

USING THE DRURY CONVENTION

Look at the bidding on this deal:

	D				
1					
	N North		W	N	E S
	♠ Q65			P	P P 1♥
	♥ J104			P	2♣ P 2♦
	♦ 8			P	4♥ P P
	♣ AQJ874			P	
	W West			E East	
	♠ K1092			♠ AJ4	
	♥ 976			♥ 32	
	♦ AQ3			♦ J109764	
	♣ 962			♣ K5	
	S South				
	♠ 873				
	♥ AKQ85				
	♦ K52				
	♣ 103				
				4♥ S	NS: 0 EW: 0

North dealt and passed. He could have opened with a preemptive 3♣. He has only 6 clubs but he can't open 2♣ because that would show a very strong hand. But he thought he was a little too strong with the almost solid club suit and the singleton diamond. He fully expected to come into the bidding once the others at the table made their initial bids.

South has 12 HCP and a good 5-card heart suit so he opened 1♥. In the 3rd position, he could have opened with fewer points since his partner already passed, showing a hand weaker than 13 points. Not only is the bid constructive, it has the obstructive effect on his LHO. Now West, if he wants to make a bid, must use his overcalling techniques, which don't give his partner as clear a picture of his hand.

North's 2♣ bid is conventional. It doesn't necessarily show good clubs (although in this case he does have clubs.) It is called the Reverse Drury convention and says he has at least 3 hearts and at least 10 good points. It asks partner if he opened with a full 13 points or was it a shaded opening of fewer points. If South rebids 2♥ he is saying his opening was light. Any other bid shows a full 13 point opening. However, 2♦ is a special bid that confirms the full opening but limits the hand to a bad 14 points.

Since North's hand is now worth about 15 points, considering the 6-card club suit and the stiff diamond, he jumps to 4♥.

West leads the ♣9. How would you plan the play?

You have 3 potential losers in spades, 3 in diamonds, and 1 in clubs. If clubs split 3-2, there will be a chance to discard 4 of those losers on the long clubs in the dummy. It will require luck not to lose 4 or more tricks first.

Run the first club to your ♣10. West puts up the ♣K and returns a diamond. East wins his ♦A and follows up with another club, hoping for a ruff from partner.

Your ♣A holds the trick and you start drawing trumps. Since you need an entry to the long clubs in the dummy, you win the third trump trick with the ♥J. Now you can discard the two losing spades the one of the diamonds on the four good clubs.

You can see how this hand should be played by clicking on this link:

<http://tinyurl.com/nmqa8xc> , copy and paste it into your browser. Click on the “Next” button on the bottom to advance through each trick. Alternatively, by clicking on “Play” you can play all four hands and see if you can make the hand on your own.