



Marilyn Hemenway
mayhembridge@cox.net

Reverse Drury

The original version of the Drury convention was designed to eliminate two problems that arise when a passed-hand bidder responds to his partner's third- or fourth- position opening bid of 1♥ or 1♠. 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 is necessary for partnerships who open the bidding with light values in third or fourth position. If such bids are going to be made, it is important to have some method that allows the partnership to investigate game or slam, but not get too high on part-score hands.

Consider this auction:

Partner	You
Pass	1♥
2♣	2♦

In the original version of Drury, the 2♦ bid (above) was used to deny an opening bid. Reverse Drury is different:

Partner	You
Pass	1♠
2♣	2♠

Reverse Drury uses the opener's

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with Bergen

rebid of two of the originally-bid major suit (2♠ in this example) to deny a sound opening bid. Notice that it has preemptive value, making it harder for the opponents to enter the bidding, even though they know that the opening bid could be light.

Here is a system of responses with the opening bid in parentheses:

1. 1♠ (after 1♥): Natural, with four or more spades, and not forcing.
- 1NT (after 1♥ or 1♠): 6–11 high-card points, no fit, not forcing, no long suit of good quality.
- 2♣: Conventional, fit-showing, 10–11 support points, forcing. Consider it off in competition unless agreed otherwise.
- 2♦ or 3♣: Natural, no fit, 10–11 HCP, six-card suit (or occasionally a strong five-card suit).
- 2♥ (after 1♠): Not forcing, denies spade fit, six-card suit or strong five.
Note to 2/1 players: In No. 4 and No. 5, the bids are no longer considered forcing because you are a passed hand.
- 2♥ (after 1♥) or 2♠ (after 1♠): Minimum raise, 6–9 HCP, not forcing.
- 2NT (after 1♥ or 1♠): 10–11 HCPs, 5–5 or longer in the minor suits, but off in competition.
- 3♥ (after 1♥) or 3♠ (after 1♠): Preemptive raise, 4- or 5-card trump support with distributional values. It means the same thing in competition.

Opener should strive to bid again when 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 right-hand opponent bids or doubles.

Consider this auction:

West	East
Pass	1♥/♠
2♣	?

If there is no intervening bid, the rebids are as follows (opening bid shown in parentheses):

- 2♦: Artificial, an opening hand that would not bid game opposite a minimum limit raise. Responder's three-level rebids are now splinters (they show shortness) and are further game tries.
- 2♥ (after opening 1♥) or 2♠ (after 1♠): Denies full opening bid and has no bearing on length of suit.
- 2♥ (after opening 1♠): Shows at least four hearts and a full opening bid. (Some agree to play differently.)
- 3♣ or 3♦: Splinter bid (shortness) and is a slam try. Responder should cuebid if he can.
- 3♥ (after opening 1♠) or 2♠ (after opening 1♥): Splinter bid (shortness) and is a slam try. Responder should cuebid if possible.
- 2NT: Balanced mild slam try showing 17–19 HCPs. After this, responder's suit bids at three level are splinters (shortness), 3NT shows balanced maximum, game bids in major show no slam interest, new suits at four level show values.
- 3♥ (after opening 1♥) or 3♠ (after opening 1♠): Asks responder to cuebid his cheapest ace.
- 3NT: Shows a balanced opening bid in the 14–16 HCP range.
- 4♥ (after 1♥) or 4♠ (after 1♠): Desire to play game opposite a limit raise, but no interest in slam.