

## Two Over One

# Two-Way Reverse Drury

## Two-over-one bids by a passed hand

Once you have passed and established that you do not have an opening hand, then the Two-Over-One Agreement cannot possibly be applied. So if partner opens after you have passed, all of the two over one calls must have some meaning that is not game forcing.

What's more, if your partner becomes the opening bidder after you have passed, then you partner is sitting either in 3rd seat or in 4th seat. As a 3rd or 4th seat opener, your partner may be opening light. Since partner may have a light opener, you need to exert a little caution.

You especially need to be cautious when you have a hand that was almost an opener. You may be feeling that you must make a strong display of your strong passed hand. But that could be very wrong. If partner has opened light, and you act exuberantly, you may find yourself too high in an unmakeable contract.

If partner has opened a minor suit in 3rd or 4th position, just bid naturally, showing your 4-card majors up the line. If partner passes your bid, they opened light.

If partner has opened a major and you lack a fit, then you bid naturally, which probably means you bid a semi-forcing 1NT, which partner will pass if they opened light.

But a special case arises when partner opens a major suit and you have a hand that qualifies for a limit raise. That's important information for partner. If partner has a full opener, they may wish to be in game. But if partner has a light opener and you leap to the 3 level, you could be too high, especially if partner opened a 4-card major just to direct your opening lead.

To solve this special problem of a passed hand with a limit raise, a convention has been

developed called Drury.

**Drury arises when responder to a 3rd or 4th seat opener has a limit raise.**

The Drury convention, in all of its varieties, eliminates jumping and conveys the limit raise with a cheap bid.

you	partner
Pass	1♥
2♣	

Playing Standard Drury  
the bid of 2 clubs is artificial and it announces a limit raise of hearts.

### Standard Drury

Many players still play Drury in its original form. Over 2 clubs, an opener who has opened light bids 2 diamonds artificially to show a light opening hand that may have been bid with just a 4-card suit. But if opener has not opened light, she may jump to game, showing some extra values and an appreciation of the 2 club limit raise. Or, if opener has not opened light, but lacks the extra values needed to leap to game, she simply rebids her suit at the 2 level.

If you meet a partner who wants to play "plain old Drury," as they might call it, agreements above will certainly get you through the session. Be aware, however, that there are additional intricacies available. I will skip these intricacies in this article because standard Drury is not our destination. However, after you have read this complete article you will probably be able to infer more detail about standard Drury.

# Two-Way Reverse Drury

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## Reverse Drury

Reverse Drury is a variation from the original Drury. When playing Reverse Drury, an opener who has opened light will signify their light opening bid, not by rebidding 2 diamonds, as in original Drury, but by rebidding their major suit at the two level. If, instead, they have full opening values but cannot leap to game, they rebid 2 diamonds artificially. In short, they reverse the meaning of 2 diamonds and 2 of the major.

Again, Reverse Drury contains more intricacies than here described, and again this article will not delve into them directly because Reverse Drury is not the form of Drury employed by the style of Two-Over-One being developed in this series.

## Two-Way Reverse Drury

This is the form of Drury that we will employ. In this variation of Drury, responder can distinguish between 3-card limit raises and 4-card limit raises. This distinction in the length of responder's trump suit can allow opener choices that would not otherwise be available. Opener may have a marginal hand, for instance, and knowledge of partner's 4th trump could be a deciding factor in going to game. Or, if the partnership will not bid game, then they at least learn the number of trump they possess in order to use the Law of Total Tricks more accurately.

you	partner
Pass	1♥
2♣	
Use 2 clubs to show a 3-card limit raise.	
you	partner
Pass	1♥
2♦	
Use 2 diamonds to show a 4-card limit raise.	

## Opener's Rebids over 2 Clubs

Opener's rebids over 2 clubs and 2 diamonds will be very similar. Here are the responses over 2 clubs:

- When you have opened light, rebid 2 of the major.
- When you think game will make, jump to game (4 hearts or 4 spades).
- When you have a full opener, but you don't think game is possible, bid 2 diamonds.
- With a marginal hand when you hold a singleton or void, make a **short-suit game try**. Bid the location of your shortness (2 of the other major, or 3 clubs, or 3 diamonds).

If you have made a short-suit game try, you have asked responder to reevaluate her hand in light of your shortness. If responder has values in your short suit, she should feel discouraged, and she will rebid the agreed trump suit as cheaply as possible to play in part-score. But when responder's values are outside of your short suit, she will know the two hands fit well together, and she will bid game.

# Two-Way Reverse Drury

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### Opener's Rebids over 2 Diamonds

Here are the responses over 2 diamonds:

- When you have opened light, rebid 2 of the major.
- When you think game will make, jump to game (4 hearts or 4 spades).
- ➔ • When you have a full opener, but you don't think game is possible, bid 2 notrump.
- With a marginal hand when you hold a singleton or void, make a **short-suit game try**. Bid the location of your shortness (2 of the other major, or 3 clubs, or 3 diamonds).

The responses over 2 diamonds are identical to those over 2 clubs with only one exception. Over 2 clubs, the response of 2 diamonds shows a full opener, but denies the strength needed for game. Over 2 diamonds, the same message is conveyed by 2 notrump.

### Responder's Final Action

Responder's final action is very restricted. If opener has leapt to game, responder just passes. Likewise, if opener rebids the major, showing a light opener, responder passes. If opener has made a game try by bidding their singleton or void, responder reevaluates her hand and either bids game or signs off in the agreed suit for a partscore.

But responder does possess a possible independent action whenever opener has shown full opening values but has denied power for game. Look at the following 2 auctions:

you	partner
Pass	1♥
2♣	2♦
3♣	

Opener has shown an opening hand, but she lacks the strength for game. Responder's 3 club call is a short-suit game try.

you	partner
Pass	1♥
2♦	2NT
3♣	

Opener has shown an opening hand, but she lacks the strength for game. Responder's 3 club call is a short-suit game try, showing a club singleton or void.

### The Effect of Competition

Play Two-Way Reverse Drury on in competition. If the bids of 2 clubs and 2 diamonds are both available, play just as if there had been no competition. But if partner opens, say, 1 spade, and then the opponent overcalls 2 clubs, removing a possible bid from your selection, then you can at least still use 2 diamonds as Drury. When 2 diamonds is the only bid available, then it does not distinguish between 3-card and 4-card support.

you	opp	partner	opp
Pass	Pass	1♥	2♣
2♦			

You have limit raise values, and you have either 3-card or 4-card support.

# Two-Way Reverse Drury

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## Samples

Partner opens 1 heart in 3rd seat. What do you bid with these hands?

1. 65 K842 K94 A1053
2. QJ2 K976 8 A9543
3. K986 A1064 KJ105 8
4. 8 K84 K964 A8532

## Discussion

1. Bid 2 diamonds showing a 4-card limit raise. If partner bids 2NT, sign off at 3 hearts.
2. Bid 2 diamonds. If partner bids 2NT, bid 3 diamonds to show your diamond shortness. If partner signs off at 3 hearts, accept it.
3. Bid 2 diamonds. If partner bids 2NT, bid 3 clubs.
4. Bid 2 clubs to show a 3-card limit raise. If partner bids 2 diamonds, then bid 2 spades to show your spade shortness.