

## OPENING LIGHT in THIRD-SEAT and “TWO-WAY DRURY”

Why should you open “light” in third seat? You direct the opening lead, and your bid makes life difficult for your left hand opponent if he has the wrong strength or shape to compete effectively.

Open light hands with a one-bid in third and fourth seat if they have a strong (lead-director) suit, and can safely pass Partner’s one-level response.

Two passes to you. What would you do with these third seat hands?

### Eight Hands:

1. ♠QT9xx ♥x ♦AQx ♣Qxxx (10 HCP)
2. ♠KQxxxxx ♥xx ♦x ♣Kxx (8 HCP)
3. ♠Kxx ♥xxx ♦Axx ♣KQxx (12 HCP)
4. ♠Kx ♥Qxx ♦KQx ♣Jxxxx (11 HCP)
5. ♠xx ♥x ♦AKTxxx ♣QJxx (10 HCP)
6. ♠JTxx ♥AQTxx ♦xx ♣xx (7 HCP)
7. ♠xxx ♥KQTxx ♦KQxx ♣x (10 HCP)
8. ♠Jxxx ♥KQJT ♦x ♣Axxx (11 HCP)

### Eight Answers:

1. Open 1♠: This is a hand where Drury would come in handy.
2. Open 3♠: at equal vulnerability, (4♠ non-vul vs. vulnerable)
3. Open 1♣: If partner responds 1♦, 1♥ or 1♠, just pass.
4. Pass: If you open and Partner responds 1♠, what next?
5. Open 3♦: You have no interest in hearing from partner.
6. Open 2♥: Make life difficult for your left hand opponent.
7. Open 1♥: Another hand where Drury would be useful.
8. Open 1♥: Open light in a very strong four-card major.

Partner will think that game is possible if he passed an eleven-point hand. The Drury convention keeps Partner from going berserk.

## THE TWO-WAY DRURY CONVENTION

### What is it?

Drury is an artificial response of 2♣ (three-card support) or 2♦ (four-card support) by a passed hand showing invitational values and trump support after partner opens 1♥ or 1♠.

### Why use it?

In third and fourth seat, how many of you open with as few as ten high-card points? Drury was designed to help Responder find out if Opener has full opening values or only a sub-minimum.

### An Example

You are in first seat with the following hand:

♠Q62 ♥AT4 ♦K10873 ♣J5

You pass and Partner opens the bidding in third seat with 1♠.

Without Drury, you have a choice of four possible bad bids:

- 3♠ (limit raise) - you go down if Partner opened light.
- 2♠ (conservative raise) - miss game if Partner has full opener
- 1NT (foolishly suppressing your ♠ support) - You get a bad score because the 8-card spade fit plays two tricks better.
- You temporize with 2♦ - Partner passes and you share a bottom with the above 1NT bidder.

With Drury, you bid an artificial 2♣ (Alert!). The Drury 2♣ response tells Opener that you have a good (11+ points) hand for him, but allows him get out at the two level if he has a sub-minimum. Opener returns to the major (or bids 2♥ if he opened 1♠ light with both majors) to show a sub minimum with no game interest. Opener bids an artificial 2♦ (Alert!) with a full opening bid, but not enough to jump to game. If Opener jumps to 3 of the major, he is invitational with a six-card suit.

## Responder's Continuation

After Opener's artificial 2♦, promising a full opener like:

♠AT654 ♥J3 ♦92 ♣AK64 (12 HCP)  
 ♠KQJ54 ♥AKT ♦72 ♣T64 (13 HCP)  
 ♠AJ8654 ♥K83 ♦QJ ♣J4 (12 HCP)

Responder further describes his hand. Here is an example:

♠Q62 ♥AT4 ♦KJ943 ♣J5 ♠AK754 ♥J3 ♦AQ2 ♣642

Pass	1♠
2♣*	2♦**
3♦***	4♠ All Pass

\*2♣ is an artificial bid showing three-card support.

\*\*2♦ is an artificial bid showing a full opening bid.

\*\*\*3♦ is a game-try showing honors in a Diamond suit.

Opener is happy to carry on to game.

## Passed Responder bids 2♦

The benefit of two-way is differentiation between three and four card support. The tradeoff is loss of the 2♦ bid to show a ♦ suit with 11+ points.

Two-way Drury shines when Opener has a distributional hand like:

♠QT654 ♥3 ♦92 ♣AKJ64 (10 HCP)

Opposite a *three-card* raise, game is remote; opposite a *four-card* raise, jump directly to game.

## Summary

After a third/fourth seat 1-Major opening bid and Reverse Drury 2♣:

- 2♦: An artificial rebid promising full opening values.
- Original major at the two level: Shows a sub-minimum and does not promise any additional length in the original major.
- 2♥ after opening 1♠: Denies full opening values but promises at least a 4-card ♥ suit. Responder may pass or correct to 2♠.
- Original major at the three level: six-card suit; invitational.
- 2NT: balanced 15-17 HCP, five-card suit, choice of games
- 3NT: balanced 18-19 HCP, five-card suit, choice of games
- 3 new suit: a second suit. Forcing to game.

Now let's look at a hand with sub-minimum values:

♠KT2 ♥AK852 ♦43 ♣972

You open the bidding in third seat with 1♥, partner bids 2♣. You have nothing further to say and repeat your major at the two level. End of story. If the opponents decide to compete at the three level, it is up to partner to decide whether to compete at the three level. You have said your all.

### Enemy interference

Reverse Drury does not apply in competition. If an Opponent doubles the Drury 2♣ bid, bid as without the double (but *pass* and *redouble* show a 4-card ♣ suit in a *sub-minimum* and *full* opener).

If the Drury 2♣ bid is overcalled, pass shows no game interest, double is penalty, a bid through 2-Major shows a sub-minimum with extra length in the suit bid, a bid beyond 2-Major is as without overcall.

Drury requires a bit of memorization and a partner who agrees (remembers!) to play it; but is worth it.

Drury

**Board 1,5,9,13**

North Deals

♠ Q J 2  
 ♥ A 9 7 3  
 ♦ A 8 3  
 ♣ 6 4 3

♠ 9 5 4  
 ♥ Q 10 4  
 ♦ J 7 2  
 ♣ A J 10 8



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

♠ A K 10 8 6  
 ♥ K 2  
 ♦ K 5  
 ♣ Q 9 7 5

*West*

*North*

*East*

*South*

Pass

Pass

1 ♠

Pass

2 ♣<sup>1</sup>

Pass

4 ♠

All pass

1. Drury (three-card-fit)

4 ♠ by South

South might perhaps rebid 2NT to show 15-17 balanced HCP, but the 4♠ rebid is better with 5-4-2-2 pattern. West should find a passive opening lead. A ♣ lead from Ace-Jack suit is very *aggressive*. Defense can stop a ♣ ruff in Dummy by leading trump. South ruffs two ♥s and a ♦ in hand, making four. If South instead draws trump, down one.

Drury

**Board 2,6,10,14**

East Deals

♠ 8 3

♥ 6 3 2

♦ A J 6 2

♣ A J 4 2

♠ A 10 9 6 5

♥ Q J 10 9

♦ K 10 9

♣ 3



♠ K 7 2

♥ A K 8 7 5

♦ 4 3

♣ 8 6 5

♠ Q J 4

♥ 4

♦ Q 8 7 5

♣ K Q 10 9 7

*West*

*North*

*East*

*South*

1 ♠

Pass

Pass

Pass

2 ♦<sup>2</sup>

3 ♣

2 ♣<sup>1</sup>

Dbl

4 ♥

All pass

3 ♥

Pass

1. Drury (three-card-fit)

2. Shows full opening values

4 ♥ by East

South doubles Drury to show a good ♣ suit. Over North's 3 ♣ bid, East bids 3 ♥. This game-try shows a ♥ suit. East builds a ♦ trick for a ♠ discard. (Key Play: ♦ xx - ♦ KT9: Finesse twice toward ♦ Ten-Nine.)

Drury

**Board 3,7,11,15**

South Deals

♠ J 6 4 2  
 ♥ K Q J 10  
 ♦ 4  
 ♣ A 6 3 2

♠ Q 9  
 ♥ 7 5  
 ♦ Q 9 8 3 2  
 ♣ Q 10 8 4



♠ K 10 8 7  
 ♥ A 6 4 2  
 ♦ K J 6  
 ♣ J 9

♠ A 5 3  
 ♥ 9 8 3  
 ♦ A 10 7 5  
 ♣ K 7 5

*West*

*North*

*East*

*South*

Pass

1 ♥

Pass

Pass

2 ♣<sup>1</sup>

Pass

2 ♥<sup>2</sup>

All pass

1. Drury (three-card-fit)

2. Denies full opening values

2 ♥ by North

North opens his powerful four-card suit. But then signs off in 2 ♥.

North tries to ruff three ♦s in hand, making three. If North instead draws trump, down one.

The Defenders should play trump in middle of the hand.

Drury

**Board 4,8,12,16**

West Deals

♠ 9 6 5 4  
 ♥ 3  
 ♦ K J 6 5  
 ♣ Q J 9 8

♠ K 8 3  
 ♥ K Q 7 4  
 ♦ 10 8 3  
 ♣ K 4 3



♠ A 10 2  
 ♥ A 10 9 8 6  
 ♦ Q 7  
 ♣ A 6 5

♠ Q J 7  
 ♥ J 5 2  
 ♦ A 9 4 2  
 ♣ 10 7 2

*West*

*North*

*East*

*South*

Pass

Pass

1 ♥

Pass

2 ♦<sup>1</sup>

Pass

4 ♥

All pass

1. Drury (four-card-fit)

4 ♥ by East

Lead: ♠ Q

East has enough to jump to the 4♥ game opposite a limit raise.  
 Declarer wins the ♠ Ace at trick one.  
 Declarer draws trump, eliminates ♦s, then exits in ♣s.  
 The forced ♠ return into K8-T2 gives two tricks.