

## PAT'S NOTES – 3 WAYS FOR THE DEFENDERS TO SIGNAL

WHAT	ATTITUDE SIGNAL	COUNT SIGNAL	SUIT PREFERENCE SIGNAL
WHO LEADS	<p>1) <b>PARTNER</b> leads when you can follow suit.</p> <p>2) <b>Anyone</b> leads when you are unable to follow suit and must discard.</p>	<p style="text-align: center;"><b>DECLARER OR DUMMY</b></p> <p><b>Remaining Count</b> applies when following to <b>anyone's lead</b>.</p>	<p><b>YOU</b> lead a suit, in which you usually expect partner to be void.</p>
WHEN	<p>1) You have no reason to play third hand high because partner's card is doing as good a job as you could.</p> <p>2) Partner's lead is beaten by a jack or lower in dummy or declarer as second hand and you cannot beat that card.</p> <p>3) You can't follow suit and are making your first discard from a suit that has not yet been played.</p>	<p>Dummy has a long, strong suit without outside entries and declarer or dummy leads this suit.</p> <p>In any suit that has already been led at least once by anyone, give <b>remaining count</b> unless you must play high to try to win the trick.</p>	<p>You want to tell partner how to get to your hand in another suit.</p>
WHY	<p><b>When following suit as third hand</b> to help partner know whether to continue leading a suit or switch to another suit. There are times when continuing the same suit gives declarer an undeserved trick. Your signal warns partner not to help declarer. When partner leads an honor, you frequently encourage with a high card that continues the sequence shown by partner's lead. When an ace is led in a suit contract, you can also encourage with a doubleton and a desire to ruff.</p> <p><b>When discarding</b> to let partner know where you have one or more potential tricks. If declarer is running a long suit, your discards let partner know which suits you can protect and which suits partner must protect.</p>	<p>To cut communications between declarer and dummy in order to strand some of declarer's tricks.</p> <p>You don't have any winners in the suit but hope partner does. To tell partner how many cards you have in the suit so he can figure out how many cards declarer has. Partner wants to play his winner on declarer's last card in dummy's long, strong suit.</p>	<p><b>In a suit contract</b> the card you lead for partner to ruff tells him how to get back to you for another ruff. Also when dummy has a singleton in partner's led suit (caution and partnership agreement needed.)</p> <p><b>In notrump</b> to let you run the long suit that you have set up.</p> <p>Partner usually has a choice of 2 suits when looking for your entry. (Exclude his void suit and trump in a suit contract. In NT, there should be an obvious suit to exclude — either a long strong suit in dummy or the suit declarer is working on.)</p>
HOW	<p><b>Play your lowest card to discourage the lead of the suit.</b></p> <p><b>Play as high as you can afford to encourage the lead of the suit.</b> (Special signal – the queen shows either a singleton or the jack).</p> <p>When discarding, you can pass both positive and negative signals. Discard high to show something in that suit. Discard low to show nothing in that suit.</p>	<p>Play high-low, starting with your highest small card, with an even number of cards in the suit (2 or 4 cards.)</p> <p>Play low-high, starting with your lowest card, with an odd number of cards in the suit (usually 3.)</p>	<p>With 2 suits excluded as above:</p> <p>Lead as high as you can afford to ask for the higher suit back.</p> <p>Lead as low as you can to ask for the lower suit back.</p>