

Drury
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Lesson 12 -Date - UPDATED JUNE 2012 & Level: Intermediate to Advanced

Drury is a convention used by the responder after his partner has opened 1♠ or 1♥ in 3rd or 4th seat.

The conventional bid (see end of article for variations) is 2♣ to show a good raise, for example,

West	North	East	South	West	North	East	South
Pass	Pass	Pass	1 Spade	Pass	Pass	Pass	1 Heart
Pass	2 Club			Pass	2 Club		

Or

West	North	East	South	West	North	East	South
Pass	Pass	1 Spade	Pass	Pass	Pass	1 heart	Pass
2 Club				2 Club			

In all cases, the 2♣ bid is **artificial** (says nothing about clubs). It shows support for the major (at least 3 cards) and a good raise. "Good" means more than a single raise to the 2-level. So, instead of 6-9, this raise is showing 10+ (counting distribution). Of course, it can't be too strong a hand, since the player bidding 2♣ has already passed. Here are some examples of hands that would bid 2♣, **Drury**, after a third- (or fourth-) seat 1♥ opening:

♠2♥Q 8 3♦A 8 7 6 5♣K J 4 2, or ♠K J 2♥K Q 5 2♦J 8 7 6♣3 2, or ♠A 2♥A Q 2♦8 7 6 5 3♣6 5 2.

After a third-or fourth-seat 1♠ opener, a **Drury** bidder might hold:

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

After the **Drury** 2♣ bid, the opener can sign-off in 2-of-the agreed major by bidding it, for example:

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WestNorthEastSouth
PassPass 1♠ Pass
2♣ Pass 2♠ Pass
Pass Pass
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If opener is interested in game, he can bid game, or make some bid other than 2 of his major.

Why use this convention? A player who opens in 3rd or 4th seat is often on the light side. The 2♣ response (rather than a limit-raise to the 3-level) has the advantage of keeping the partnership at the 2 level when the opening bid was made on say, an 11- or 12-count.

Notes:

- > As described here (opener bids 2 of his major to sign off), this method is technically called "**Reverse Drury**." However, "everyone" plays it this way, so it is really normal **Drury** these days.
- > Some pairs use 2-way **Drury**. This entails a 2♣ **Drury** bid which promises exactly (only) 3-card support. With 4+ card support, the **Drury** bid is an **artificial** 2♦. As long as you can remember it, this isn't a bad idea.
- > When playing **Drury**, you lose the ability to respond with a natural 2♣ (and a natural 2♦ if playing 2-way).
- > It is not a good idea to use **Drury** over interference. If the opponents double (or overcall) after the major-suit opening, you should just play "natural."
- > To play this convention, make sure you can remember it, have discussed which way you play it (I suggest as above), and if you are using 2-way. Also, of course, discuss that it is OFF in competition.
- > If opener wants to be in game after hearing the **Drury** bid, he should just jump to 4-of-the-major and not give away information. [Example: P P 1♥ P; 2♣ P ?? -- Jump to 4♥ with: ♠A Q 2♥A Q J 8 7 6♦3♣Q 10 4.
- > This convention is not on my [top-12 list](#) -- but does make the next grade -- not a bad one.

Drury is alertable

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