

♠ ♥ ♦ ♣ **DEFENSIVE SIGNALS** ♠ ♥ ♦ ♣

General Rules of Defensive Signals

1. When following to a suit or when discarding, the card's value is used to send signals.
2. Signals are usually given with cards from the 2 to the 9.
3. A signal can usually be interpreted:
 - A. From the bidding.
 - B. From the cards visible in the dummy.
 - C. From the cards held in your hand.
4. It is sometimes necessary to wait until partner plays to the second round in a suit to fully understand a signal.
5. Although signals are useful, you are not required to follow them, depending on your understanding of the hand.

You should always signal on opening lead.

TYPES OF SIGNALS

Attitude – responding to partner's leads

(generally for partner-led suit)

- High cards encourage
- Low cards discourage

Count – responding to declarer's leads

(generally for opponent-led suit)

- High-low shows an even number of cards
- Low-high shows an odd number of cards

Suit preference

(when leading for partner to trump)

- High card asks for the higher-ranking suit
- Low card asks for the lower-ranking suit

Attitude generally applies after defenders' leads.

Count generally applies after declarer's leads.

Neither applies when you're trying to win the trick.

UPSIDE DOWN



Attitude

- Low cards encourage
- High cards discourage

Count

- Low-high shows an even number
- High-low shows an odd number

DISCARDS – Tossing a card when you can't follow suit

Odd/even: Odd card – you like the suit

Even card – you don't like the suit