

# 3-Way Double Reverse Drury

## Bridge Guys

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:

1. 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.
2. 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- 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
1♠	Pass	Pass	Pass
2♠ (2)	Pass	2♦ (1)	Pass
		Pass	Pass

1. 3-card limit raise

2. Signoff

This is very similar to a [Two-Way Reverse Drury](#) auction. But how about...

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

1. 4+ card limit raise

2. Sound opening values

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

Rebid	Meaning
2♥	An unbalanced 4-card raise with 5+ hearts.
2♠	An unbalanced <b>5-card</b> raise. Saving space if slam exploration is warranted.
2NT	An artificial relay to 3♣. Responder's rebids: <ul style="list-style-type: none"> <li>• 3♦ - 4-2-5-2 shape</li> </ul>

- 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.
- 3NT 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 ♦):

**Rebid Meaning**

- 2 ♥ An unbalanced **5-card** raise.
- 2 ♠ An unbalanced 4-card raise with 5+ spades.
- 2NT 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.
- 3NT 3-4-3-3 shape.
- 4 ♣ 4-4-4-1 shape (i.e. a 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!