

The Drury Convention — Two way

By columnist, Melanie Manfield and technical editor, Steve Robinson of WBL

The Drury Convention offers a way to distinguish whether an opening bid of One-of-a-Major (1M) in third seat is a full opener, a minimum opener, or a sub-minimum opener. This can be very important in trying to judge whether to proceed to game (while not giving away any more information than necessary to the opponents).

Most experienced players use what is sometimes referred to as: “Two Way Reverse Drury.” Do not even worry about the word “Reverse” – it doesn’t affect anything! Just think of it as Drury – Two-Way.

After Opener opens 1♥ or 1♠ (1M) in third or fourth seat, Responder bids 2♣ to show exactly three card trump support and at least ten support points. Responder bids 2♦ with four card trump support and at least ten support points. These bids are artificial and alertable because they say nothing about clubs or diamonds.

After hearing Responder’s Drury bid, Opener then estimates that Responder has about 11 support points.

If Opener has enough to bid game, he just jumps to four of the major. If Opener knows that even if Responder has 13 support points, that is not enough for game, Opener rebids two of the major. If Opener isn’t sure, he bids something else. Opener would also bid something else if he is interested in slam.

Here are some examples of Opener hands:

1. Opener holds:

♠AKxxx ♥Kxx ♦xxx ♣xx > Over partner’s 2♣ Drury response, Opener rebids 2♠, saying that game is out of the question.

2. Opener holds ->♠AK10xxx ♥Kx ♦AQx ♣xx > Opener jumps to 4♠ over partner’s Drury bid

3 Opener holds: ♠AK10xx ♥KQxx ♦xx ♣xx > Opener rebids 2♥ over partner’s Drury response. Opener sees a possibility of game, not a certainty. In addition, there is still a possibility of a 4-4 heart fit and thus a game in hearts. Often 4-4 fits play better than 5-3 fits.

4. Opener holds: ♠AK10xx ♥xx ♦xx ♣KQxx > Opener rebids 2♦ over partner’s 2♣ with a minimum Drury hand or to continue describing his hand with more than that.

Again, when Opener opens 1M in third or fourth seat, the bid of 2♦ by Responder shows at least four card Trump support and at least ten support points. You can add one support point for the fourth Trump. Opener still estimates that Responder has 11 support points. Opener jumps to game if he is sure game should be bid. If Opener is sure that 13 support points by Responder are not enough to make game, he rebids two of the major. If Opener is unsure, or has some slam interest, he makes any other bid. This effectively asks Responder if he has more than ten support points.

Here are some examples of Responder hands:

1. After a 1♠ opening, Responder holds: ♠J93 ♥A432 ♦K32 ♣Q32 > This is a bare minimum 2♣ Drury bid. You have not only just ten points, but also plenty of losers.

2. After a 1♠ opening, Responder holds: ♠J93 ♥A5432 ♦KQ32 ♣2 > Responder has at least 13 support points, thus a maximum, 2♣ Drury bid.

3. Again after a 1♠ opening, Responder holds: ♠J93 ♥A432 ♦KQJ2 ♣32 > This is a sound (in between minimum and maximum) 2♣ Drury bid. Responder has 12 support points.

4. After a 1♣ opening, Responder holds: ♠J93 ♥A432 ♦K32 ♣Q32 > This is a bare minimum 2♣ Drury bid. It is a flat hand with ten high-card points.

5. After a 1♥ opening, Responder holds: ♠J93 ♥A5432 ♦KQ32 ♣2 > This is a maximum 2♣ Drury bid. You have about 15 support points – ten for the high cards, three for the singleton club, and two for the extra trump length.

6. After a 1♥ opening, Responder holds: ♠J93 ♥A432 ♦KQ32 ♣32 >. This is a sound 2♣ Drury bid with 12 support points (ten for high cards, one for club shortness, one for the fourth trump).