

Two Way Reverse Drury

A Variation on Limit Raises

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Using modern bridge techniques, it is mandatory that players open weak hands in third seat. This technique baffles even the most experienced players. When opening one of a major following two passes, a player might have as few as 10 High Card points. Perhaps a hand that looks like this one.

♠KJ9 ♥QJ987 ♦62 ♣QJ2

This hand should always be opened 1 Heart in third seat. Having granted permission to partner to open light in 3rd seat following two passes, it is imperative to add techniques to your bidding repertoire that prevent the bidding from getting too high. Two-Way Reverse Drury is one of those techniques.

Two-Way Reverse Drury allows a passed hand to show 3- and 4-card [limit raises](#) after partner opens 1 or 1. After hearing partner's 1♥/♠ in third seat:

2♣ Artificial, 11-12 points with exactly 3-card support

2♦ Artificial, 10-12 points with 4+ card support

Opener's Rebids

After opening 1♥ and hearing a 2♣ response:

2♦ A sound opening bid (13+ points)

2♥ A weak hand (10-12 points)

All other bids Natural, with normal opening values (13+ points)

After opening 1♥ and hearing a 2♦ response:

2♥ A weak hand (10-12 points)

All other bids Natural, with normal opening values (12+ points)

After opening 1♠ and hearing 2♣:

2♦ A sound opening bid

2♥ Natural, 4+ hearts, with normal opening values.

2♠ A weak hand,

All other bids Natural, with normal opening values

After opening 1♠ and hearing 2♦:

2♥ Natural, 4+ hearts, with normal opening values.

2♠ A weak hand

All other bids Natural, with normal opening values

Examples

North	South
♠864	♠AJ92
♥AKT	♥QJ987
♦A752	♦6
♣T83	♣QJ2

West	North	East	South
Pass	Pass	Pass	1♥
Pass	2♣ ¹	Pass	2♥ ²

All Pass

¹ Two-Way Reverse Drury, showing exactly 3 hearts and 11-12 points.

² Showing minimum strength.

North	South
♠K864	♠AJ952
♥K632	♥A9
♦T8	♦92
♣A63	♣KQ65

West	North	East	South
Pass	Pass	Pass	1♠
Pass	2♦ ¹	Pass	3♣ ²
Pass	4♠ ³	All Pass	

¹ Two-Way Reverse Drury, showing 4+ spades and 10-12 points.

² Natural, promising sound opening strength.

³ Bidding game with a good club fit.

I do NOT recommend opening light in 4th seat except when opening Spades. When opening 1♠ in 4th seat, the hand must fulfill the requirements of the Rule of Fifteen also known as Pearson's Points. This is in honor of George Pearson who invented it. The Rule of Fifteen simply says that if you count High Card Points plus the number of spades, you should open if you count to 15. In that case, partner should use Reverse Drury whenever possible because the hand could lack full opening values.

When opening 1♥ in 4th seat, one must have at least a full opener. ♣