

Winning at Duplicate

Major Suit Raises: Diamond Drury

Points to Master

Diamond Drury enables a passed hand to show Limit Raise values, 3+card trump and 9-12 Support Points, at the 2-level using an artificial 2♦ response. Diamond Drury is an improvement over Reverse Drury.

Applicable Situation

- Partner opens a Major in 3rd or 4th seat.
- Responder has 9-12 Support Points and 3+trump.
- 2♦ is available as a Responder bid.

Summary of Responder's Support Bids

2♦! shows 3+trump, 9-12 Support Points

2 of Major: 3+trump; 5-8 Support Points

3 of Major: 4+trump, less than 5 Support Points (preemptive)

4 of Major: 5+trump, weak with no slam potential; typically distributional

Diamond Drury

- After Partner opens a Major in 3rd or 4th seat, 2♦! is a 3-4 card Limit Raise with 9-12 Support Points. Opener rebids 2 of Major with a minimum. This rebid does not promise any additional length in suit.
- Opener has two approaches for a game try:
 - Opener bids the next step above agreed suit. For example,

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1♥	Pass
2♦!	Pass	2♠!	

The next step bid, 2♠ in this case, called “shortness ask,” is artificial asking Responder to show shortness (singleton or void) by bidding the short suit, bidding game if on a maximum or otherwise return to 3 of the Major. Responder may also bid 3NT to provide a choice of games, showing a maximum with 3-card support and stoppers in all unbid suits.
 - Opener bids her short suit above the “next step” level. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1♥	Pass
2♦!	Pass	3♣!	

The 3♣ is an artificial bid asking Responder to reevaluate her hand knowing Opener is short in the suit. Responder will return to 3 of the Major if the shortness doesn't help or bid game when it makes Responder's hand better. Continuing this example, if Responder has ♣KJx, which are wasted values, Responder will return to 3♥; if instead Responder has xxx in ♣'s, Responder will bid game.
 - After Diamond Drury, if Opener holds 4-card ♥'s and has opening values or better, Opener bids 2♥ over 2♦!

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- With ♥'s as trump, Opener and Responder use 2NT! to show ♠ shortness. For example:

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>	--or--	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Pass	Pass	1♥	Pass		Pass	Pass	1♥	Pass
2♦!	Pass	2NT!			2♦!	Pass	2♠!	Pass
					2NT!			

Bidding Sequences Through 2-Level

After 1♥ Opening: P – P – 1♥ – P // ?

- 2♣ Natural ♣ suit, 6-cards; denies support for Opener's Major.
- 2♦! 3/4-card support with 9-12 Support Points for ♥'s.
- 2♥ 3/4-card support with 5-8 Support Points.
- 2♠ Good 5-card ♠ suit, 3+card support for ♥'s and 9-12 Support Points.
- 2N 11-12 HCP, balanced hand with 2 cards in Opener's Major.

After 1♠ Opening: P – P – 1♠ – P // ?

- 2♣ Natural ♣ suit, 6-cards; denies support for Opener's Major.
- 2♦! 3/4-card support with 9-12 Support Points for ♠'s.
- 2♥ Good 5-card ♥ suit, 2-card support (or less) for ♠'s and 9-11 HCP.
- 2♠ 3/4-card support with 5-8 Support Points.
- 2N 11-12 HCP, balanced hand with 2 cards in Opener's Major.

Opponents Interfere

The opponents overcall immediately following a 3rd or 4th seat opening bid: X is negative; if 2♦ is available, it is conventional Diamond Drury, otherwise, Diamond Drury is off.

The opponents make a direct seat Take-Out Double: XX is penalty-oriented, shows 9-11 HCP and denies support; all other bids retain their conventional Diamond Drury meaning.

The opponents X (lead directing) after the 2♦! Diamond Drury bid: XX is penalty-oriented; all other bids retain their conventional Diamond Drury meanings.

The opponents overcall or X after Opener's shortness asking bid (either 2♠ or 2NT) or shortness showing bid: X or XX is penalty-oriented and shows 3-card support; Pass is a minimum with no game interest; 3 of the Major shows a minimum with 4-card support; all other bids retain their conventional Diamond Drury meanings.

The opponents overcall or X (lead directing) after a shortness showing bid by Responder: X or XX is penalty-oriented; Pass is a minimum, Responder will often compete to 3-level; 3 of the Major requests Partner to bid game with a maximum.

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Major Suit Raises: Cue Bid Raises

Cue Bid Raise

A cue bid raise is a bid of the opponent's suit, made by Responder or Advancer showing 3+card support and Limit Raise values, 9-12 Support Points. If made by an unpassed hand, the values are unlimited. A typical example: 1♦ – 1♠ – P – 2♦; here the 2♦ bid by Advancer is unlimited with 9+Support Points, because Advancer is an unpassed hand. If the Advancer is a passed hand, for example: P – 1♦ – 1♠ – P // 2♦, the bid shows 9-12 Support Points.

The cue bid raise is a one-round force. Opener or Overcaller show a minimum by returning to the agreed suit at the lowest level. To make a game try after a cue bid raise, Opener or Overcaller bids a new suit or jumps in the agreed suit.

By convention, Opener or Overcaller do not make cue bid raises.

The cue bid raise says nothing about the opponent's suit and is not alerted. Contrast this treatment to a splinter raise, where shortness is guaranteed in the suit and is typically alerted.

A cue bid raise, if it would force Partner to bid game, shows slam invitational values. For example: 1♣ – 1♥ – 3♣ – 4♣ shows game forcing values and slam interest. It also suggests, but does not guarantee, first round control of ♣'s.

Special case: If Partner opens 1h and the next hand makes a preemptive jump overcall in ♠'s: 1♥ – 2♠ – ? it is still possible to show Limit Raise values, using the following agreement.

Suggested Agreement: X = Limit Raise, 9-12 Support Points;
3♣/♦ = constructive; 3♥ = 5-8 Support Points; 3♠ asks for ♠ stopper for 3NT (likely with a running minor), without stopper Opener bids best minor unless holding 6+♥'s.