

Defensive Signals

(how defenders communicate)

Three Defensive Signals

(Two Styles/Methods)

* Signals

- * Attitude - Continue or Switch
- * Count - Even or Odd Length in the Suit
- * Suit Preference - What to Lead Next

* Styles/Methods

- * Standard - High: continue/even, Low: switch/odd
- * Upside-Down - Low: continue/even, High: switch/odd

Three Defensive Signals

(Attitude - Continue or Switch)

- * Usually make an attitude signal the **first** time **partner** leads a suit
 - * Standard: high card means continue ("I like it, bring it on!") and a low card means switch ("I hate it, no more!")
 - * Upside-Down: high card means switch ("I hate it, stop that!") and a low card means continue ("I like it, keep it coming!")
- * Exception: if your attitude is known, make a suit preference signal: high card for a higher suit, low for lower

Three Defensive Signals

(Example: Attitude)

* Auction: 2♠-(X)-P-(4♥)-all pass

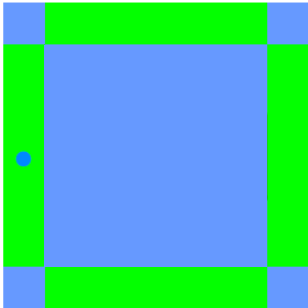
Partner leads: ♠A

What card do you play?

you can ruff 3rd round,

play a continue card,

(standard: ♠8, upside-down: ♠3)

	♠ 6 5 ♥ 10 9 7 3 ♦ K Q J 10 ♣ A K Q	
♠ A ♥ ♦ ♣		♠ 8 3 ♥ J 8 2 ♦ A 5 ♣ 8 7 6 4 3 2

Three Defensive Signals

(Example: Attitude)

* The auction: 2♠-(X)-P-(4♥)-all pass

Partner leads: ♠A

What card do you play?

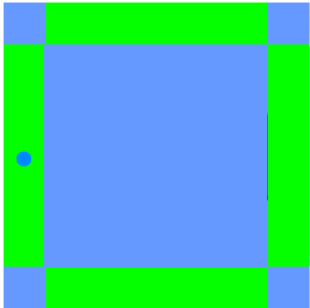
if partner continues ♠K,

declarer will ruff,

♠Q will become a winner,

play a switch card,

(standard: ♠3, upside-down: ♠8)

	♠ Q 6 5 ♥ A K 9 7 ♦ K 9 ♣ A K 10 2	
♠ A ♥ ♦ ♣		♠ 8 4 3 ♥ J 8 2 ♦ A 5 ♣ 8 7 6 4 3

Three Defensive Signals

(Count: Even or Odd)

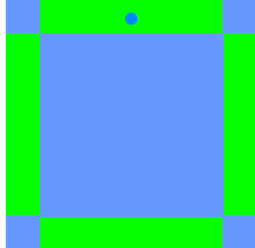
- * Make a count signal the **first** time **opponents** lead a suit
 - * Standard: high card means even number in this suit and a low card means odd number in this suit
 - * Upside-Down: high card means odd number in this suit and a low card means even number in this suit
- * Remember: taking tricks is primary goal, signaling partner is always optional
- * Don't sacrifice a trick to give partner a signal

Three Defensive Signals

(Example: Count)

- * Auction: (P)-P-(2NT)-P-(3NT)-all pass
You lead: ♦ K, then ♦ Q, then ♦ J
Declarer wins 3rd round and leads ♣ T
What card should you play?

even (std: ♣ 9, u: ♣ 5)

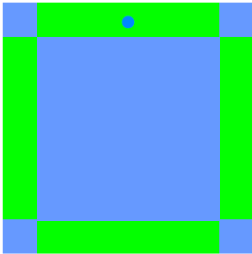
	♠ 8 4 3 ♥ 8 7 2 ♦ 8 4 ♣ K Q J 6 4	
♠ Q 6 5 2 ♥ 10 9 3 ♦ K Q J 10 ♣ 9 5		

Three Defensive Signals

(Example: Count)

- * Auction: (P)-P-(2NT)-P-(3NT)-all pass
You lead: ♦ K, then ♦ Q, then ♦ J
Declarer wins 3rd round and leads ♣ T
What card should you play?

odd (std: ♣ 3, v: ♣ 9)

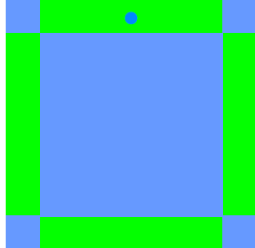
	♠ 8 4 3 ♥ 8 7 2 ♦ 8 4 ♣ K Q J 6 4	
♠ Q 9 6 5 ♥ 10 9 ♦ K Q J 10 ♣ 9 5 3		

Three Defensive Signals

(Example: Count)

- * Auction: (P)-P-(2NT)-P-(3NT)-all pass
You lead: ♦ K, then ♦ Q, then ♦ J
Declarer wins 3rd round and leads ♣ T
When should partner win the ♣ A?

(even: 3rd time, odd: 2nd time)

	♠ 8 4 3 ♥ 8 7 2 ♦ 8 4 ♣ K Q J 6 4	
		♠ J 7 2 ♥ J 6 5 4 ♦ 9 7 2 ♣ A 8 2

Three Defensive Signals

(Suit Preference: What to Lead Next)

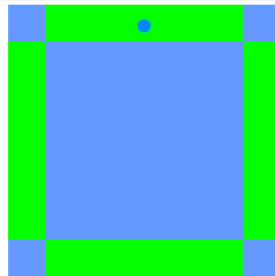
- * Make a suit preference signal to tell partner what suit to switch to when your card doesn't have another meaning
- * Play a high card to indicate a higher suit and a low card to indicate a lower suit (not including their trump)
- * Example: Partner leads ♠ A against 4♥
 - * Dummy: ♠ 6 ♥ AK97 ♦ QT97 ♣ KJ62
 - * Holding ♣ AQ7: play your lowest spade

Three Defensive Signals

(Example: Suit Preference)

- * (P)-P-(1 ♥)-P-(2 ♥)-P-(4 ♥)-all pass
West leads ♠ 6, East wins ♠ A
What card should East lead?

East can see ♠ 6 is singleton,
when West ruffs,
he needs to know what to lead,
East tells West to lead ♦
(♠ 9, suit pref for ♦)

	♠ Q 5 3 ♥ A 10 8 6 ♦ Q 7 ♣ 8 6 4 2	
♠ 6 ♥ 4 3 2 ♦ 9 8 6 5 2 ♣ Q J 7 3		♠ A 9 8 7 4 2 ♥ J ♦ A 4 3 ♣ 10 9 5
	♠ K J 10 ♥ K Q 9 7 5 ♦ K J 10 ♣ A K	

Three Defensive Signals

(Attitude, Count, Suit Preference)

- * Priority order: Attitude, Count, Suit Pref
- * Choose Style, Standard or Upside-Down
- * Attitude to **partner's first** lead in a suit
- * Count to **opponent's first** lead in a suit
- * Suit Preference to tell partner what to lead next (used only when your card has no other meaning)