

Signals

There are three types of signals: Attitude, Count, and Suit Preference.

Attitude

When partner leads, or when discarding

- A low card is discouraging
- A high card is encouraging

Count

When declarer plays a suit

- A low card followed by a higher card shows an odd number
- A high card followed by a low card shows an even number

This can also apply when partner leads a suit

Suit Preference

When count and attitude don't apply

A low card shows a preference for the lower ranking suit (non trump)

A high card shows a preference for the higher ranking suit (non trump)

Contract 4♥, lead A♦

Dummy	You	
♠ KJ108	♠ AQ64	You want partner to switch to a spade so you play the 10♦
♥ AQ943	♥ 62	If you wanted partner to switch to a club you would play the 4♦
♦ 8	♦ 10964	
♣ J53	♣ 654	

Note: do not slavishly signal

Sometimes it is impossible to signal, or to give the "correct" signal for example if partner leads the A (thereby denoting the K) with Q2 you would play the 2 and not the Q

Finally, some general advice

Defenders – if you can take the setting trick - do so

Declarer – if you can make your contract – do so, it is foolish to try for an overtrick

Second player should always, in general, play low

Always cover an honour with an honour – (exceptions do apply)

Example: ♣ QJ3 opposite ♣ A9, and you hold ♣ K86. If you do not cover the ♣ Q when led you will always take a trick with the ♣K

Listen to clues in the bidding to help you choose what suit to lead (ie the unbid suit), or dummy's bid suit when you have only three in the suit.

Every time you win the lead, unless there is a very good reason for not doing so (for example a void in Dummy), always continue leading the same suit. Let the opponents open the other suits