

The Drury Convention

You hold the following hand in first (second) seat. **Q43 A75 KQ532 64** -- You "Pass" and Partner opens 1H (1S) in the third (fourth) seat. : **Without help, you have a choice of four, possibly disastrous responses without knowing the strength of Opener's hand!**

- 1 - You make a limit-raise to 3H (3S) and go down because Partner has opened light.
- 2 - You raise Partner's opening bid, conservatively, to 2H (2S). Partner passes, and you make 10 tricks because he/she had a full opening count.
- 3 - You bid 1NT (forcing or standard), Partner passes, and you get a poor score because the rest of the field is playing in their 8-card Heart (Spade) fit.
- 4 - You try a "temporizing" 2D bid, Partner then passes, and you get an even worse score.

The Drury Convention to the Rescue

The Drury Convention is designed to deal specifically with the above-referenced, problem scenario. **The Drury Convention** is an artificial "2C" (*Alertable*) response that's used by a previously-passed hand in the first (second) seat, following Partner's 1H or 1S opening bid in third (fourth) seat (Example 1). It shows trump support (3-card in Standard American) or better, and maximum playing values of 10-12 support points; i.e., just short of opening count. If Opener has a sub-minimum opening count, this convention allows the Partnership to terminate the bidding at the 2-level while, at the same time, exploring for game if, opposite Responder's limit-raise holding, Opener actually had a full opening count, or better.

<u>Example 1:</u>	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	P	P	1H/1S	P
	"2C"			

In summary, a Drury "2C" response shows Responder's support and strength right away, allowing Opener to bid his/her hand's full value without getting too high. It gives one a built-in safety valve if Partner has opened light, while, at the same time, assisting Opener to evaluate the chances for game if one be present. Here is how it works:

Opener then makes one of two re-bids:

- (1) "2D" - This is artificial, and shows a light, sub-minimum opening count (Example 2),

<u>Example 2:</u>	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	P	P	1H/1S	P
	"2C"	P	"2D"	P
	2H/2S			

Note: The "2D" artificial response may **never** be passed by the Drury bidder. If Opener exhibits a sub-minimum hand by responding the artificial "2D" bid, the Responder will then return to "two" of the Major (2H/2S).

- (2) Or any other re-bid by Opener, ***other than*** "2D" confirms a full opening hand (or better) and shows game interest (Example 3).

<u>Example 3:</u>	<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
	P	P	1H/1S	P
	"2C"	P	<i>Any bid other than "2D" (Shows a Full opening or better)</i>	

With a good hand, say 15 or more HCP's, Opener may simply jump to game (4 of the Major suit). Other bids tend to be natural and descriptive, in effect game-going. With an excellent hand, opener may even be interested in a Slam, and will bid accordingly.