

SUMMARY OF SIGNALS

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DEFENSIVE SIGNALS SUMMARY

The key to good defense is good signaling tools. There are 3 major kinds of defensive signals:

- 1) **Count** :Count is given when declarer (or dummy) leads the suit.(Sometimes we give count when partner leads a high one and we want a ruff). In “standard” hi-lo shows an even number of cards in the suit (2,4 or 6).
- 2) **Suit Preference** :This signal is used usually to indicate a re-entry to give a ruff. A high card says you prefer the highest ranking side suit. There are other applications, but only for very experienced players. For most players, this signal causes more confusion than gain.3) **Attitude** This is a far more important signal than the two above.

Attitude is given when :

A) partner leads a suit (at any point in the hand)--the size of our small (spot) card signals our attitude.

B) we make a discard for the first time--discarding a low spade means we don't like spades; a higher spade would mean we like the suit.

In “standard” (in America, anyway) a high card says you like it and low discourages.

Honestly, "upside-down" which is played in many countries is a slightly better method, but it is a headache to switch