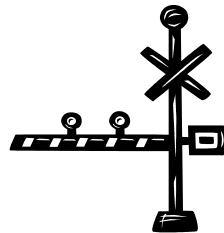


Signals !



Every card played has meaning !
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Trump Suit Preference

	<u>declarer</u>
K 9 5 3	Q J 8 6 2
Q x x x	J x x
K x x	A Q x x
J x	A
<u>South</u>	
T x	
A x x x	
J x x x	
Q x x	

East bid to a 4 Spade game. The opening club lead is won by declarer, who then leads to the King of trump in dummy. What card do you play on the first Spade trick?

If partner has the Ace of Spades and K x of Hearts, you can defeat the contract by playing the TEN! Partner will play the King of Hearts, then a small Heart to your Ace and you can give him the setting ROUGH! Your trump Ten suggested you had something in the higher suit - Hearts.

When Dummy Takes the Next Trick

	<u>dummy</u>
	x x
	A J x x
	K J x x
	K Q x
<u>South</u>	
Q 8 5	
8 4	
A Q T 9 x	
J 8 2	

Opponents are in two hearts. Partner (north) leads the Ace of clubs. If you are playing standard carding what do you play on trick one? If you are playing upside down, what do you play?

Play the 2 of clubs regardless of your signals. Dummy can take the next two club tricks so this is a suit preference telling partner to switch to Diamonds because the deuce was a low card.

Declarer Cashes Out a Side Suit

	<u>dummy</u>
	A K x x
	trump pulled
	K x
	Q x x
<u>South</u>	
T 9 2	
trump pulled	
A Q 8 4	
J 6	

Opponents are in a 4 Heart contract. After pulling trump, they now start playing Spades. What card do you play on the first Spade trick?

The play of the TEN Spade will look unusual. It may suggest that you have tricks to take in the higher of the two remaining suits...in this case Diamonds.

When partner will trump.

Your hand

5
A K 8 6
A 7 4 2
9 7 4 2

Opponents are in 4 Spade contract. You lead the Ace of Hearts. On the King of Hearts, partner shows out. What is your next card?

Let partner ruff the 8, it also tells him to return the higher of the two suits (Diamonds) for a potential second ruff.

Discards When Declarer Runs a String

dummy

J x	
A K Q J T x	Declarer
x x x	
J x	
	T 9
	9 x x
	T x x x
	K x x x

Declarer can sometimes run a long side suit forcing you to make awkward discard decisions. Avoid 1 from here and 1 from there approach. Forget your normal signals.

Pick a suit to protect, then discard ALL of the other suits. Partner is warned to protect any winners in that suit. Or.... Consider discarding a suit (clubs in this example) leaving a bare King! Declarer is likely to notice your ditch cards and take the club finesse.

First Discards (partnership agreement for one of the following)

Standard

Tossing a high card may give away a trick.

Upside down

A little card (2,3,4) says you like the suit, but it also shortens that suit.

Laventhal

Only on the first discard.

High is suit preference for a higher suit
Low suggests a lower side suit

Odd Even

Odd (3,5,7,9) shows you like that suit.

Even is a higher/lower suit preference, it says nothing about the suit used.

x x	Assume
T 8 2	Spades
A Q T 3	Are Trump
7 4 3 2	

Note: the follow up discard often clarifies the first discard.

The time to think about your first discard is at trick 1!

You may need to save that card.

All discard systems decline in effectiveness as the number of cards left in your hand dwindles.