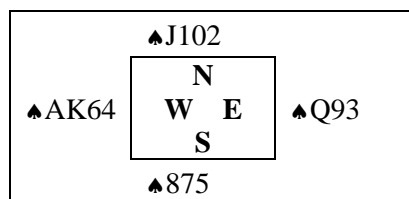
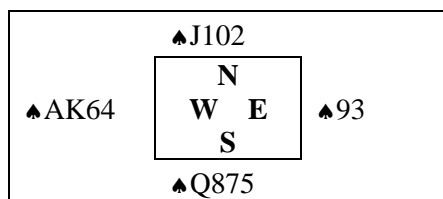




## Lesson 59 Examples

### Attitude Signals



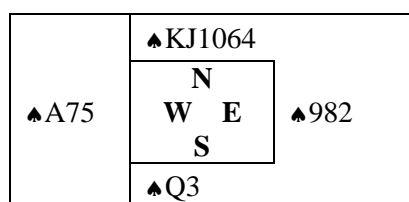
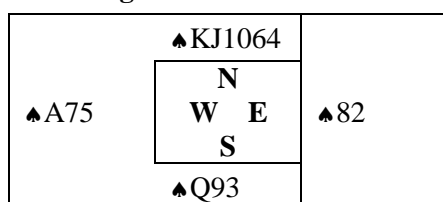
In both examples South plays in 4♥. West leads ♠A. East *encourages* with ♠3, a low card.

So West plays ♠K and another.

If East encouraged with a doubleton he ruffs the third round, if with a high card he wins ♠Q.

We give Attitude Signals when partner **leads** an honour card or when we are discarding.

### Count Signals



South plays in 3NT. He leads ♠Q from hand. ``

When should West take his ace?

Here East plays ♠8 on the first round, a *count signal*.

Playing high-low shows an *even* number of cards.

If East has 2 spades South must have 3, so West waits to take his ace on the third round.

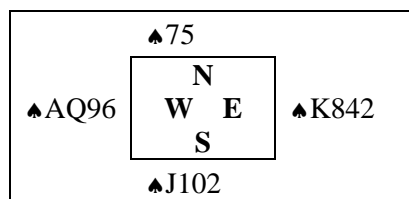
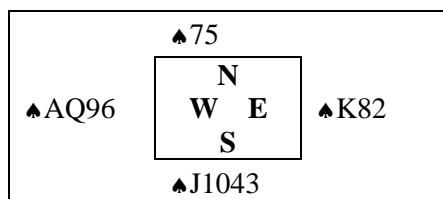
This time East makes his count signal with ♠2.

Playing the lowest card shows an *odd* number.

If East has three cards South must have 2, so West takes his ace on the second round.

We give count signals **on cards led by declarer or dummy** to tell partner how many cards we have in that suit so that he can work out how the cards lie.

### Secondary Signals (The card we play on the *second* round of a suit.)



South plays in 3NT West leads ♠6, his fourth highest. Dummy plays ♠5, East wins ♠K and South plays ♠3. East returns ♠x, South plays ♠10 and West wins ♠Q. What now? On this lie West must wait for East to win a trick in another suit to lead a spade through South's J4.

West can tell East how many spades he has *by the card he chooses to return*. Here he started with 3 cards and he returns the *eight*. With four cards initially East returns the two (the *higher* of his 2 remaining cards)

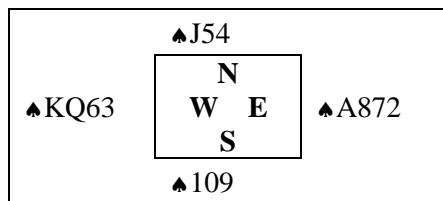
This *secondary signal* tells West declarer has 4 spades

Same contract, same lead, same play to trick 1. But this time the defence can cash four spade tricks straight off, forcing declarer to make some discards. How can East tell what to do? East leads back ♠2 (the *lowest* of his 3 remaining cards)

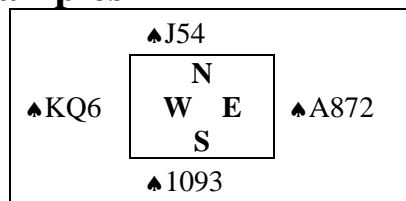
So declarer has 3 spades and the suit will cash.



## Lesson 59 Examples

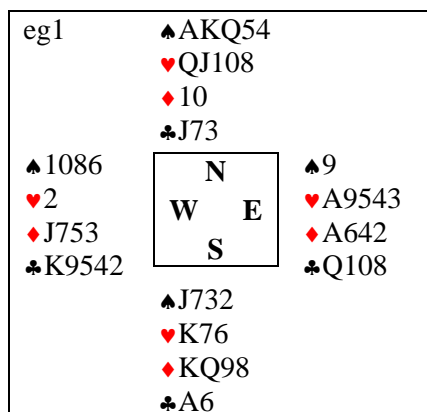


South plays 4♥. West leads ♠K, top of touching honours. East plays an encouraging ♠2, so he must have the ace. West continues with ♠3, *lowest* of his 3 remaining cards. That tells East he has 4 spades, declarer will ruff the third round, so he should look for tricks elsewhere.

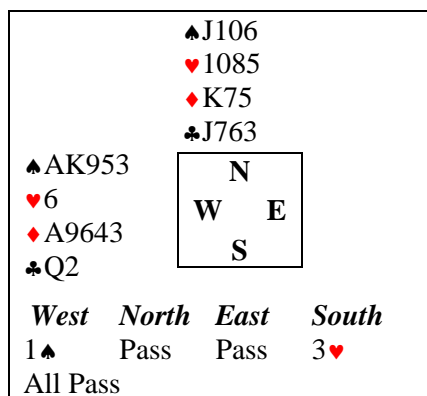


This time West continues with ♠Q, higher of his 2 remaining spades. Which tells East that the third spade will cash. East in turn gives count by playing his *lowest* remaining spade so West continues spades.

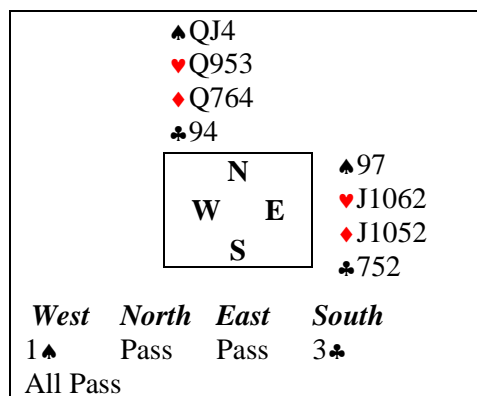
### Suit Preference Signals



South opened 1NT and North transferred to spades. South plays in 4♠ and West leads ♥2. East can tell this is a singleton (South must have at least 2 hearts to open 1NT, and West would lead top of a doubleton). So partner can ruff the next heart. If he returns a diamond East can win and give him a second ruff and 4♠ will fail. But how can West tell whether to return a diamond or a club? East can tell him by making a *Suit Preference Signal*. He returns ♥9, his *highest remaining heart* to tell partner that his entry is in diamonds, the *higher-ranking* of the two possible suits. If instead he held the ace of clubs he would return ♥3, his *lowest remaining heart* to indicate an entry in the *lower-ranking* suit.



South makes a jump overcall and plays there. West leads ♠A, then ♠K, on which East discards a club. Now ♠9, the highest remaining spade, tells East to return a diamond (rather than a club) after ruffing. If East has Jx or Qx of hearts he can overruff the fourth spade and defeat the contract.



A different jump overcall. West leads ♠A, East encourages with ♠7 and West continues with ♠K and ♠2, East ruffs and South follows suit. East has a choice of two suits to lead, diamonds and hearts. Partner's ♠2 is a Suit Preference Signal for the *lower* suit, diamonds.



## Lesson 59 Examples

### Suit Preference at No-trump

	♠82										
	♥105										
	♦AQ9832										
	♣1052										
♠954	<table border="1"><tr><td></td><td>N</td><td></td></tr><tr><td>W</td><td></td><td>E</td></tr><tr><td></td><td>S</td><td></td></tr></table>		N		W		E		S		♠10763
	N										
W		E									
	S										
♥KQJ73		♥964									
♦64		♦K7									
♣A84		♣9763									
	♠AKQJ										
	♥A82										
	♦J105										
	♣KQJ										

South opened 2NT and North raised to 3NT.

West leads ♥K, top of a sequence.

South counts 6 Sure Tricks, and his Work Suit will be diamonds.

If the finesse works all will be well, but if it fails he does not want West to have a heart left to lead.

So South holds up ♥A till the third round.

West wins ♥K, then ♥Q, then a third heart for South to win.

South runs ♦J to East's king. What should he return?

West could have the ace of either black suit.

He can tell East which by the card he plays on the third round of hearts – East has given a Count Signal so he knows South has only the ace left, and he can play any heart to clear the suit.

Here he returns ♥3, his **lowest remaining heart** to tell partner that his entry is in clubs, the **lower-ranking** of the two possible suits. If instead he held the ace of spades he would return ♥J, his **highest remaining heart** to indicate an entry in the **higher-ranking** suit. (It is clear that diamonds cannot provide an entry!)