

DIAMOND DRURY

For pairs that play Weak 2♦ Bids, a passed-hand 2♦ response to a major-suit opening will be rare, as it embraces many hands that will have been opened 2♦. So, if you feel that you must play Drury, why not use 2♦ as the Drury bid, instead of 2♣? This enables a passed responder to bid a natural 2♣.

Do you lose anything by changing the Drury bid to 2♦? Yes: the 2♦ reply itself. This 2♦ reply, as I suggested in a *Bridge World* article (“Reverse Opener-Driven Drury”) some years ago, can be useful *with appropriate partnership understandings*---in particular, by making opener captain and having responder make further descriptive bids.

However, few Drury users (except in regular expert partnerships) have any understandings about opener’s 2♦ reply. Opener usually leaps directly to game, and when he doesn’t, he bids two or three of the presumed trump suit. In practice, therefore, opener’s 2♦ reply to Reverse Drury is of little use.

Diamond Drury simplifies the continuations. Opener’s replies *beyond* two of the presumed trump suit mean just what they would mean over a simple raise, though of course opener doesn’t need as good a hand to bid or try for game.

Opener’s retreat to two of the presumed trump suit denies game interest, just as a pass would after a simple raise. A 1♠ opener’s 2♥ reply to Drury denies game interest also. This lets responder pass with a genuine preference for hearts, or sign off in 2♣ with equal or greater length in spades, or bid three or four of either major if knowledge that opener has hearts improves his hand further. That is the only new thing players who adopt Diamond Drury *must* learn.

When you play any form of Drury, you should discuss with your partner in which auctions Drury applies. Drury users like to play 2♣ as Drury over an intervening takeout double or 1♠ overcall. Diamond Drury users can play 2♦ as Drury over an intervening 2♣ overcall also.

Regardless of which form of Drury you adopt, you should be clear about ranges. Drury substitutes for a passed-hand limit major raise and for a passed-hand *three-card* limit major raise. The range for a limit raise is normally *a good 10 to 12 support points*. Because a third- or fourth-seat 1♥ or 1♠ opening can be shaded by about a point, the range for a *passed-hand* limit raise extends a point higher: *a good 10 to 13 support points*. With more than 13 support points (yes, responder adds extra points for distribution upon learning of a good fit), responder should force to game using the partnership’s *unpassed-hand* methods (which typically include splinters and an artificial 2NT forcing raise).

Here are some Diamond Drury problems. In each case, assume that you are South with neither side vulnerable.

(1)	♠Q53 ♥QJ72 ♦A84 ♣J76			
WEST	NORTH	EAST	SOUTH	
...	pass	
pass	1♥	pass	?	

Bid 2♥. With its flat shape and collection of queens and jacks, this is only worth a good 8 support points, not the good 10 support points required for Drury.

(2)	♠QJ972 ♥K53 ♦A84 ♣76			
WEST	NORTH	EAST	SOUTH	
...	pass	
pass	1♥	pass	?	

Bid 1♠. This hand is certainly good enough for Drury, but with *five spades and three hearts* you should look for a spade fit. Partner won’t pass without three-card spade support and a marginal or shaded opening such as ♠1053 ♥AQ98 ♦K32 ♣QJ9. With only two spades he must bid again, as your 1♠ response will often be based on only four spades.

(3)	♠K53 ♥QJ972 ♦A84 ♣76			
WEST	NORTH	EAST	SOUTH	
...	pass	
pass	1♠	pass	?	

Bid 2♦. Finally, a hand for Drury. You dare not bid 2♥ lest partner pass with ♠Q10974 ♥K5 ♦K32 ♣A93 or similar (as he certainly should, for your 2♥ response will always deliver either six hearts or five good ones).

(4)	♠QJ92 ♥K53 ♦A874 ♣76			
WEST	NORTH	EAST	SOUTH	
...	pass	
pass	1♥	pass	?	

Bid 2♦. In Problem (2), your best bid was 1♠ because you had *five* spades and only three hearts. With only *four* spades and three hearts, you'll do best to support hearts immediately.

(5)	♠QJ972	♥K653	♦A4	♣76	
WEST		NORTH		EAST	SOUTH
...	pass
pass		1♥		pass	?

Bid 2♦. Do not suppress *four-card* heart support to introduce spades, even with five good spades.

(6)	♠AQJ92	♥K653	♦864	♣7	
WEST		NORTH		EAST	SOUTH
...	pass
pass		1♥		pass	?

Bid 2♠. You are not suppressing heart support at all, you are *implying* heart support. A passed hand qualifies for a jump shift only when knowledge of a fit for opener's suit upgrades it to opening-bid strength. A passed-hand jump shift is sometimes called a *Flower Bid*.

(7)	♠K1074	♥QJ952	♦A863	♣void	
WEST		NORTH		EAST	SOUTH
...	pass
pass		1♠		pass	?

Bid 4♣, a splinter. You shouldn't want to stop below game even opposite a slightly shaded 1♠ opening.

(8)	♠AQJ92	♥K653	♦97	♣J3	
WEST		NORTH		EAST	SOUTH
...	...	pass	...	pass	1♠
pass		2♦*	...	pass	?

*Diamond Drury

Bid 2♥. If partner has ♠K53 ♥QJ972 ♦A8 ♣764, which is very similar to the hand of Problem (3), you may lose two clubs, one heart and two heart ruffs in a spade contract, but only two clubs, one heart and one diamond in a heart contract.

(9)	♠AKJ82	♥AJ103	♦97	♣J3	
WEST		NORTH		EAST	SOUTH
...	...	pass	...	pass	1♠
pass		2♦*	...	pass	?

*Diamond Drury

Bid 3♥. Just as you would bid 3♥ with a better hand, ♠AK982 ♥A1093 ♦97♣A3, over a simple 2♣ raise, you should bid 3♥ with your actual hand over partner's artificial limit raise.

Some pairs play Two-Way Game Tries after a simple 2♣ raise. Opener's new-suit bids show length, but opener's 2NT rebid announces shortness somewhere. Responder may then bid 3♣ to ask the location of opener's shortness (opener's 3♣ reply shows shortness in clubs, the suit used to ask). Suppose you are playing Two-Way Game Tries in Problem (10).

(10)	♠AK982	♥3	♦A1092	♣J107	
WEST		NORTH		EAST	SOUTH
...	...	pass	...	pass	1♠
pass		2♦*	...	pass	?

*Diamond Drury

Bid 2NT, then bid 3♥ over partner's 3♣ shortness-ask. This is more useful than making a standard 3♦ game try yourself, as you want partner to value face cards in *both* minor suits (not just diamonds).

I included Problem (10) not because I think that many pairs play Two-Way Game Tries, but to make a point. *Whatever* methods you and your partner use over simple major raises apply also to *bids beyond two of your major* when you play Diamond Drury. You don't have to learn *an additional set of fancy continuations*.