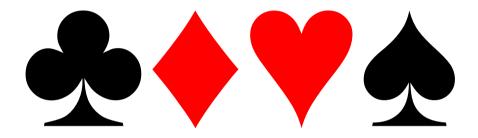
♣♦♥♠

U3A Intermediate Bridge 2017-18

Week 10 Signals



Steve Bailey





Week 10 Signals

Last week we looked at the first 30 minutes of MR Bridge's Bernard Magee DVD on Signals and Discards. It was about Count signals.

Paul Mendelson's "Right Way to Play Bridge" doesn't cover Signals and Discards. However the previous book in the series, "Bridge for Complete Beginners" does: chapter 17.

Another useful source of information: www.mrbridge.co.uk/library/Signals_at_Trick_1.pdf by Julian Pottage



Week 10 Signals

Count signals

When Declarer leads and you are NOT trying to win the trick, give a count signal.

You might be second player, thus not trying to win the trick.

You might be fourth player and unable to beat (or choosing to duck) any of the previous 4 cards.

Play a high spot card if you hand has an even number of cards. Play a low spot card if your hand has an odd number of cards. HELO.

Sometimes your card can only be determined in context: A 7 may be low if most of the 2, 3, 4, 5 & 6 can be seen by partner (in his hand, in dummy, in this trick, in previous play).

Sometimes you don't have a suitable card and the wrong message will be conveyed. These methods don't always work – but mostly they do.

♣♥**♦**

U3A Intermediate Bridge 2017-18

Week 10 Signals

This week we looked at the second 30 minutes of MR Bridge's Bernard Magee DVD on Signals and Discards. This was mainly Attitude signals, with a small bit of Suit Preference thrown in.

Attitude signals

Generally when Partner leads and you are NOT trying to win the trick, give an attitude signal when following suit.

Mostly this applies to the high lead of a new suit.

Play a high spot card if you like the suit.

Play a low spot card if you dislike the suit.

In particular, Partner's lead of an Ace promises the King (it is a bad lead if he doesn't have the King – if an unsupported Ace, it should be trying to kill the King.

Therefore Partner can win the first two tricks in this suit. If you can win the third using the Queen or a trump then you like it. Otherwise you don't.

It can also be used with discards to say I like/dislike this discarded suit.



Week 10 Signals

Suit Preference signals

Perhaps you have won a trick and are about to lead, expecting (hoping) your partner will win the trick. You can signal information about which suit Partner should lead to you.

Usually he has a choice of two suits (excluding the suit that has already been played and trumps).

Lead a high spot card to say lead the higher ranking suit. Lead a low spot card to say lead the lower ranking suit.



Week 10 Play

Play

NS have the pair number of their table, N has his back to the stage. EW have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

Many boards have instructions on coloured card. The appropriate people should read each card at the time it says and follow its instructions. If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

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

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

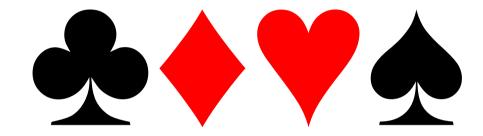
Any questions?

Tea / coffee & biscuit. (20p)

PLAY



Week 10 Signals



The end

Week 10 set hand references follow.



Week 10 Set hands

Set hand sources

DVD:SAD Bernard Magee DVD "Signals and Discards"

AR:SAD Andrew Robson: Signals and Discards

AR:BWSHH Andrew Robson: Bridge What Should Have Happened

===

Blue results as played.

Red results are reference results.

Boards as played are rotated compared to the book presentation (which mostly make South dealer). Rotation defined by position of A.

Each board had a card defining what the bidding to use was. Good defence should result in the contact going down. Bid the hand. Read the card and play using the specified bidding.

♣♦**∀**♠

U3A Intermediate Bridge 2017-18

Week 10 Set hands

#	Dlr	Vul	Sou	rce		DIr = D	Dealer, Vul = Vulnerability.
1	Ν	None	AR:S	SAD#1			A ≜ =S
1	9	3NTx-1	N	8	_	100	Good
2	10	4C-1	N	9	-	5 0	Unable to read "Use this bidding"
3	11	3NT=	N	9	400	-	Unable to read "Use this bidding"
							Poor defence
11	19	4H=	Ε	10	-	420	The doubled sacrifice was good
Re	f	3NTx-1	N	8	-	100	



Week 10 Set hands

#	Dlr	Vul	Source			Dlr = Dealer, Vul = Vulnerability.				
2	Ε	NS	DVI	D:SAD;	#2(var)			A ♠ =W		
1	9	4S=	Ε	10	-	420	Poor defence			
2	10	4S+1	Е	11	-	450	Poor defence			
3	11	4S-1	Е	9	50	_	Good			
Re	ef	3NT-1	Ε	8	50	_				



Week 10 Set hands

#	Dlr	Vul	Soul	rce		Dlr = Dealer, Vul = Vulnerability.	
3	S	EW	DVD	:SAD#3			A ≜ =S
1	9	3NT-1	S	8	-	50	
2	10	3NT-1	S	8	-	50	
3	11	3NT-1	S	8	-	50	
Re	f	3NT-1	S	8	-	50	

There are two ways that S can go down one.

One is with correct declarer play countered by good defence.

The other is poor declarer play combined with poor defence.

At least one table above was the latter.



Week 10 Set hands

#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
4	W	All	AR:E	BWSHH∂	#191		A ♠ =W
1	9	3NT=	W	9	-	600	
2	10	3NT=	W	9	-	600	
3	11	3NT=	W	9	-	600	
Re	f	3NT-1	W	8	100	-	

Count signal didn't get used here!



Week 10 Set hands

#	Dlr	Vul	Sou	rce		DIr = Dealer, Vul = Vulnerability.	
5	Ν	NS	DVE	D:SAD#4			A €=S
1	9	4S=	N	10	620	_	
2	10	4S=	N	10	620	-	
3	11	4S=	N	10	620	-	
Re	ef	4S-1	Ν	9	-	100	

Attitude signals didn't get used!



Week 10 Set hands

#	Dlr	Vul	Sou	rce		DIr = D	ealer, Vul = Vulnerability.
6	Ε	EW	DVE	SAD#5			A ♠ =N
1	9	4H-1	Е	9	100	_	Good
2	10	3NT-2	Ε	7	200	_	Unable to read "Use this bidding"
3	11	4H=	E	10	-	420	
Re	ef	4H-1	Е	9	100	_	





Week 10 Set hands

#	Dlr	Vul	Sou	ırce		Dlr = l	Dealer, Vul = Vulnerability.
7	S	All	DVI	D:SAD#	2		A ≜ =N
		2S+2 4S-1			170 -	- 100	Unable to read "Use this bidding"

Despite playing in wrong contract, equivalent result showed poor defence.



Week 10 Set hands

```
# Dir Vul Source Dir = Dealer, Vul = Vulnerability.

8 W None AR:SAD#3

3 11 6S-1 W 11 50 - Unable to read "Use this bidding" Ref 4S-1 W 9 50 -
```

In 6S, the expected result would be down 3, for -150.