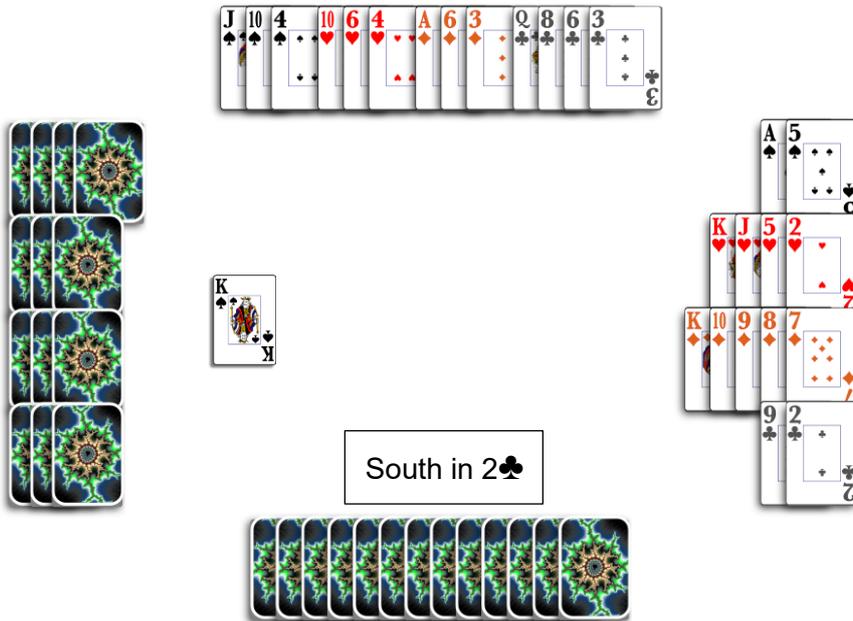


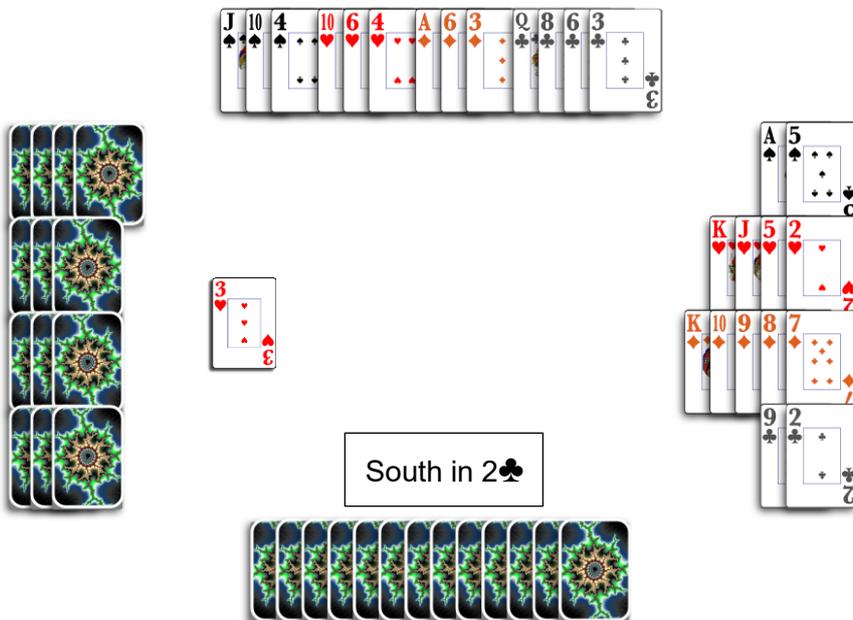
# SIGNALS 1 (27 JUNE 2025) PARTNER'S LEAD

## LEAD 1



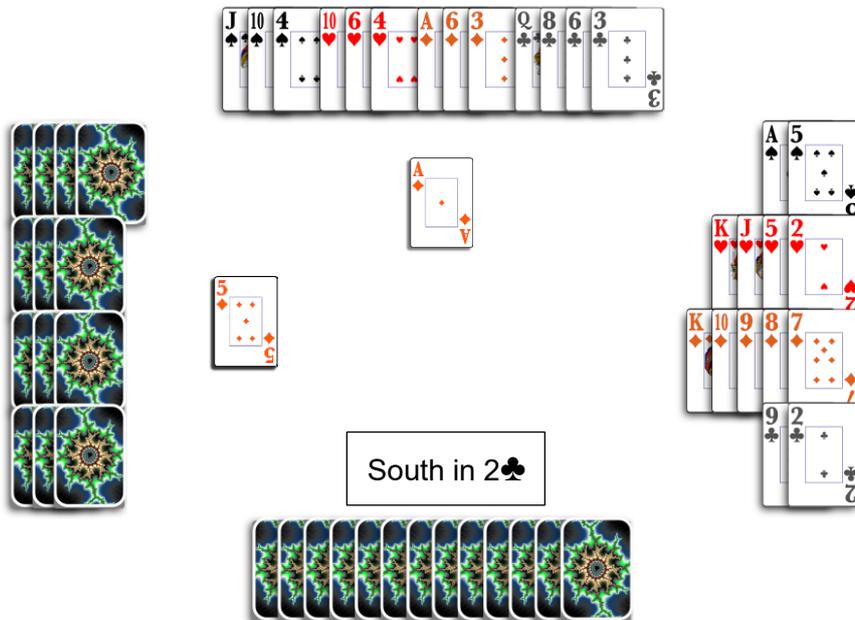
1. East expects the lead to be from ♠KQ.
2. East wins with the ace and returns the ♠5.
3. West reads this play as a clear doubleton inviting an early ruff so returns another spade.

## LEAD 2



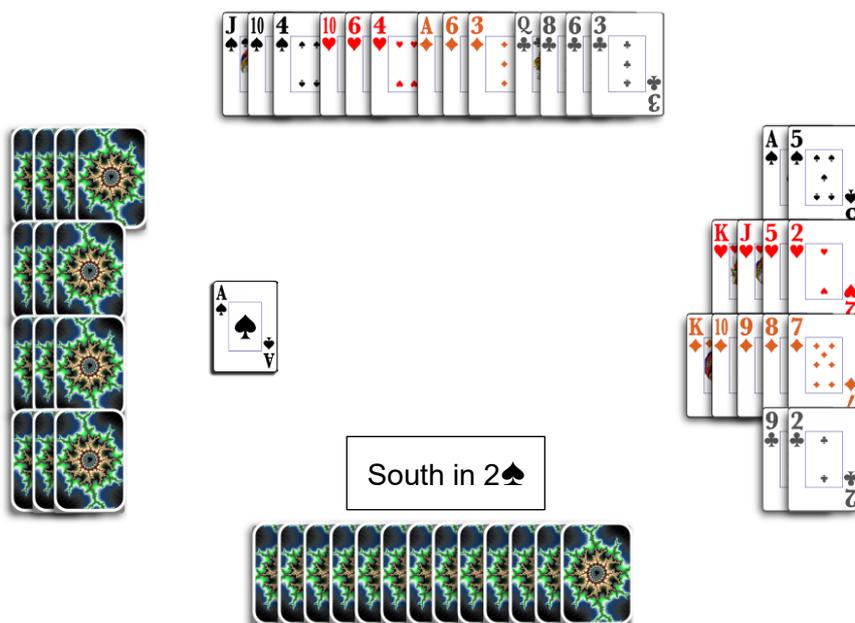
1. East sees that the ♥3 is the lowest heart than can be led, therefore there is an honour or (unlikely here) as singleton.
2. East can see the ♥KJ10 and west would not lead away from an ace.
3. The ♥Q is known to be with west.
4. East can safely play the ♥J knowing declarer can only win with the ace.
5. East can use the ♥Q is an entry later if it is beneficial for the defence.

### LEAD 3



1. Having played the  $\diamond A$ , east sees the  $\diamond K$  is now top.
2. Should have the lead, east encourages a diamond return by playing the highest card that is not required – the  $\diamond 10$ . This is an ‘attitude signal’.

### LEAD 4



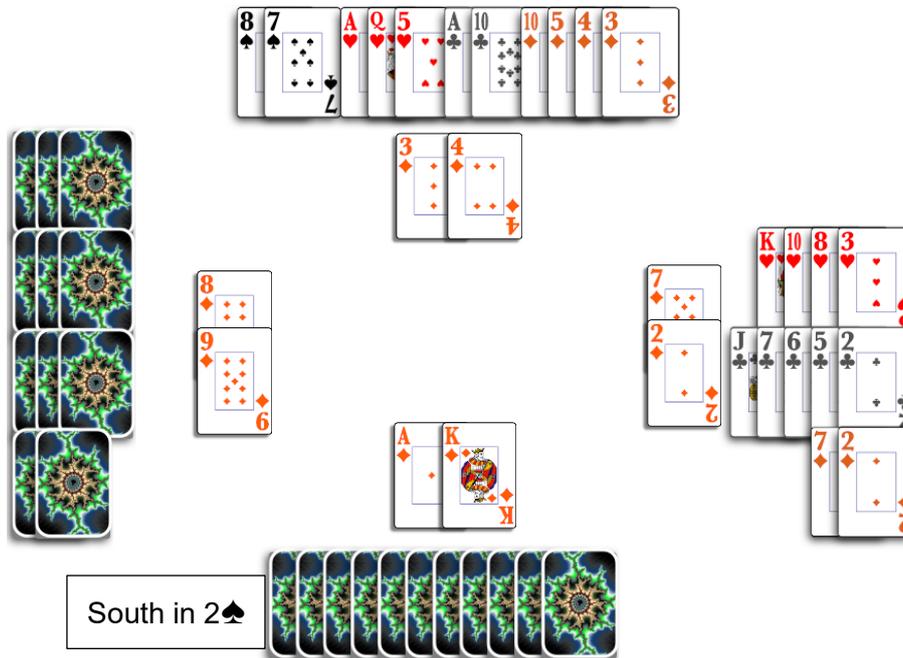
1. West's  $\spadesuit A$  lead is expected to be from AK.
2. East can see a potential ruff so encourages the  $\spadesuit K$  by playing the  $\spadesuit 9$ , a relatively high card. This is an ‘attitude signal’.
3. A further spade may result in an early ruff for the defence.

### SUMMARY

1. Signals rarely work unless the opening lead is correct.
2. The lead of a higher card (not an honour) strongly suggests no honours.
3. The lead of a low card strongly suggests at least one honour.
4. Partner's play of a higher card (attitude) suggests the suit should be continued.
5. Partner's play of a low card (attitude) suggests partner is not interested in that suit.
6. Determining if a card is high or low must use all the available cards that can be seen, including the one played by declarer.

# SIGNALS 2 (4 JULY 2025) COUNT SIGNALS AND DISCARDS

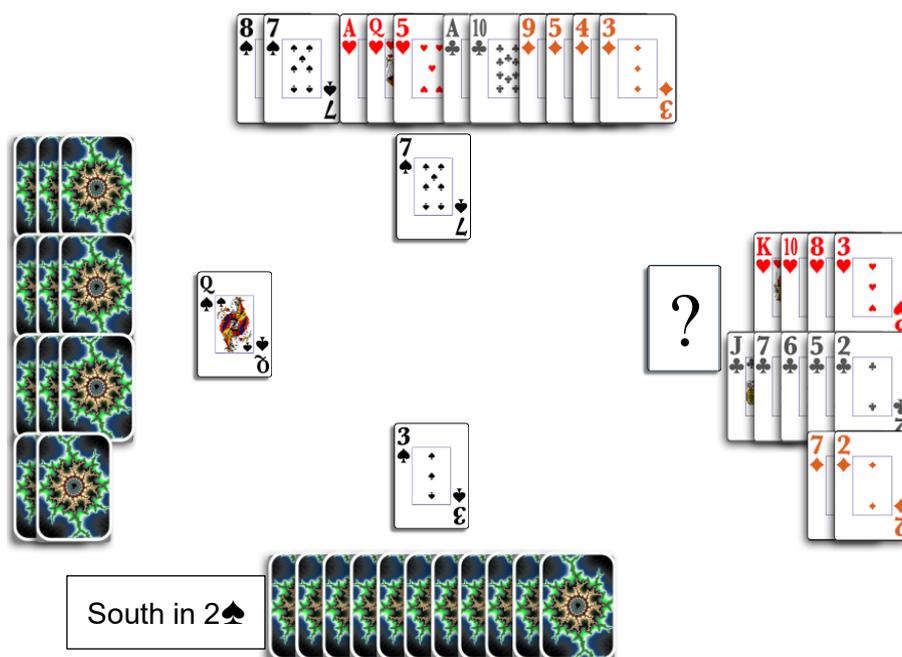
## EXAMPLE 1



4. Trumps (spades) have been drawn leaving west on lead.
5. West leads the  $\diamond 8$ , dummy's  $\diamond 3$ , partner's  $\diamond 7$  and declarer's  $\diamond A$ .
6. South (declarer) leads:  $\diamond K$  to the  $\diamond 9$ ,  $\diamond 4$ ,  $\diamond 2$ .
7. West has played a higher ranking card than the card led. Playing this way demonstrates that the lead was MUD – Middle Up Down. East knows declarer started with four diamonds.
8. East has played the  $\diamond 2$ , a lower ranking card than the first played. This shows starting with an even number of cards – either two or four.



## EXAMPLE 3



1. Declarer draws the last trump by leading the ♠3. East wants to let west know that a heart lead would be good.
2. East could play the ♦2, a low card discouraging diamonds or maybe having no preference.
3. East could play the ♣2 discouraging clubs or having no preference.
4. East could play the ♥8, a higher card likely to be encouraging hearts. This is clearly the preferable signal.

## SUMMARY

Note that all signals depend on the cards available so it may not be possible to give partner the information you would like. Partner needs to be alert to this possibility.

### Signals on partner's lead – ATTITUDE

7. Play a higher card to encourage partner to continue with that suit.
8. Play the lowest card to show no value to you in continuing that suit.

### Middle Up Down

1. Use MUD on your own lead or when following suit from any other player to show the lead came from three cards. This is frequently forgotten.

### Signals on declarer's or dummy's lead – COUNT

1. Play a higher card first (not a possible winner) followed by a lower one to indicate the suit started with an even number of cards, usually two or four.
2. Play the lowest card first followed by a higher card to indicate the suit started with an odd number of cards.

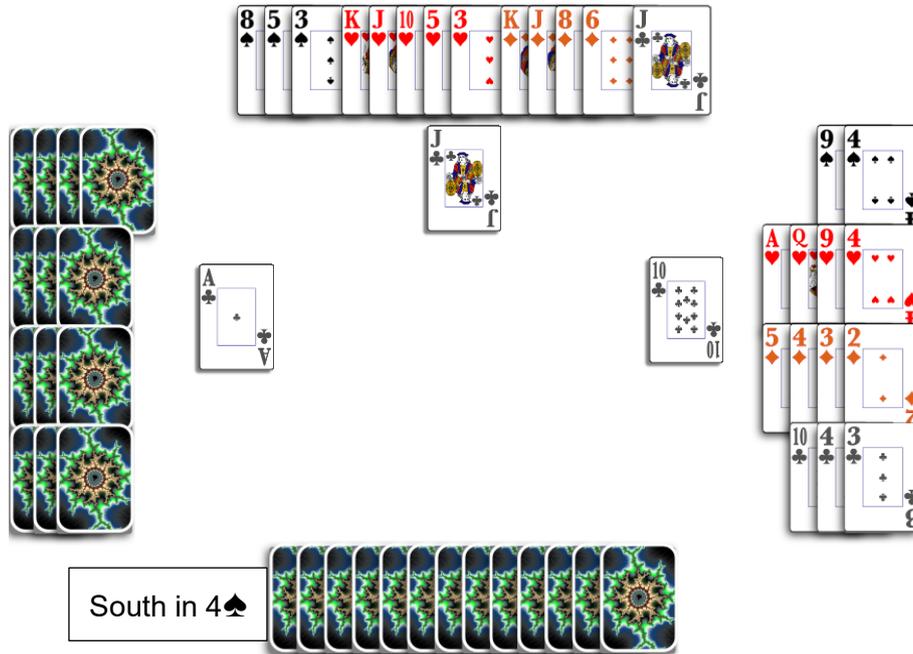
### Signals on declarer's or dummy's lead – DISCARDS

1. Play a higher card in a suit (not a possible winner) to suggest that suit is led should partner gain the lead.
2. Play the lowest card in a suit that you do not want or at least you have no useful preference.

# SIGNALS 3 (11 JULY 2025)

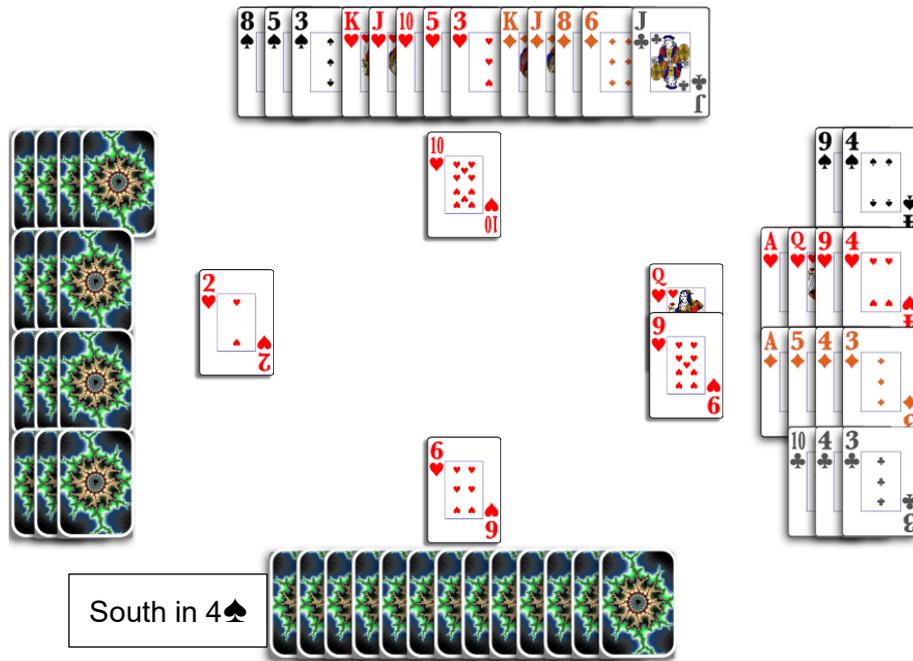
## SUIT PREFERENCE SIGNALS

### EXAMPLE 1



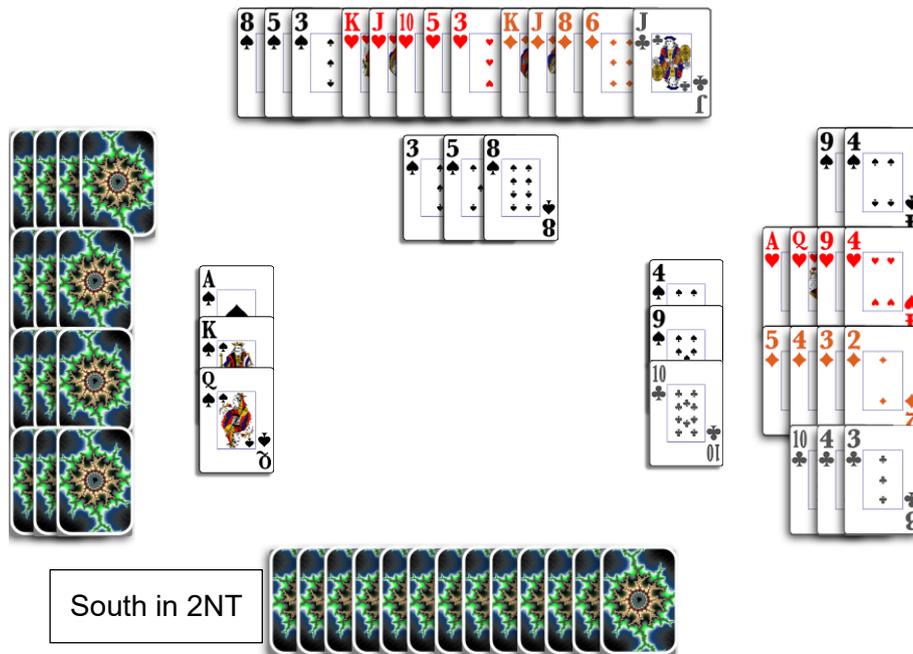
9. West opened 3♣ but the contract ended with south in 4♠.
10. Having led the ♣A, east sees no future in continuing clubs so does not use an attitude signal.
11. East wants a heart return, not diamonds.
12. East gives a suit preference signal of the ♣10, a high card showing a preference for the higher of the two possible leads – diamonds or hearts – so the suit required is hearts.
13. (Had the required suit been diamonds, the ♣3 would have been played indicating diamonds or possibly no preference.)

## EXAMPLE 2



1. West's ♥2 lead clearly shows a singleton as it is the lowest card in the suit and all the honours are visible.
2. Declarer therefore has three hearts.
3. East returns the ♥9 for west to ruff, the higher card showing the higher of the two remaining suits should be led back (to the ♦A).
4. East cashes the ♥A and leads back another heart expecting a ruff.

### EXAMPLE 3



1. West leads the top three spades.
2. On the third round, east must choose a discard.
3. A suit preference signal can be given. The example here uses McKenney discards but several other systems are available. McKenney is consistent with the other suit preference signals shown above. This is how it works:
  - The suit played is never the one required. This is highly beneficial as it keeps the length of the required suit intact.
  - A higher card encourages the lead of the higher of the two remaining suits.
  - A low card encourages the lead of the lower of the two remaining suits (or perhaps no preference).
4. East wants hearts and has the choice of the  $\diamondsuit 5$  or the  $\clubsuit 10$  as signals.
5. Clearly, the  $\clubsuit 10$  is much more obvious.
6. Any discard system played must be agreed by the partnership, the default being a higher card to encourage the suit played and low to discourage.