

# 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. Jim and Corrine Kirkham 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.

- 3D** = Asks responder to clarify his hand. (Repeated from page 1 for clarity)  
**3H** = Shows the queen or better in trumps and no singleton or void.  
**3S** = Shows an unknown void.  
**3NT** asks where the void is.  
**4C** = Shows a void in clubs.  
**4D** = Shows a void in diamonds.  
**4H** = Shows a void in the other major.  
**4C** = Shows a singleton in clubs and the queen or better in trumps.  
**4D** = Shows a singleton in diamonds and the queen or better in trumps.  
**4H** = Shows a singleton in the other major and at least the trump queen.  
**3D** = Shows three trumps without the queen or better of trumps but with a short suit.  
**3H** = Asks what suit are you short in.  
**3S** = Shows an unknown void.  
**3NT** = Asks where the void is.  
**4C** = Shows a club void.  
**4D** = Shows a diamond void.  
**4H** = Shows a void in the other major.  
**4C** = Shows a singleton in clubs.  
**4D** = Shows a singleton in diamonds.  
**4H** = Shows a singleton in the other major.

**3 of opener's major** = Denies the queen or better in trumps and has no stiff or void.

**Three of opener's major**: After responder's **2D** bid, a jump to three of the trump suit by opener asks responder to start cue-bidding up the line.

### Krury in Competition

**Krury** is always on if either bid is available and a **DbI** of their **2C** or **2D** overcall says "they stole my **Krury** bid." After a **2C** overcall, **2D** still shows the 3-card invitational raise and **2NT** is natural and invitational but over a **2D** overcall, **2NT** now shows the four-card invitational raise.

If third or fourth hand opens a major and responder bids **2C** or **2D** and the next hand overcalls in a suit below the bid major, a re-bid of two of the major by opener shows at least a five-card suit, along with a minimum or sub-minimum. Also, if opener bids two of the major over a **DbI** of either **2C** or **2D**, that shows at least a five-card suit along with no game interest.

After **Krury**, followed by an overcall higher than the trump suit, **2NT** is a general game try (if it's available), three of a lower suit is a help-suit game try and three of the major is competitive. **DbI** by opener or responder is penalty oriented, especially in the immediate seat.

When partner has balanced in fourth seat with a major at the one level, **2C** and **2D** are still **Krury**. An example of this would be: **1D p p 1S p 2C** or **2D**—both bids are **Krury**.

After a third or fourth seat major opening, a jump to three of a minor by responder shows a very good six-card suit and is invitational to **3NT**.