

# 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 3<sup>rd</sup> or 4<sup>th</sup> 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 (NV) (preemptive)

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

### *Diamond Drury*

- After Partner opens a Major in 3<sup>rd</sup> or 4<sup>th</sup> seat, 2♦! is a 3+ 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.
  - Opener holds 5-card ♠ plus 4+card ♥'s, has opening values or better and gets a Diamond Drury response, Opener bids 2♥ over 2♦! This is only forcing to 2♠.

# Winning at Duplicate

## Major Suit Raises: Diamond Drury

- 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 // ? Note: Only 2♦! is forcing and then only to 2 of the major.

- 1♠ 4+card ♠ suit, 6-11 Points.
- 1N Balanced, 6-9.
- 2♣ Natural ♣ suit, 6+cards; denies support for Opener's Major (singleton or void).
- 2♦! 3+card support with 9-12 Support Points.
- 2♥ 3+card support with 5-8 Support Points.
- 2♠ Discuss with Partner.
- 2N 11-12 HCP, balanced hand with 2 cards in Opener's Major.

After 1♠ Opening: P – P – 1♠ – P // ? Note: Only 2♦! is forcing and then only to 2 of the major.

- 1N Balanced, 6-9.
- 2♣ Natural ♣ suit, 6+cards; denies support for Opener's Major.
- 2♦! 3+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+card support with 5-8 Support Points.
- 2N 11-12 HCP, balanced hand with 2 cards in Opener's Major.

### Opponents Interfere

RHO overcalls immediately following a 3<sup>rd</sup> or 4<sup>th</sup> seat opening bid: X is negative; Diamond Drury is off.

RHO makes a direct seat Take-Out Double: XX is penalty-oriented, shows 10-11 HCP and denies support; all other bids retain their conventional Diamond Drury meaning.

LHO X (lead directing) after the 2♦! Diamond Drury bid: all bids retain their conventional Diamond Drury meanings.

LHO X (lead directing) after a shortness showing bid by Responder: all bids retain their conventional Diamond Drury meanings.

# Winning at Duplicate

## 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 must be alerted.

A cue bid raise that forces Partner to game shows slam invitational values. For example: 1♣ – 1♥ – 3♣ – 4♣ shows game forcing values and slam interest. It strongly suggests first round control of ♣s.

Special case: If Partner opens 1♥ 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.