

Tell-Ask-Tell-Ask (TATA) Drury

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Two-way Drury (2C= 3 trumps, 2D= 4 trumps) has the advantage of informing third seat opener of responder's trump length. TATA Drury is a refinement that opens a dialog whereby opener may first enquire about the strength and shortness (if any) of responders hand. Responder's subsequent reply is chosen from a six-step sequence that conveys both strength and shortness information.

When responder has a maximum limit raise, he informs about shortness in specific suits.

When responder has a minimum raise he only informs about whether or not he has shortness. In this case opener may, if he has a very good hand, make a further enquiry about the suit in which responder has shortness.

This method eliminates most of the guessing that is inherent to other forms of Drury for both game and slam bidding.

Bidding Schedule

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Opener asks the first question (min or max limit raise?) by bidding the next available suit in response to responder's 2C or 2D bid. Responder replies to this question using the following 6-step sequence:

- a. First step: min - no shortness
- b. Second step: min - shortness
- c. Third step: max - no shortness
- d. Fourth step: max - shortness in clubs
- e. Fifth step: max – shortness in diamonds
- f. Sixth step: max – shortness in other major

Opener, with a very good hand, may then enquire further when the second “tell” is (b) above (min, shortness) by bidding the third step to ask about where the shortness is located. Responses to this second “ask” are:

- a. First step: shortness in clubs
- b. Second step: shortness in diamonds
- c. Third step: shortness in other major

Examples

When Hearts is the Trump Suit – Examples of First Tell-Ask

P	P	1H	P	
2C	P	2D	P	(R: I have 3 trumps) (O: min or max?)

P	P	1H	P	
2D	P	2H1	P	(R: I have 4 trumps) (O: min or max?)

P	P	1H	P	
2C	P	2H	P	(R: I have 3 trumps) (O: I don't care, shut up!)

Examples of second Tell

P	P	1H	P	
2C	P	2D	P	(R: I have 3 trumps, min) (O: min or max?)
2H				(R: Min, no shortness)
2S				(R: Min, shortness)
2N				(R: Max, no shortness)
3C				(R: Max, club shortness)
3D				(R: Max, diamond shortness)
3H				(R: Max, spade shortness)

P	P	1H	P	
2D	P	2H1	P	(R: I have 4 trumps) (O: Min or max?)
2S				(R: Min, no shortness)
2NT				(R: Min, shortness)
3C				(R: Max no shortness)
3D				(R: Max, club shortness)
3H				(R: Max, diamond shortness)
3S				(R: Max, spade shortness)

When Spades is the Trump Suit – Examples of First Tell-Ask

P	P	1S	P	
2C	P	2D	P	(R: I have 3 trumps) (O: Do you have minimum or max?)
P	P	1S	P	
2D	P	2H	P	(R: I have 4 trumps) (O: Do you have minimum or max?)
P	P	1S	P	
2C	P	2S	P	(R: I have 3 trumps) (O: I don't care, shut up!)

Examples of second Tell

P	P	1S	P	
2C	P	2D	P	(R: "I have 3 trumps") (O: Do you have minimum or max?)
2H				(R: I have min, no shortness)
2S				(R: Min, shortness)
2N				(R: Max, no shortness)
3C				(R: Max, club shortness)
3D				(R: Max, diamond shortness)
3H				(R: Max, heart shortness)

P	P	1S	P	
2D	P	2H	P	(R: "I have 4 trumps") (O: Do you have minimum or max?)
2S				(R: I have min, no shortness)
2NT				(R: Min, shortness)
3C				(R: Max no shortness)
3D				(R: Max, club shortness)
3H				(R: Max, diamond shortness)
3S				(R: Max, heart shortness)

Examples of second Ask (When Responder has shown minimum and shortness)

(Note that opener must have a good hand to ask this question.)

A) When Responder has 3 trumps

P	P	1H,1S	P	
2C	P	2D	P	(R: I have 3 trumps) (O: min or max?)
2S		2NT		(R: Min, shortness) (O: Where is your shortness?)
3C				(Short clubs)
3D				(Short diamonds)
3H				(Short <other major>)

B) When Responder has 4 trumps

P	P	1H,1S	P	
2D	P	2H	P	(R: I have 4 trumps) (O: min or max?)
2NT		3C		(R: Min, shortness) (O: Where is your shortness?)
3D				(Short clubs)
3H				(Short diamonds)
3S				(Short <other major>)

Advantages

- a) Allows opener to determine responder's hand strength, trump length and any shortness when responder is a passed hand and has a limit raise.
 - a. Easy to remember. Opener just bids the next cheapest suit to ask a question and responder bids up the line in a natural sequence
 - b) In response to second question (where is your shortness?), responder's first-step says "clubs", second-step says "diamonds", third says "other major".
 - c) Is self-consistent for both hearts and spades.
 - d) There are no sequences that land you in game when you shouldn't be there.

Disadvantages

- a) When hearts is the trump suit and opener is curious, you cannot escape the three-level when responder has 3 trumps, minimum and shortness. This is no different than standard two-way "guessing Drury" since any invitation by opener opposite 3-card support gets you to the three-level anyway
- b) When hearts is the trump suit and opener is curious, you cannot escape game when responder is maximum, 4 trumps and spade shortness. (You should be in game anyway in this situation. The value of the sequence is that you may find a good slam.)

1 Not to play!! Responder must bid!