

# Drury Convention

## Three Way Reverse Drury

Source is the website of Mr. Jeff Tang called [bridge bum.com](http://bridgebum.com). The following information is presented in its original form as presented online. This information has only been preserved and archived on this site in .pdf file format for future reference.

## Three Way Double Reverse Drury

A light 1♥ or 1♠ opening bid in 3<sup>rd</sup> or 4<sup>th</sup> seat can backfire when responder has good support. This is because a limit raise of 3♥ or 3♠ may jack up the bidding too high.

Enter the Drury convention. Invented by Douglas Drury in the 1950s a 2♣ response by a passed hand shows a 3+ card limit raise. Opener bids an artificial 2♦ with a minimum, or rebids 2♥/♠ with at least normal strength.

After a while of this somebody decided to create Reverse Drury, which reverses the meanings of opener's 2♦ and 2♥/♠ rebids. This follows the principle of fast arrival; poor hands sign off immediately whereas good hands conserve space by bidding slowly.

Still later, someone brewed up 2♣ as a 3-card limit raise and 2♦ as a 4-card limit raise. And that's how we've gotten 2-Way Reverse Drury.

All well and good, but I have two questions:

Is the principle of fast arrival fully addressed? On average a 4-card limit raise is more likely to make game than a 3-card limit raise. Just imagine a 9-card fit vs. an 8-card fit missing the trump Queen. Thus the concept of "Double Reverse" Drury; 2♣ should show the 4+card raise and 2♦ the 3-card raise. This method applies "fast arrival" for both responder and opener.

How do you show good 5-card raises? They're rare, but they do occur. This is the "3-Way" component. The 2♣ bid should distinguish between 4-card and 5-card raises after opener's positive 2♦ reply.

Combine these ideas and you get 3-Way Double Reverse Drury. A 2♣ response is a 4+ card limit raise and 2♦ is a 3-card limit raise.

Examples of 3WDRD in action:

West	North	East	South
		Pass	Pass
1 ♠	Pass	2 ♦ <sup>(1)</sup>	Pass
2 ♠ <sup>(2)</sup>	Pass	Pass	Pass

1. 3-card limit raise
2. Sign-off

This is very similar to a Two-Way Reverse Drury auction. But how about ...

West	North	East	South
		Pass	Pass
1 ♠	Pass	2 ♣ <sup>(1)</sup>	Pass
2 ♠ <sup>(2)</sup>	Pass	?	

1. 4+ card limit raise
2. Sound opening values

Now we're cooking with propane. responder's rebids after the above sequence:

2 ♥: An unbalanced 4-card raise with 5+Hearts.

2 ♠: An unbalanced **5-card** raise. Saving space if slam exploration is warranted.

2 NT: An artificial relay to 3♣. Responder's rebids:

3 ♦ - 4-2-5-2 shape.

3 ♥ - 4-5-2-2 shape.

3 ♠ - 4-2-2-5 shape.

3 ♣: An unbalanced 4-card raise with 5+ Clubs.

3 ♦: An unbalanced 4-card raise with 5+ Diamonds.

3 ♥; A balanced **5-card** raise. Any 5-3-3-2 shape with 5 Spades.

3 ♠: Any 4-4-3-2 with 4 Spades

3 NT: 4-3-3-3 shape.

4 ♣: 4-4-4-1 shape (i.e. a splinter),

4 ♦: 4-4-1-4 shape.

4 ♥; 4-1-4-4 shape.

This rebid system also supports Hearts as trumps (i.e. 1 ♥ : 2♣, 2♦):

2 ♥: An unbalanced **5-card** raise.

2 ♠: An unbalanced 4-card raise with 5+ Spades.

2 NT: An artificial relay to 3♣. Responder's rebids:

3 ♦ - 2-4-5-2 shape.

3 ♥ - 2-4-2-5 shape.

3 ♠ - 5-4-2-2 shape.

3 ♣: An unbalanced 4-card raise with 5+ Clubs.

3 ♦: An unbalanced 4-card raise with 5+ Diamonds.

3 ♥: Any 4-4-3-2 with 4 Hearts

3 ♠: A balanced **5-card** raise. Any 3-5-3-2 shape with 5 Hearts

3 NT: 3-4-3-3 shape.

4 ♣: 4-4-4-1 shape (i.e. splinter).

4 ♦: 4-4-1-4 shape.

4 ♥: 1-4-4-4 shape. (Don't bid 4♠.)

You can also tweak this response system as desired, but you get the idea. 3WRDR is a way to save bidding space for 9-card fits and to distinguish 5-card support as well. Is it more stuff to remember? Yes. But, of nothing else, is the "Double Reverse" better than any other Drury variation? I think so.

Have fun out there!