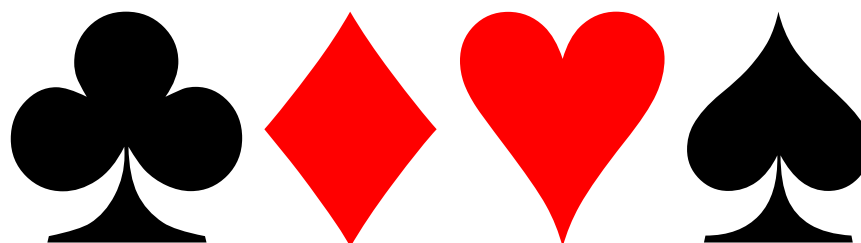




U3A Intermediate Bridge 2013-14



Week 14 Signals and Discards



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Week 14 Signals and Discards

Following a conversation with some group members, we decided that it was time to do some more on playing techniques.

Signals and discards was suggested and agreed.

Then looking in “Right Way to Play Bridge”, I discovered that PB doesn’t cover it at all in RWPB!

However he does cover it in his previous book in the ‘series’: “Bridge for Complete Beginners”. Chapter 17. I do recommend that book as well – there is much useful in it, even if only revision...

An excellent (free) article on this subject is

www.mrbridge.co.uk/library/Signals_at_Trick_1.pdf



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Week 14 Signals and Discards

What are “Signals”?

A signal is a message to your partner about your holding of the suit lead. There are typically two varieties of signal: Attitude and Count.

Attitude is used when **partner** has lead an **Ace** and is used to *signal* to him whether you like that suit or not – should he continue with it?

If partner leads a *Ace* on **opening lead**, you expect him to have the King as well. (*Lead top of a sequence, therefore have the card below and deny the card above.*)



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Week 14 Signals and Discards

Attitude signals after partner's opening lead of an Ace

On an opening Ace lead, assume partner has **AKx**.

If you have **Qxx** (or **Qxxx**) you can win a third trick. Signal (with one of the x spot cards) for him to continue with the K and thirdly with his x spot card.

If you have **xx** you can win a third trick in a suit contract by trumping. Signal (with one of the x spot cards) for him to continue with the K and thirdly with his x spot card.

If you have **Jxxx** or **xxx** (anything apart from the above two) you want to discourage a third – and indeed the second round in that suit. For example, if Dummy is weak in that suit, it would be better lead by you. Save partner's K for then.

If you have just **x**, then you have no choice about what to play.



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Week 14 Signals and Discards

Attitude Signals

Obviously if you have the wrong cards, the signal can go wrong. But it is useful far more often than it goes wrong, so assume it is a 'valid' signal.

You play a high spot card (eg 9, 8 or 7) to encourage the suit.

You play a low spot card (eg 2, 3 or 4) to discourage the suit.

Exactly [what is high](#) and [what is low](#) depends on what cards are available (and what can be seen in dummy).

If you have 9 8 7 and play the 7 (meaning it to be a low signal), partner may think it to be high. (And this may be an occasion that it goes wrong.)

BUT, say dummy has 2 3 4, say declarer plays 5 to the opening Ace lead. Then 6 7 8 9 are outstanding. So 7 is on the low side. THINK!



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Week 14 Signals and Discards

Attitude Signals

As with conventions, you have to declare to your opponents what signals and discard system you are using.

So with the previous slide in force you would describe a “high encouraging, low discouraging Ace attitude signal”.

There are other options. A common one is reverse attitude.

Reverse Attitude

A **low card encourages** play of the suit (keeping the good spot cards for when it is played).

A **high card discourages** (it wasn't going to be useful anyway...)

Personally, I recommend reverse attitude. However you must discuss and agree this with your partner and tell your opponents. *(Especially if at a 5 player table with moving partners...)*



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Week 14 Signals and Discards

More on Attitude Signals

As presented here, Attitude signals are appropriate after an opening lead of a Ace by partner and show whether you have **third round control** or not.

They can be used on subsequent Ace leads by partner, but are of less value as there are fewer choices left. Use them if you can, but be prepared for them to go wrong more often.

Normally, when partner's opening lead is a non-Ace, you follow with your highest card. Occasionally Dummy will play a high card that you cannot beat. That is another situation where you can play an Attitude signal. In this case I believe it now signals second round control.



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Week 14 Signals and Discards

Count Signals

Not this week. They tell partner whether you have an odd or even number of cards in the suit. Useful for determining trumpability etc.



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Week 14 Signals and Discards

Discards

Obviously you know about discarding. Here we use the word to refer to applying a message to the card you discard.

The 'discard' message is the first discard for a suit. Thus if ♠ are lead (again?), and you are NOW void in spades you can send partner a message. This can be used for the first discard in each suit, but the further through the play of the hand, the less valid and useful it will be.

There are many systems.

BFCB recommends a simplistic system: Throw what you don't want.

The first discard tells partner “do not lead the discarded suit to me”.



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Week 14 Signals and Discards

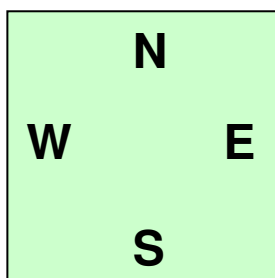
Position after two tricks.

Contract 4♠ by E.

Dummy

♠ T 9 ③
 ♥ 7
 ♦ 9 8 4
 ♣ A K T 6

♠
 ♥ 9 5 4 2
 ♦ A K Q
 ♣ 9 7 5 3



♠ K Q 8 6 4
 ♥ K
 ♦ J T 6
 ♣ Q 2

♠ A
 ♥ Q T 8
 ♦ 7 5 3 2
 ♣ J 8 4

1) S leads low ♥, E wins A♥.

2) E draws one round of trumps ♠, voiding North.

3) Dummy (W) leads 3♠ to draw the last trump.

N now discards. What message should he give?



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Week 14 Signals and Discards

Dummy

♠ T 9 ③	♠	♠ K Q 8 6 4
♥ 7	♥ 9 5 4 2	♥ K
♦ 9 8 4	♦ A K Q	♦ J T 6
♣ A K T 6	♣ 9 7 5 3	♣ Q 2

♠ A	♠
♥ Q T 8	♥ 9 5 4 2
♦ 7 5 3 2	♦ A K Q
♣ J 8 4	♣ 9 7 5 3

N wants a Diamond ♦ lead.

How to signal this?

Discard one of ♣ or ♥, (ignore trumps). Which?

Dummy has AK♣, so that is not a good suit for S to choose to lead anyway. You want to discourage ♥, so discard 2♥. Leaving only a ♦ for S to lead when he wins his A♠.



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Week 14 Signals and Discards

Other Discard systems

Not this week, but they include

- Lavinthal or McKenney
- Revolving
- Dodds

Revolving is what Pauline & I use.



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Week 14 Play

Play

Divide yourselves into pairs and then into tables. Fill in table slips.

NS have the pair number of their table.

EW have the pair number of their table plus 6.

N has his back to the screen.

When you have played a hand, pass it to the next numbered table in sequence. The highest numbered table passes to table 1.

And one last thing – **as part of the learning process** – I would like the **partner** of whoever has just bid to take whatever action is **standardly required** (announcing 1NT as 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on what the bid means.

Any questions?

Tea & coffee. (20p)

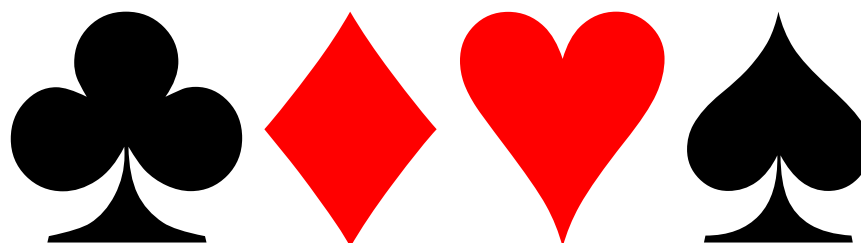
PLAY



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Week 14



The end

(Set hands on next slides)



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Week 14 Set Hands

Set hands Book result in **blue**, Players results in **red**.

S&D Andrew Robson – Signals & Discards

BCFB Paul Mendelson – Bridge For Complete Beginners

RWPB Paul Mendelson – Right Way to Play Bridge

#	Dir	Vul	Source	Dir = Dealer, Vul = Vulnerability.
1	N	None	S&D#1	A♠=S 3NTx-1 3NTx-1(N) 3H+1(E)
2	E	N/S	S&D#2	A♠=E 4S-1 4S-1 4S=
3	S	E/W	S&D#3	A♠=S 4S-1 4S= 4S+1
4	W	Both	S&D#24	A♠=E 4S-1 4S-1 4S=
5	N	N/S	BCFB#134	A♠=E 4S-1/4S= 4S-1
6	E	E/W	S&D#25	A♠=N 3NT-1 3NT-2 3NT-1
7	S	Both	S&D#26	A♠=S 3NT+1/4S-1 3NT=
8	W	None	RWPB#196	A♠=E 3NT= 3NT+2
9	N	E/W	S&D#40	A♠=E 3NT-1 3NT+1