2♥ (/1♥) or 2♠ (/1♠) - Denies full opening bid, has no bearing on length of suit.
- (c) 2♥ (/1♠) - Shows at least 4 hearts and a full opening bid.
- (d) 3♣, 3♦ - Splinters and slam tries. Responder should cuebid if possible.
- (e) 3♥ (/1♠) or 2♠ (/1♥) - Splinter and slam try. Responder should cuebid if possible.
- (f) 2NT - Balanced slam try, 17-19 HCP's. (Responder's suit bids at 3 level are splinters, 3NT shows balanced maximum, game bids show no slam interest, new suits at 4 level show values)
- (g) 3♥ (/1♥) or 3♠ (/1♠) – Asks responder to cuebid cheapest Ace.
- (h) 3NT - Balanced sound opening bid, 14-16 HCP's.

- (i) 4♥ (/1♥) - Desire to play game opposite a limit raise, but 4♠(/1♠) no interest in slam.

If the opponents interfere after the Drury bid (including double):

(a) pass - shows the weakest hand

(b) 2 of the suit opened - shows a minimum or sub minimum hand with at least a five card suit

(c) anything else - game try

<u>Examples.</u>	(1)	<u>Partner</u>	<u>You</u>	(2)	<u>Partner</u>	<u>You</u>
		♠J10987 ♥8 ♦76 ♣AKQ53	♠AKQ2 ♥J42 ♦953 ♣876		♠K975 ♥KQ765 ♦Q32 ♣5	♠AQ864 ♥43 ♦AK7 ♣642
		Pass 2♣ 4♠	1♠ 2♠		Pass 2♣ 3♣	1♠ 2♦ 4♠
	(3)	<u>Partner</u>	<u>You</u>	(4)	<u>Partner</u>	<u>You</u>
		♠K987 ♥K765 ♦KJ32 ♣6	♠AQJ43 ♥A4 ♦A65 ♣A87		♠7 ♥J9753 ♦Q754 ♣765	♠K53 ♥AK642 ♦J8 ♣43
		Pass 2♣ 3♣ 5♦(RKC)	1♠ 2NT 4NT 6♠		Pass 3♥	1♥(Dbl)

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