

### Signals and Discards in Defence – Recap

Declarer has a huge advantage over the defenders in that he can see all his sides assets. The defenders only know some of the cards they hold and it is therefore vital that they communicate with each other to let each other know more about the hand.

High cards are there for you to win tricks. Smaller cards can be used to show each other more about the hand.

So:

Watch the small cards that partner plays carefully and make sure that the small cards we play tell partner something.

#### **Watch the low cards**

**When discarding, try to help partner as much as possible. When partner discards, try to work out what message he is giving.**

When partner leads a suit we normally play:

**H**igh

**E**ncouraging

**L**ow

**D**iscouraging

### **Why?**

To try and give partner an idea as to where the strength in this suit is and to tell partner whether to continue with it or not.

When declarer leads a suit we normally play:

**H**igh

**E**ven

**L**ow

**O**dd

### **Why?**

To try and give partner an idea as to the distribution in this suit.

Then partner will know more about the hand and perhaps be able to work out the distribution in other suits. It might help partner to plan the hand. To tell partner when and if we can ruff and to tell partner when to hold up and how many times.

If you have to play an "irrelevant" card to a trick then you can make a suit preference signal.

In this case a

**H**igh card wants the higher suit

and a

**L**ow card wants the lower suit

(ignoring the trump suit)

Eg: Suppose you have A 9 6 3 of a suit.

You lead the Ace and it wins the trick. But partner is void of this suit shows out. So you can lead the suit again and give partner a ruff. None of your cards will ever take a trick in this suit so they are all "irrelevant". So which one you lead is a suit preference signal. If you lead the 9 it tells partner your strength or re-entry for another ruff is in the higher of the two other suits (not the one you are leading or trumps).

If you lead the 3 it tells partner your strength or re-entry for another ruff is in the lower of the two other suits (not the one you are leading or trumps).

### Discards

When discarding keep length with dummy.

When discarding keep length with declarer and dummy's long suits.

When discarding try to keep small cards to protect your high cards

When discarding keep your long suit winners

When discarding, keep a card in partner's suit

### Signalling with your discard

We are back where we started. In the same way that we encourage on partners lead we can show the same information with a discard.

High

Encouraging

Low

Discouraging

### Summary

- ☐ Your first discard shows your attitude in the suit that you discard. Play HELD: High encourages, low discourages
- ☐ A high card followed by a low card is a strong signal and says "I have something good in this suit". It also tells partner that it is safe to discard in that suit
- ☐ Use the highest card that you can spare for an encouraging signal
- ☐ Throw losers and keep winners - if you can
- ☐ Try to keep length with dummy's long suit and any suit bid by declarer
- ☐ Unless you have no entry, keep a card in partner's suit
- ☐ Watch partner's discards and note the suit partner is keeping
- ☐ Remember that the card partner uses when establishing his suit may be a suit preference signal.

