

Drury

A Convention to “Safely” Open Light Third (or 4th) Hand in the Majors

A Basic Version presented by Mike Savage

If you like to open one of a major in third (or even 4th) seat with slightly less than full opening values, **Drury** is a convention created to help responder not to get too high when he has invitational values and a fit. As a passed hand, holding a fit and 10-12 points, you want to both invite game but not have to jump to the 3-level in case your partner has a weak opener. A bid of **2C**, by a passed hand after your partner has opened **1H** or **1S** in third (or 4th) seat, is used as an artificial bid to ask opener’s strength: weak, minimum opener or more than minimum. Some partnerships allow opening a 4-card major in third (or 4th) seat. If you are opening light, it is *highly* recommended that you have a **good** suit. Below you will find **Original Drury** (in black) and improved **Reverse Drury** (differences in blue).

P – P – 1H or 1S – P:

2C = Shows invitational values (10-13 support points) and at least 3-card support.

Responses: **2D** = Shows a light opener (9/10-11/12) with no game interest.

2D = Shows a minimum full opener but would not accept a game try.

2 of Opener’s Major = Shows a minimum full opener but would not accept a game try.

2 of Opener’s Major = Shows a light opener (9/10-11/12) with no game interest.

2H (after opening **1S**) = Natural, a minimum or sub-minimum.

(However some partnerships play this forcing one round.)

2S (after opening **1H**) = Natural, showing at least game interest.

2NT = Option 1: Artificial, asks partner if he has a stiff or void.

Option 2: Natural, 13-plus to 14 points with good side stoppers.

3C & **3D** = Either a help suit game try or natural (your choice).

3 of Opener’s Major = Forcing and slam invitational.

3H (after **1S – 2C**) = Natural with 5-4, 5-5 etc. & game forcing.

(if you play **2H** as forcing, this is a slam try with at least 5-5)

3NT = Natural and gives partner a choice between **3NT** and four of Opener’s major.

4C, 4D, 4H (after **1S**) and **3S** (after **1H**) = Splinter slam tries.

4 of Opener’s Major = Enough values for game but no more.

2NT = Shows five clubs, a balanced/*semi-balanced* maximum and no major fit.

3C = Natural and invitational. Should show a good six-card suit and no major fit.