

Defensive Basics: Signaling and Discarding

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Signaling w your Cards: Attitude

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Within the led suit: To show partner the next honour

	973		
<u>A</u> K85		Q74 ?	1. Play ____
	J102		
			But holding
		962 ?	2. Play ____

Within the led suit: To get a ruff

	Q74		
<u>A</u> K1092		83	Play ____
	J65		

With two cards in the suit, East shows this by playing the 8 on the opening lead of the Ace by West. On the continuance of the King, East now completes the doubleton signal by playing the 3. West now knows to play a third heart, which East ruffs.

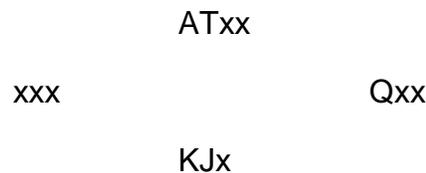
Discarding

If declarer is playing a suit you have no cards left in but you cannot trump, you now **discard**. The card you discard can send a message to partner.

- Play a high spot card in a suit to encourage partner to lead that suit when he next gets in. Play a low spot to discourage that suit
 - Declarer is in 4 Hearts and is drawing trump. You hold S xxx H x D AK852 C Q932. On the 2nd heart lead, when you no longer have any hearts, play the 8 Diamonds HAND
- Play low spots in suits you don't want led.
- If you cannot afford to encourage in one suit, discourage in the other ones
 - Declarer is in 4 Hearts and is drawing trump. You hold S 8652 H x D KQJ C J9743.

On the 2nd and 3rd heart leads, play the 2 Spades, then the 3 Clubs. This tells partner you may wish a diamond lead

- Note that “low” or “high” spot is a relative term. If you wish to discourage with 876, the 6 is your lowest spot. Similarly with AK42 in a suit, the 4 is encouraging.
- Try to keep equivalent length to what you see or know. You have 4 spades J853, dummy has AK92. If you discard a spade, declarer may have the Q and now takes 4 spade tricks. Or, declarer has 2 small spades, but can now play A, K, and ruff a spade to set up the 4th spade as a winner. HAND
 - How low a card must one protect? Much lower than you would expect.
 - Dummy has AQ64 and you have 7532. Is your 7 possibly of any value?
- Discard suits that don't matter, before suits that may help declarer. You have 6 (useless) hearts and declarer is known to have 3 hts opposite 2 hts. As declarer runs a long suit, discard hearts, giving no hints about the other suits. If declarer may have a heart threat, discard hearts until you equal declarer's length (3)
- Try not to give away a finesse position by throwing all small cards in a suit



If you pitch all 3 clubs, declarer will know to finesse E for the Q. The hard part is this may put pressure on what to discard in other suits.

- Do you discard a high card to get that suit led? Depends how critical it is to get the switch. Opponents are in 3N and running a long suit. What is your first discard



- Card convention: When partner's opening lead is an A showing K, if you play a Q, this guarantees the J. Why do this? This allows partner to get you on lead with your J so you can lead a suit through the declarer - HAND

Signaling w your Cards: Count

As learned above, when **your partner leads** a high card in a suit, your card shows **attitude**, ie, you like the suit or not.

When the **declarer leads**, your card shows **count**. You help your partner learn the number of cards you have in the suit by playing..

- Lowest card with 3 cards in the suit, ie 4 from 1074. High, then low spot with a doubleton. With 83 doubleton, play the 8, then the 3. (The “adv. Player” rule is hi-lo with even, up the line with odd)
- One of the most important times to show count is when partner needs to hold up an Ace so that declarer is cut off from a long suit.HAND
- Attitude indicates if you wish the suit continued/led later. If you have reason to encourage but prefer a switch to another suit, suppress your normal attitude.
<https://www.larryco.com/bridge-articles/attitude-or-count>
- (Too Hard) Showing your count allows your partner to get declarer’s count in a suit, which may lead to proper defense ----

Suit preference

“Suit preference” means that you are indicating which of the remaining suits you wish partner to lead to you. Of 4 suits, one is trump, the other is the suit you are currently playing. That leaves 2 suits, one being higher in rank, the other being lower in rank. You request the higher of the 2 suits by playing a high spot card. Similarly, you lead a low spot to request the lead of the lower ranking suit. A great example of this is when you can give your partner not one ruff but 2 ruffs. HAND

In general, suit preference can be shown in many situations, any time you have a number of spot cards to choose from. As above, if you play a high spot, you prefer the higher ranking suit, etc.

Here is an example. You lead your strong long suit against NT and declarer holds up his Ace to the 3rd round. When choosing a spot card on the 3rd round, you can indicate an entry to your hand with the size of the spot card played. If partner is able to get the lead, this spot card tells partner how to get to your hand so you can cash your long tricks.HAND

Enjoy becoming a better defender, 50% of your bridge time !!

What a game !!