

Drury

I'll spare you the history lesson, Drury is a convention that asks if your partner is taking advantage of opening light in 3rd or 4th seat. This is because you really should take advantage and open light in 3rd or 4th seat since your partner is a passed hand and they shouldn't go crazy and leap to game without a fit as they have denied having the strength to open.

Over the years Drury has evolved and the current standard form is Fit-showing Reverse Drury. Which means you only play it when

- You are a passed hand
- Your partner has opened 1 of a major
- You have a fit for your partner and a good* (at least a limit raise) hand

If all of these conditions are true, we sacrifice the natural 2♣ bid in order to show the big fit, but to not have to go to the 3 level in case partner opened light. We're OK with sacrificing the minor because we weren't strong enough to open. So we can always bid 1N with this hand and it should play OK if partner passes with a balanced minimum.

Let's see it in action. Sitting North you hold ♠J542 ♥K2 ♦AT987 ♣Q3 and you start the auction off with a pass.

West	North	East	South
	Pass	Pass	1♠
Pass	?		

With 10 HCP and a 4th trump you definitely have a limit raise, but there's no need to risk going to the 3 level if you don't have to. Start with 2♣ in order to show your fit and strength and allow partner to get out in 2♠ if they were merely trying to get a lead directing bid in with a hand like ♠AQT87 ♥QJ3 ♦42 ♣JT5

After you bid 2♣ showing the limit raise your partner has the following standard options:

- 2 of their major - This says I have a hand that would not have opened in 1st or 2nd seat
- 2♦ - This says I have a hand that would have opened in 1st or 2nd seat
- 4 of their major - I want to be in game opposite a limit raise and have no interest in slam

Other bids are as agreed. I'll give you some suggestions of ways to play in the next part of this lesson, but a good starting point is interest in game opposite partner's minimum values for the 2♣ bid.

Variations for Opener's rebid:

2♥ when you started with 1♠ shows 4-4 in the majors and also denies an opening hand

Bids above 2 of your major are the same game tries you would make if the auction had started 1M-2M-?

Immediate bids above 2 of your major are game interest and if you start with 2♦ and then bid on you have slam interest

Immediate bids above 2 of your major confirm a 5 card suit and show interest in game opposite a 3 card limit raise so bids after 2 of the major show interest in game with only a 4 card suit.

An immediate bid of 2N by opener shows slam interest and asks partner to respond as if to Jacoby 2N. So the limit raiser would bid your agreed version of that raise, if standard then

3 of a new suit shows shortness

4 of the major shows a minimum with no shortness

3N shows a maximum with 3 trump and no shortness

3 of the major shows a maximum with 4 trump and no shortness

All other bids tend to deny slam interest.

Variations in Drury for Responder

Amongst the most popular is 2 way Drury. Where

2♣ = a 3* card limit raise

2♦ = 4+ card limit raise

* You can vary this further by having 2♣ be a 3 or 5 card limit raise

A nice wrinkle is to play 2 way Drury based on strength

2♣ = a constructive raise (8-10)

2♦ = a limit raise (11+)

You can single out 2♦ as a 4 card or better limit raise and 2♣ is any other bid

You can use 2♣ as constructive or better in which case:

- Opener bids 2♦ to ask what kind of raise partner has
 - Responder bids 2M with a 3 card constructive raise
 - 3M with a 4 card constructive raise
 - Something else with a 3 card limit raise
 - Game with a 4 card limit raise
- Immediate bids above 2M are game tries/slam tries opposite constructive raises

I'm sure there are plenty of others. Use your imagination. Good themes are

- Reuse a convention you already know (like the Jacoby 2N)
- Expand your bidding to get back something you've lost (constructive raises when 1N was forcing)
- Provide maximum useful information to partner as quickly as possible (length if that's important or strength if that's important)

Lastly you should discuss if Drury is on or off in competition. I.e. P-P-1H-1S-2C

Options include: on always, on over doubles, never on.