

Krury

The Kirkhams' Version of Drury Invitational and Simple Major Raises by a Passed Hand Presented by Mike Savage

If you sometimes open one of a major with a four-card suit in third or fourth seat with light or very minimum opening hands, knowing how many trumps your partner has when he makes a simple or invitational raise can be very important. Some partnerships play Two-Way Drury to distinguish between three and four-card invitational raises, even if they *don't* open four-card majors in third or fourth seat. Jim and Corrine Kirkham have taken things a step further, in order to distinguish between three and four-card simple raises as well. Their basic structure is that **2C**, by a passed hand after partner has opened a major in 3rd or 4th seat, shows *four* trumps and is either an invitational raise or a simple raise. Then a **2D** bid by opener asks you which one you have. A **2D** bid, by a passed hand over a major opening in third or fourth seat, is an invitational raise with three trumps. The direct simple raise to two of the major always shows *three* trumps.

After a Third or Fourth Seat Major Suit Opening, followed by a pass:

2C = Shows four trumps and is either a simple raise or an invitational raise.

2D = Asks if you have the simple raise or the invitational raise.

2 of the opener's major = Shows the simple raise with four trumps.

New suit by opener = Help suit game try.

2 of the other major = Shows the invitational raise with a singleton or a void.

2NT = Asks responder to clarify his shortness.

3C = Shows a singleton club.

3D = Shows a singleton diamond.

3H = Shows a singleton in the other major.

3S = Shows you have a void somewhere.

3NT asks where it is.

4C = Shows a void in clubs.

4D = Shows a void in diamonds.

4H = Shows a void in the other major.

2NT = Shows the invitational raise without a singleton or void.

2 of the bid major = To play. No interest in game, even if the raise was invitational.

2D = Shows an invitational raise with three trumps.

New Suit = Help suit game try.

2 of the opener's major = To play, with no game interest.

2NT = Asks for trump quality and/or shortness.

3C = Shows the queen or better in trumps and may or may not have a stiff or void.

3D = Asks responder to clarify his hand.

3H = Shows the queen or better in trumps and no singleton or void.

Responses after **3D** = Asking responder to clarify his hand. (Repeated from page 1 for clarity)

3S = Shows an unknown void.

3NT asks where the void is.

4C = Shows a void in clubs.

4D = Shows a void in diamonds.

4H = Shows a void in the other major.

4C = Shows a singleton in clubs and the queen or better in trumps.

4D = Shows a singleton in diamonds and the queen or better in trumps.

4H = Shows a singleton in the other major and at least the trump queen.

3D = Shows three trumps without the queen or better of trumps but with a short suit.

3H = Asks what suit are you short in.

3S = Shows an unknown void.

3NT = Asks where the void is.

4C = Shows a club void.

4D = Shows a diamond void.

4H = Shows a void in the other major.

4C = Shows a singleton in clubs.

4D = Shows a singleton in diamonds.

4H = Shows a singleton in the other major.

3 of opener's major = Denies the queen or better in trumps and has no stiff or void.

Three of opener's major: After responder's **2D** bid, a jump to three of the trump suit by opener asks responder to start cue-bidding up the line.

Krury in Competition

Krury is always on if either bid is available and a **Dbl** of their **2C** or **2D** overcall says "they stole my **Krury** bid." After a **2C** overcall, **2D** still shows the 3-card invitational raise and **2NT** is natural and invitational but over a **2D** overcall, **2NT** now shows the four-card invitational raise.

If third or fourth hand opens a major and responder bids **2C** or **2D** and the next hand overcalls in a suit below the bid major, a re-bid of two of the major by opener shows at least a five-card suit, along with a minimum or sub-minimum. Also, if opener bids two of the major over a **Dbl** of either **2C** or **2D**, that shows at least a five-card suit along with no game interest.

After **Krury**, followed by an overcall higher than the trump suit, **2NT** is a general game try (if it's available), three of a lower suit is a help-suit game try and three of the major is competitive. **Dbl** by opener or responder is penalty oriented, especially in the immediate seat.

When partner has balanced in fourth seat with a major at the one level, **2C** and **2D** are still **Krury**. An example of this would be: **1D p p 1S p 2C** or **2D**—both bids are **Krury**.

After a third or fourth seat major opening, a jump to three of a minor by responder shows a very good six-card suit and is invitational to **3NT**.