



Source is the website of Mr. Jeff Tang called [bridge bum.com](http://bridgebum.com). The following information is presented in its original form as presented online. This information has only been preserved and archived on this site in .pdf file format for future reference.

Three Way Double Reverse Drury

A light 1♥ or 1♠ opening bid in 3rd or 4th seat can backfire when responder has good support. This is because a limit raise of 3♥ or 3♠ may jack up the bidding too high.

Enter the Drury convention. Invented by Douglas Drury in the 1950s a 2♣ response by a passed hand shows a 3+ card limit raise. Opener bids an artificial 2♦ with a minimum, or rebids 2♥/♠ with at least normal strength.

After a while of this somebody decided to create Reverse Drury, which reverses the meanings of opener's 2♦ and 2♥/♠ rebids. This follows the principle of fast arrival; poor hands sign off immediately whereas good hands conserve space by bidding slowly.

Still later, someone brewed up 2♣ as a 3-card limit raise and 2♦ as a 4-card limit raise. And that's how we've gotten 2-Way Reverse Drury.

All well and good, but I have two questions:

Is the principle of fast arrival fully addressed? On average a 4-card limit raise is more likely to make game than a 3-card limit raise. Just imagine a 9-card fit vs. an 8-card fit missing the trump Queen. Thus the concept of "Double Reverse" Drury; 2♣ should show the 4+card raise and 2♦ the 3-card raise. This method applies "fast arrival" for both responder and opener.

How do you show good 5-card raises? They're rare, but they do occur. This is the "3-Way" component. The 2♣ bid should distinguish between 4-card and 5-card raises after opener's positive 2♦ reply.

Combine these ideas and you get 3-Way Double Reverse Drury. A 2♣ response is a 4+ card limit raise and 2♦ is a 3-card limit raise.

Examples of 3WDRD in action:

West	North	East	South
		Pass	Pass
1 ♠	Pass	2 ♦ ⁽¹⁾	Pass
2 ♠ ⁽²⁾	Pass	Pass	Pass

1. 3-card limit raise
2. Sign-off

This is very similar to a Two-Way Reverse Drury auction. But how about ...

West	North	East	South
		Pass	Pass
1 ♠	Pass	2 ♣ ⁽¹⁾	Pass
2 ♠ ⁽²⁾	Pass	?	

1. 4+ card limit raise
2. Sound opening values

Now we're cooking with propane. responder's rebids after the above sequence:

2 ♥: An unbalanced 4-card raise with 5+Hearts.

2 ♠: An unbalanced **5-card** raise. Saving space if slam exploration is warranted.

2 NT: An artificial relay to 3♣. Responder's rebids:

3 ♦ - 4-2-5-2 shape.

3 ♥ - 4-5-2-2 shape.

3 ♠ - 4-2-2-5 shape.

3 ♣: An unbalanced 4-card raise with 5+ Clubs.

3 ♦: An unbalanced 4-card raise with 5+ Diamonds.

3 ♥; A balanced **5-card** raise. Any 5-3-3-2 shape with 5 Spades.

3 ♠: Any 4-4-3-2 with 4 Spades

3 NT: 4-3-3-3 shape.

4 ♣: 4-4-4-1 shape (i.e. a splinter),

4 ♦: 4-4-1-4 shape.

4 ♥; 4-1-4-4 shape.

This rebid system also supports Hearts as trumps (i.e. 1 ♥ : 2♣, 2♦):

2 ♥: An unbalanced **5-card** raise.

2 ♠: An unbalanced 4-card raise with 5+ Spades.

2 NT: An artificial relay to 3♣. Responder's rebids:

3 ♦ - 2-4-5-2 shape.

3 ♥ - 2-4-2-5 shape.

3 ♠ - 5-4-2-2 shape.

3 ♣: An unbalanced 4-card raise with 5+ Clubs.

3 ♦: An unbalanced 4-card raise with 5+ Diamonds.

3 ♥: Any 4-4-3-2 with 4 Hearts

3 ♠: A balanced **5-card** raise. Any 3-5-3-2 shape with 5 Hearts

3 NT: 3-4-3-3 shape.

4 ♣: 4-4-4-1 shape (i.e. splinter).

4 ♦: 4-4-1-4 shape.

4 ♥: 1-4-4-4 shape. (Don't bid 4♠.)

You can also tweak this response system as desired, but you get the idea. 3WRDR is a way to save bidding space for 9-card fits and to distinguish 5-card support as well. Is it more stuff to remember? Yes. But, of nothing else, is the "Double Reverse" better than any other Drury variation? I think so.

Have fun out there!