

## Lesson 3 – “2/1” for Beginners

### Topic: Reverse Drury

You should be confident using the bids covered in Lesson 1 and 2 before continuing. Here is a brief review:

#### Lesson 1: (2/1 Game Force and 1NT Forcing Responses)

1. Player opens the bidding with 1♦, 1♥ or 1♠ in 1<sup>st</sup> or 2<sup>nd</sup> seat. Responder bids 2 level of another suit without jumping a level to show 13+ pts and Game Force (GF).
2. Player opens the bidding with 1♥ or 1♠ in 1<sup>st</sup> or 2<sup>nd</sup> seat. Responder bids 1NT to show 6-12 pts (Forcing for one round, but not GF).

#### Lesson 2: (Bergen Raises and Jacoby 2NT – requires 4-card support in major suit)

1. Player opens the bidding with 1♥ or 1♠ in 1<sup>st</sup> or 2<sup>nd</sup> seat. Responder must have 4 cards or more in Opener’s major suit to use Bergen or Jacoby 2NT.
2. Responder bids 3♣ (Bergen) to show 8-9 pts, 3♦ (Bergen) to show 10-11 pts and 2NT (Jacoby 2NT) to show 12+ pts. All of these responses must be alerted.

All of the bids in Lesson 1 and 2 require that the opening bid is made in 1<sup>st</sup> or 2<sup>nd</sup> seat.

They do not apply if:

1. Opener makes the first bid in 3<sup>rd</sup> or 4<sup>th</sup> seat.
2. Opponent opens the bidding or overcalls. A double by an opponent does not alter the meaning of these bids.

When playing competitive bridge where opponents are often very aggressive, you may rarely have a chance to use 2/1 bids. So, when you do get to use them, both you and your partner must remember exactly what they mean and to use the “Alert” card when appropriate.

**Reverse Drury:** Lesson 3 will now give you an option on how to respond when Partner opens with 1♥ or 1♠ in 3<sup>rd</sup> or 4<sup>th</sup> seat (after 2 or 3 passes) and you have 3 or 4 cards to support their major suit. When Partner opens in 1<sup>st</sup> or 2<sup>nd</sup> seat, you know they have opening pts. When Partner opens in 3<sup>rd</sup> or 4<sup>th</sup> seat, you cannot be sure of their point count. They could have full opening points or not. Reverse Drury allows you to show 3- or 4-card support for your partner’s major suit and a point range between 10-12 pts. Obviously, you do not have opening points or you would have opened the bidding.

## Requirements for using Reverse Drury:

1. Your partner opened 1♥ or 1♠ in 3<sup>rd</sup> or 4<sup>th</sup> seat.
2. You have 10-12 pts.
3. You have **3 or more cards in your partner's major suit** to support.
4. There can be **no intervening bid by opponent other than "double."**

There are many situations where Reverse Drury does not apply. (E.g., partner opened in a minor suit; partner opened in 2<sup>nd</sup> seat; the opponent bid, you have only 2 cards in your partner's suit, you have 6-9 pts or 13+ pts, etc.)

## You are the Responder:

Bid 2♣ to show 3-card support and 10-12 pts.

Bid 2♦ to show 4-card support and 10-12 pts.

Hint to help you remember: A club ♣ has 3 petals, showing 3 cards to support.

A diamond ♦ has 4 points showing 4 cards to support.

Responder's Reverse Drury bids should be alerted by the Opener. As soon as the Responder bids it, the Opener should announce "Alert" and tap the Alert card on the table, then put the card back into the bidding box.

Reverse Drury bids are conventions and have different meanings from what might normally be expected. The Responder is not bidding their suit, per se. The Responder is bidding a minor suit to show support for the major, but only when the criteria above applies.

The partnership must be aware that once you adopt these "2/1" bidding conventions, many Standard American bids cannot be used. You must choose one system or the other. Another thing: By responding 1NT, be aware that it is not forcing when the major suit was bid in the 3<sup>rd</sup> or 4<sup>th</sup> seat. Players must be very alert as to which seat opened when using "2/1" bids! Alert means alert – not sleepy!

This lesson is meant to be as simple as possible to help players start to learn 2/1. Use the knowledge that Reverse Drury gives you and also use your judgement to find the best possible contract.

Also, remember that Opener could have a full opening bid in 3<sup>rd</sup> or 4<sup>th</sup> seat. Reverse Drury immediately shows support (# of cards in the major suit bid) and point count to help the Opener decide how high the bidding can go.

As with Jacoby 2NT, with this convention the Responder becomes the **Describer** (because the Opener knows more about the two hands than the Responder) and the Opener becomes the **Captain**.

**Make sure you and your partner are using and understanding the 2/1 bidding system together or you could become very confused!**