# **Attitude Signals on Defense**

January 22, 2025



Partner, please
CONTINUE THAT
SUIT

Play a **"high spot"** card

Play a "**low spot**" card

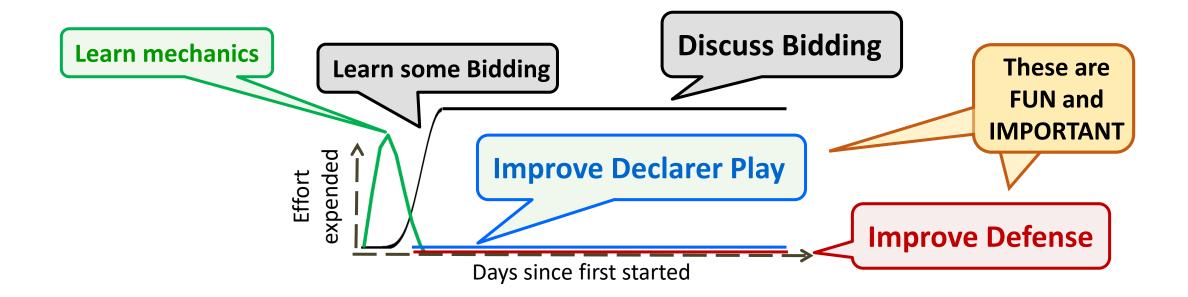
Partner, that suit seems BAD, to me

A "spot card" is a 2, 3, 4, 5, 6, 7, 8, 9



### Card Play (Declarer and Defense) are IMPORTANT & FUN

#### People are usually taught bridge like this:



# **Attitude Signals on Defense**

On defense, the only (legal) way to communicate with partner is via the cards you play ... called "Signaling"

**Develop the habit of Signaling NOW** 

... it will be VITAL to becoming a great defender

This presentation assumes STANDARD signaling



... NOT "upside down" signaling



# Defense is the hardest thing in bridge ...

Everyone is "blind" when bidding ... so nobody has an advantage

BUT ... once the bidding is finished ... Declarer can see her hand AND Dummy

... and can coordinate the play of those hands

... and usually has most of the HCP

... and she chose the Trump suit (or NT)

These are HUGE advantages

On Defense, you can see only your own cards (and Dummy, after opening lead)

... so you'd like to coordinate with Partner on Defense

... but HOW ???

Your only (legal) method of communication is via the cards you play ... called "Signaling"

### **Opening Leads vs a SUIT contract**

#### vs. Suit Contracts

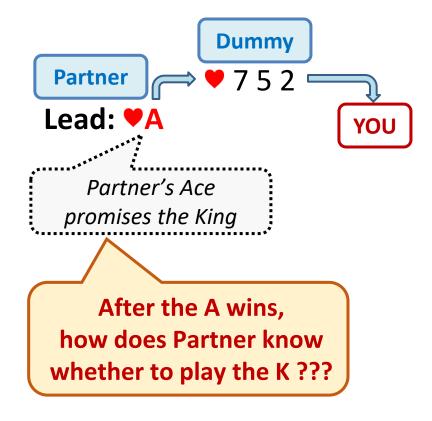
1. What suit? 2. Which card? Examples Lead Lead singleton Everybody's favorite lead vs. a Suit contract © (hoping to get a ruff) Top of doubleton **Q**3, **9**3 **QJ**3, **J10**3, Top of touching Lead partner's suit In partner's suit **KQJ**43, **AK**93 honors Q63 Else, low Lead your suit In your suit **KQ**54, **J10**53, Top of **2+** touching **AK**732 honors Do NOT lead a suit in which you have the A but NOT the K. Else, 4th highest of **3** from K84**3**2, (Leading A from AK is GREAT.) longest, strongest 2 from Q972

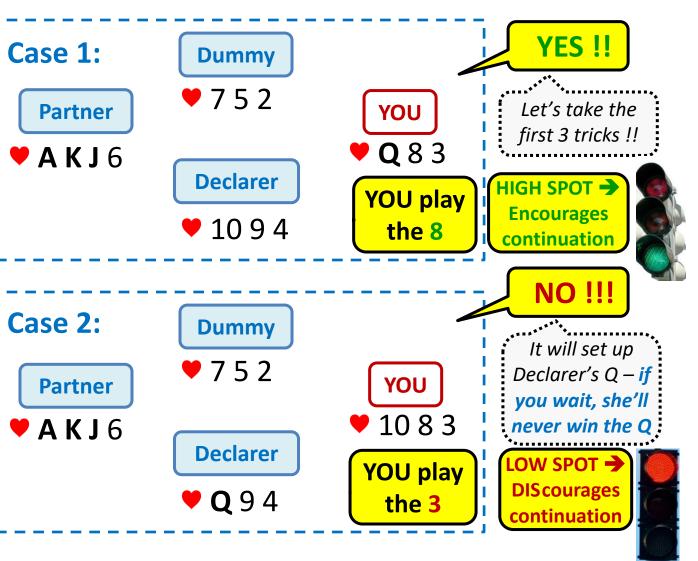
#### **TODAY:**

How to signal when Partner leads Top of a Sequence vs. a SUIT contract

### **Motivation for Signaling on Defense**

Partner is on lead vs. a ♠ contract | Case 1: Let's look only at the ♥ suit:





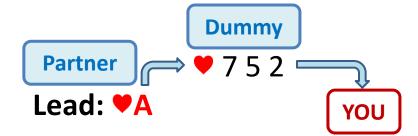
Phil Abrahamson

Page 6

#### **Build the habit of SIGNALLING**

#### Repeating that example:

- Defending a contract
- Partner leads VA



- Your signal is INFORMATION, not a command
- → If Partner has A K Q, she'll continue, despite your signal
- → But if she has only A K, she needs your help to know whether to play K or change suit

Case 1:



**Q**83

You know Partner has the ♥K

- You think "we should continue ♥s"
- So TELL PARTNER "I like this suit"

Play the 8

A "high spot card" encourages continuation



**Case 2:** 



**1083** 

You know Partner has the ♥K

- You think "I dunno about ♥s"
- So TELL PARTNER !!

Play the 3

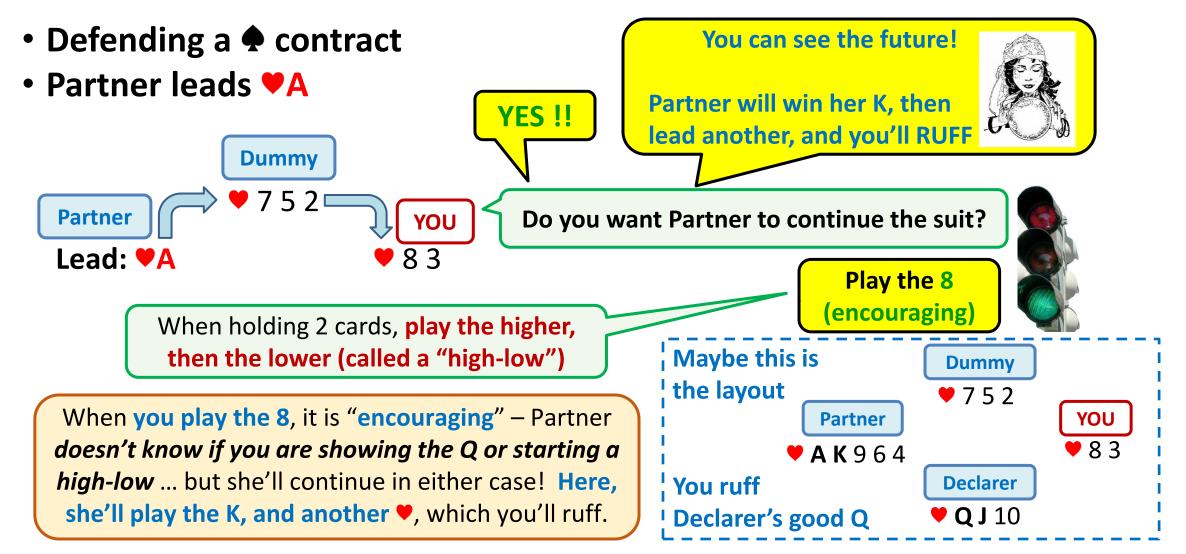
A "low spot card"

DIScourages continuation



You MUST MUST build the habit of signaling

# Another important habit – play "high-low" with doubleton



# **SUMMARY of Attitude Signals on Opening Lead**

#### When partner leads an Honor:

- Play a "high spot" to encourage continuing the suit
- Play a "low spot" to discourage

A "spot card" is a 2, 3, 4, 5, 6, 7, 8, 9

Play "high – low "when you have exactly 2 cards in the suit

#### Incorporating this into your game:

- 1. Signal EVERY TIME (build the habit !!)
- 2. Start watching for partner's signals

#### **Exception:**

**Intermediate** 

If partner leads the A (promising the K) and you have **Qx Doubleton**, most people agree to play the x

3. Eventually, you & partner will see the signals ... and act on them !!

# WHY must you build the habit of signaling EVERY TIME?

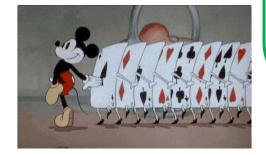
# If you don't signal EVERY TIME, Partner will never learn to look for your signals

... and vice-versa

- 1. Signal EVERY TIME (build the habit)
- 2. Start watching for partner's signals
- 3. Eventually, you'll see the signals ... and act on them !!

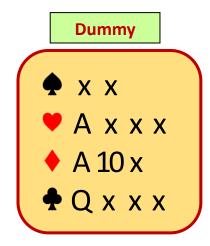
This evolution takes a while

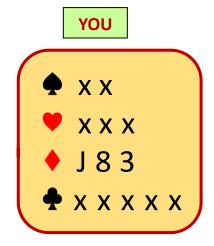
- But it's SO GREAT once you get used to it
- Cooperating on defense may be the most fun and amazing thing in Bridge



# Signals are not limited to when Partner leads an Ace

- Opponents' contract: 4 ♥
- Partner leads ◆K
   (which promises the ◆Q)
- Declarer plays ◆A from Dummy





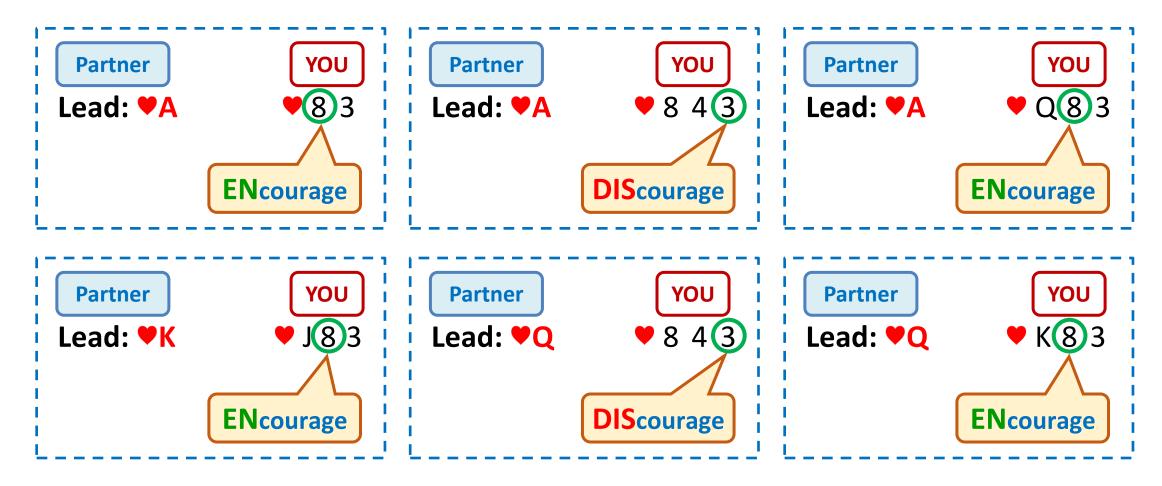
Which card do you play?

Play the ♦8 to ENCOURAGE

- → Your ◆J means it's safe (and attacking!) to continue ◆ later in the hand
- → So ... let Partner know you think she should continue !!!

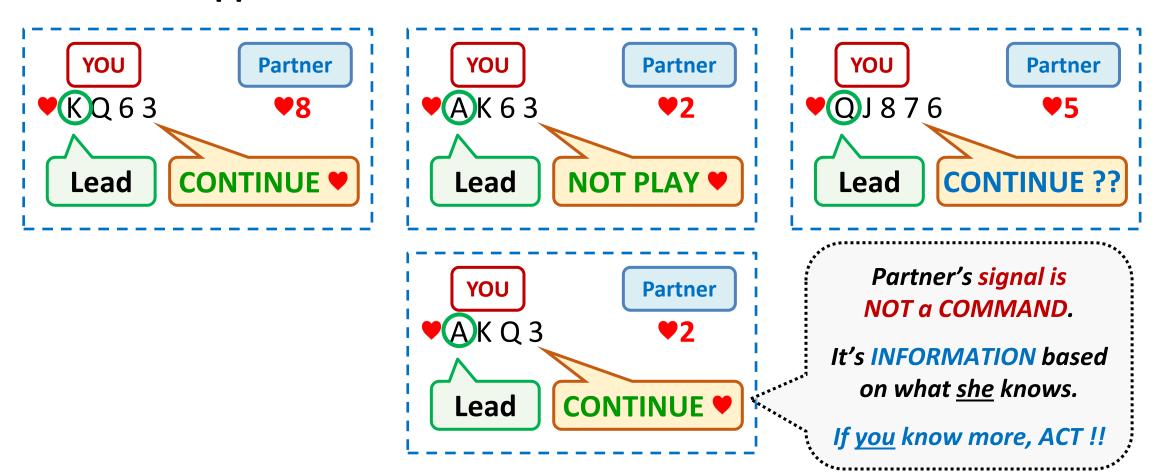
### **Examples – YOU are signaling**

Opponents' contract: 4 •



# **Examples – Reading PARTNER's signal**

Opponents' contract: 4 •



### **PUNCH LINE ... Signal "attitude" when Partner leads an Honor!**

**Defense is a TEAM EFFORT** 

→ Try to help partner!

#### **USUAL AGREEMENT about "attitude" signals:**

- A high "spot card" ENCOURAGES continuation of the suit
- A low "spot card" DISCOURAGES

A "spot card" is a 2, 3, 4, 5, 6, 7, 8, 9

When you have a Doubleton, play "high-low" to tell partner you have exactly 2

Partner can usually discern "high" vs "low" by looking at the cards in her hand and Dummy

... sometimes a 5 (for example) is high, sometimes low

... if partner can see the 4 3 2, then the 5 is clearly "low"

... if she sees the 9 7 6 (but no 4 3 2), then the 5 is probably "high"

# Sometimes Partner must look closely to see your signal

- Opponents' contract: 4 ♥
- Partner leads ◆A
   (which promises the ◆K)

**Dummy**★ x x★ A x x x★ Q 7 6★ K Q x x

**REMINDER:** when you have a Doubleton, play "high-low"

**•** x x x x

YOU

♥ XXX

**♦** 5 2

**♣** x x x x

• Which card do you play? (the ♦5 or ♦2?)

#### You can see the future!!!

- ♦A ... ♦K ... another ♦, which you ruff!!!
- So LET PARTNER KNOW you want ♦ continued!!

E.g., if Partner has ♦ A K 10 9 8 ... the 5 is clearly "high"

#### Play the ♦5 to ENCOURAGE

- → Hopefully, Partner figures out that the 5 is "high"
- → Partner will cash the ◆K, (you play the ◆2, finishing a "high-low")
- **→** Partner will lead another **♦**, which you <u>ruff</u>!

# **SUMMARY of Attitude Signals on Opening Lead**

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#### **Incorporating this into your game:**

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- 3. Eventually, you'll see the signals ... and act on them !!

#### **Exception:**

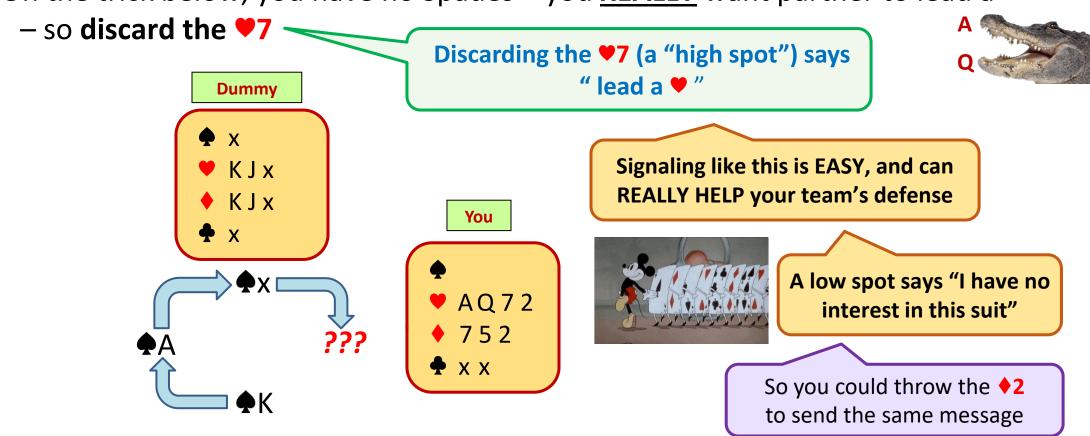
**Intermediate** 

If partner leads the A (promising the K) and you have **Qx Doubleton**, most people agree to play the x

### Your discards can (should) show attitude !!

• Declarer (South) is calling trump (Spades) – and you have run out

• On the trick below, you have no Spades – you **<u>REALLY</u>** want partner to lead a ♥



### Help Partner by signaling Attitude in these situations

1. When discarding on a suit Declarer is playing (e.g., she's calling trump, and you've run out)

EXAMPLE on prior page

- Discard a high "spot card" in a suit you want partner to lead
- Discard a low "spot card" in a suit you "don't like"
- 2. Partner starts a new suit in the middle of the hand by playing an honor

Just like when partner makes an opening lead:

- A high "spot card" ENCOURAGES continuation of the suit
- A low "spot card" DISCOURAGES

# The 10% to remember – Attitude Signaling on Defense

- Signal ATTITUDE on Partner's opening Honor Card lead
  - ✓ High card encourages, low card discourages
- Signal ATTITUDE when Partner leads and Honor to start a new suit in the middle of the hand
  - ✓ High card encourages, low card discourages
- Signal ATTITUDE when you DISCARD in the middle of the hand
  - **✓** High card encourages, low card discourages
  - 1. Signal EVERY TIME (build the habit)
  - 2. Start watching for partner's signals
  - 3. Eventually, you'll see the signals ... and act on them !!

PS – later, you can add "count" signals and "suit preference" signals

### Here's a cool one !!!

- South opens 1♠
- Opponents' contract: 4♠
- You lead ♥A
- Partner plays the ♥8

#### **Dummy**

- ♠ Kxxx
- **♥** x x
- **♦** x x
- ♣ AKQJ10

#### You



#### What's going on ??

Can't be a doubleton; if so, declarer has 6 ♥ s

- → Partner is saying "I have the ♥Q"
- → When Declarer gets in, she'll call trump and throw any ♦ losers on the fabulous Club suit
- → Your only hope is to get 2 tricks in ♥ and 2 tricks in ♦ ... RIGHT NOW
- → Declarer clearly has the ◆K for her opening bid, so if you start ◆, you will set up her ◆K
- → The only way to get those ◆ tricks is to have
  Partner lead through declarer toward your ◆ A Q

#### | 3

So ... lead a small ♥ to partner's ♥Q



- Looking at Dummy, Partner will realize "I must switch to ◆"
- When she does, you take 2 → tricks (plus the 2 ♥s) Down 1!!

Defense is HARD, but FUN, and when you do something like this – WOW!!!