



2 TR Drury convention

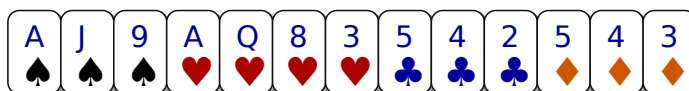
Drury 2 ♣ is the first response made to an opening in 3rd or 4th position

This convention is to be used :

- in response to an opening de 1 ♠ or 1 ♥
- after you have passed.

In 3rd or 4th position, one may open with a weaker hand than usual. The Drury convention allows you to ask your partner to give precisions about his opening, his strength.

S	W	N	E
Pass	Pass	1 ♥	Pass
2 ♣			



Exercise E2306 S is playing 2 ♣ Drury convention. He is not promising anything in ♣



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The Drury convention : the responder bids 2 ♣.

A Drury 2 ♣ bid requires :

- a 3 (sometimes 4) cards support
- about 11 HCP (minimum) and a balanced hand, or so.

Caution ! This convention doesn't guarantee anything in ♣.

S	W	N	E
Pass	Pass	1 ♥	Pass
2 ♣			



Exercise E2306 2 ♣ With 11 HCP and a 3 cards fit, S bids 2 ♣ (Drury).



S	W	N	E
Pass	Pass	1 ♥	Pass
2 ♣			



Exercise E2300 2 ♣ Drury Typical hand for a Drury.



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Ensuing bids :

Dominique recommends the simple version...The opener goes directly to precisions about his opening
Repeating his suit at level 2 shows a weak hand. It is a Stop.
Any other bid is natural and promises an usual opening hand

- new suit, level 2 : two suiter
- 3 NT : 15-17HCP, the opener couldn't open 1 NT because of his major 5th
- any shift at level 3 is a strong two suiter (3 ♣, 3 ♦ or 3 ♥ after a 1 ♠ opening)
- 2 NT : the opener is looking for informations...he's got slam ambitions

K	6	4	3	K	5	4	6	A	10	7	4	2
♠	♠	♠	♠	♥	♥	♥	♣	♦	♦	♦	♦	♦
S			W			N			E			
						Pass			Pass			
1 ♥			Pass			2 ♣			Pass			
4 ♥												
Q	J	10	A	J	9	7	6	8	2	K	Q	5
♠	♠	♠	♥	♥	♥	♥	♥	♣	♣	♦	♦	♦

Exercise E4912 4 ♥ You know your partner has got 11 and a fit...game !

10	7	5	A	J	9	7	6	10	9	A	J	6
♠	♠	♠	♥	♥	♥	♥	♥	♣	♣	♦	♦	♦
S			W			N			E			
Pass			Pass			1 ♥			Pass			
2 ♣			Pass			2 ♥			Pass			
Pass												
K	6	4	3	K	5	4	6	Q	10	7	5	2
♠	♠	♠	♠	♥	♥	♥	♣	♦	♦	♦	♦	♦

Exercise 4913 Opener and Responder are minimum ! Stop