

# Krury

## The Kirkhams Version of Drury Invitational and Simple Major Raises by a Passed Hand Presented by Mike Savage

If you sometimes open one of a major with a four-card suit in third or fourth seat with light or very minimum opening hands, knowing how many trumps your partner has when he makes a simple or invitational raise can be very important. Some partnerships play Two-Way Drury to distinguish between three and four-card invitational raises, even if they *don't* open four-card majors in third or fourth seat. The Kirkhams have taken things a step further, in order to distinguish between three and four-card simple raises as well. Their basic structure is that 2C, by a passed hand after partner has opened a major in 3<sup>rd</sup> or 4<sup>th</sup> seat, shows *four* trumps and is either an invitational raise or a simple raise. Then a 2D bid by opener asks you which one you have. A 2D bid, by a passed hand over a major opening in third or fourth seat, is an invitational raise with three trumps. The direct simple raise to two of the major always shows *three* trumps.

**After a Third or Fourth Seat Major Suit Opening**, followed by a pass:

2C = Shows four trumps and is either a simple raise or an invitational raise.

2D = Asks if you have the simple raise or the invitational raise.

2 of the opener's major = Shows the simple raise with four trumps.

New suit by opener = Help suit game try.

2 of the other major = Shows the invitational raise with a singleton or a void.

2NT = Asks responder to clarify his shortness.

3C = Shows a singleton club.

3D = Shows a singleton diamond.

3H = Shows a singleton in the other major.

3S = Shows you have an void somewhere.

3NT asks where it is.

4C = Shows a void in clubs.

4D = Shows a void in diamonds.

4H = Shows a void in the other major.

2NT = Shows the invitational raise without a singleton or void.

2 of the bid major = To play. No interest in game, even if the raise was invitational.

2D = Shows an invitational raise with three trumps.

New Suit = Help suit game try.

2 of the opener's major = To play, with no game interest.

2NT = Asks for trump quality and/or shortness.

3C = Shows the queen or better in trumps and may or may not have a stiff or void.

3D = Asks responder to clarify his hand.

3H = Shows the queen or better in trumps and no singleton or void