

## Drury (Reverse, Two-way, fit)

P(P)1H/1S(P):

2D: three card limit raise. 2 of opener's suit is a signoff, simple rebids are game tries, 4 of a major and 3NT are to play.

Jump shifts (2S, 3C and 3D over 1H, 3C, 3D, and 3H over 1S) are limit raises with a singleton or void in bid suit.

Double jump shifts are splinters--opener's bid has turned responder's hand into a game-going hand.

Jump raises are preemptive showing very few HCP, almost always with shortness. A jump to four will either have five or more trumps or four trumps and a long side suit.

A simple raise implies only three trumps and less than invitational values. Responder may occasionally have four trumps, 4-5 HCP and (semi)balanced distribution.

2C: four plus trumps with either invitational values no shortness or a simple raise any distribution.

Opener can bid 2 of his original major with no interest in game.

Opener can bid 2D with game interest. Responder bids 2 of opener's major with the simple raise.

Responder shows where his values are with the limit raise.

N.B. Most of the world plays 2C as three card raise and 2D as four card raise.

Highlighted part has taken some a little a time to remember.

Submitted by Bill Kent