

## SIGNALS

SIGNALS ARE BASED ON THE NEED TO TELL PARTNER SOMETHING THEY NEED TO KNOW. THERE ARE THREE KINDS OF SIGNALS – ORDER OF PRIORITY.

1. ATTITUDE SIGNALS. I LIKE THAT SUIT: I DON'T LIKE THAT SUIT.
2. COUNT SIGNALS – I HAVE AN EVEN NUMBER OF CARDS IN A SUIT OR I HAVE AN ODD NUMBER OF CARDS IN A SUIT.
3. SUIT PREFERENCE SIGNALS – I LIKE A HIGHER- RANKING SUIT OR I LIKE A LOWER-RANKING SUIT

SOMETIMES A CARD IS 'JUST A CARD' AND SOMETIMES A CARD IS A SIGNAL. A CARD IS A SIGNAL WHEN IT CANNOT AFFECT THE OUT-COME OF THE CURRENT TRICK. EXAMPLE: PARTNER LEADS THE ACE, PROMISING THE KING. YOU HAVE Q72, YOU PLAY THE 7, ENCOURAGING. IT'S A SIGNAL BECAUSE YOUR PLAY CANNOT AFFECT THE OUTCOME OF THE CURRENT TRICK.

## COPA

Count if  
Opponents initiate the trick, but if  
Partner initiates the trick, it's an  
Attitude signal

		A98742			
		95	DEALER 1 SPADE		
		AQ5	4 SPADES		
		K3			
KQ10				VOID	
10842	PASS			AKJ3	PASS
J10	PASS			98642	PASS
9876				10542	
		J653			
		Q76	2NT (JACOBY)		
		K73	PASS		
		AQJ			

PARTNER LEADS ACE of HEARTS, DUMMY PLAYS 6, WHAT CARD DO YOU PLAY?

## **BETTER DISCARDING**

**TELL EACH OTHER WHAT SUIT YOU ARE SAVING OR NOT SAVING BY SIGNALING HIGH OR LOW AS EARLY AS POSSIBLE.**

**KEEP ONE CARD OF PARTNER'S LONG SUIT UNLESS YOU'RE NEVER GETTING IN AND IT'S LATE IN THE PLAY.**

**KEEP "DUMMY PARITY". IF YOU AND THE DUMMY HAVE 4 CARDS IN A SUIT, SAVE ALL OF YOURS UNLESS YOURS ARE WORTHLESS SPOT CARDS.**

**TRY NOT TO SAVE THE SAME SUIT YOUR PARTNER'S SAVING.**

**TRY NOT TO SIGNAL WITH A TRICK OR A POTENTIAL TRICK. EXAMPLE: YOU HOLD KJ109 OR AQJ9, DON'T PITCH FROM THOSE SUITS EARLY. INSTEAD, PITCH LOW CARDS FROM SOME OTHER SUIT.**

**DON'T SIGNAL IF YOU HAVE ALL THE HIGH CARDS. IF PARTNER HAS ALL THE CARDS, BE AS HELPFUL AS POSSIBLE.**

**DON'T VOID YOURSELF IN A SUIT, DECLARER NOW KNOWS WHO TO FINESSE.**

## **BRIDGE TIP**

**DECLARING AND NO TRUMP, FIRST THING YOU SHOULD DO IS CASH OUT A SOLID FOUR-CARD SUIT. WHY? BECAUSE DEFENDERS USUALLY DISCARD WASTEFULLY. THEY PITCH (DISCARD) AWAY TRICKS AND POTENTIAL TRICKS, SOMETIMES TO SIGNAL, SOMETIMES FROM HABIT.**

**"KEEP WINNERS, PITCH LOSERS".**

		AQJ962			
		J3	DEALER	1 SPADE	
		K83		2 SPADES	
		94			
74	PASS			K105	
742	PASS			KQ109	
AQ105				J76	PASS
K1073				Q82	PASS
		83			
		A865			
		942	1 NT		
		AJ65	PASS		

**K OF HEARTS LEAD, DECLARER WINS ACE, DECLARER LEADS A SPADE TO JACK  
WHAT CARD DO YOU PLAY AND WHY?**

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		AQ4			
		753	DEALER	2 NT	
		AK4		3 DIAMONDS	
		AK106		PASS	
J1083				97	PASS
K1096				82	PASS
Q53	PASS			J10976	PASS
92	PASS			8754	
		K652			
		AQJ4			
		82	3 CLUBS		
		QJ3	6 NT		

**J OF DIAMONDS LEAD, DECLARER WINS ACE AND CASHES 4 CLUBS-  
WHAT DO YOU DISCARD ON THE 3<sup>RD</sup> AND 4<sup>TH</sup> CLUB?**

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		AJ2	DEALER 1 DIAMOND	
		K10	3 NT	
		KQJ1064		
		K4		
Q1085				643 PASS
7532				AQJ9 PASS
A2	PASS			9
1082	PASS			J9735
		K97		
		864	1 NT	
		8753	PASS	
		AQ6		

**5 OF SPADES LEAD, PARTNER PLAYS THE 3 (DISCOURAGES) DECLARER WINS AND LEADS DIAMONDS, PARTNER WINS THE 2<sup>ND</sup> DIAMOND, WHAT CARD DO YOU PLAY AND WHY?**

**IF FOR ANY REASON THE PARTNER OF THE OPENING LEADER WISHES A SWITCH TO A DIFFERENT SUIT, HE PLAYS LOW. THIS IS NOT A SUIT PREFERENCE – THE OPENING LEADER MUST THEN JUDGE WHICH SUIT PARTNER WANTS AND PLAYS ACCORDINGLY.**

**THE MOST IMPORTANT AND WIDELY USED SIGNAL IS THE COMMON SENSE SIGNAL.**