



Defensive Signaling -- Giving Count When you wish to signal count, play low from an odd number of cards, and play high (as high as you can afford) from an even number of cards. We give count to one another on tricks that DECLARER leads.

Defensive Signaling -- Giving Attitude When your PARTNER leads, and you don't have to play third hand high, you give partner ATTITUDE on her trick. You tell partner if you hold an honor in the suit that partner has led. Play a high card (as high as you can afford) to show you "like" partner's suit. Play a low card to show you don't like partner's suit and can't help there.

Percentage Table for Suit Distribution of Outstanding Cards

When you know how many cards are in two hands, (yours and the dummy's, usually), you can make an educated guess as to the distribution of the remaining pieces in that suit between the other two hands. **When partner gives count it helps!** Use the probabilities below in your play. *These percentages are rounded to whole numbers.*


Missing how many?	Divide How?	How Often?
2 cards	1-1	52% of the time
	2-0	48% of the time
3 cards	2-1	78% of the time
	3-0	22% of the time
4 cards	2-2	40% of the time
	3-1	50% of the time
	4-0	10% of the time
5 cards	3-2	68% of the time
	4-1	28% of the time
	5-0	4% of the time
6 cards	4-2	48% of the time
	3-3	36% of the time
	5-1	15% of the time
7 cards	6-0	1% of the time
	4-3	62% of the time
	5-2	31% of the time
	6-1	6% of the time
	7-0	1% of the time

Sum it up this way, using "evens" and "odds:"

- If you are missing an odd number of cards, they probably divided evenly (or as evenly as possible).
- If you are missing an even number of cards, they probably divided oddly (meaning unevenly).

Board 2
 East Deals
 None Vul

Signaling: Attitude

<p>♠ 9 8 ♥ J 7 5 3 ♦ J 10 9 3 ♣ A Q 5</p>		<p>♠ 10 6 4 2 ♥ Q 10 9 ♦ Q 7 2 ♣ K J 8</p>	<p>♠ A K Q ♥ A K 8 6 4 2 ♦ 5 4 ♣ 7 6</p>
		<p>♠ J 7 5 3 ♥ — ♦ A K 8 6 ♣ 10 9 4 3 2</p>	
<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 ♥	Pass
2 ♥	Pass	3 ♥	Pass
4 ♥	All pass		

Auction Commentary: Do not double with the South Hand. Remember that you cannot count shortness until you find a fit, and only then will your void promise a full opening hand.

Opening Lead: A♦ (promising the K♦) We do not lead "Aces from spaces." In order to lead an Ace, you must have a support card. Aces are meant to capture Kings, after all!

Planning the Play: In a suit contract, Declarer starts by counting the losers: 2♦ losers, and a possible♣ if the K♣ is not "onside." Declarer's plan is to ruff the 3rd♦ trick, and throw a♣ on the established♦ in dummy.


Defensive Planning! North, with an equal honor, has to be careful to not encourage Partner's lead. She knows they have two♦ tricks, but looking at the dummy, she knows she wants South to switch to a♣! North discourages the♦ at trick one, by playing the 2♦. This signal, BECAUSE SOUTH IS WATCHING AND PAYING ATTENTION, <smile>, causes South to shift to the 10♣, leading through Dummy's "heft" -- (left = heft, right = light).

North probably gets in with her K♣ at trick 2, cashes her Q♦ and settles back waiting for her trump trick.

Sometimes it's more important to get partner to switch suits than to collect immediate winners. Defenders must count tricks, too! ♣'s had to be led by South. If North leads a♣, Declarer makes her contract.

Board 5
 North Deals
 None Vul

Signaling: Attitude

<p>♠ 8 ♥ A K 8 6 ♦ 7 6 5 2 ♣ 9 8 6 4</p>		<p>♠ Q 10 5 3 ♥ 10 7 4 ♦ K J 3 ♣ Q J 10</p>	<p>♠ 9 7 6 ♥ Q 9 3 ♦ 10 4 ♣ A 7 5 3 2</p>
<p>♠ A K J 4 2 ♥ J 5 2 ♦ A Q 9 8 ♣ K</p>			
<p><i>West</i></p>	<p><i>North</i></p>	<p><i>East</i></p>	<p><i>South</i></p>
<p>Pass</p>	<p>Pass</p>	<p>Pass</p>	<p>1 ♠</p>
<p>All pass</p>	<p>2 ♠</p>	<p>Pass</p>	<p>4 ♠</p>

Opening Lead: A♥ (promising the K♥)

Planning the Play: Declarer sees 3 ♥ losers and the A♣. He hopes to discard a ♥ loser in dummy on the extra diamond winner in hand.

Defensive Planning! East reads the lead and knows West also has the K♥. Since East has the Q♥, he encourages with the 9♥ at trick one. Now West knows to continue, rather than switch to a diamond at trick two. It is critical that East notify West that he holds the Q♥, rather than letting West wonder if declarer has it. When West follows East's signal, they reap three hearts and the A♣.

Signaling: Giving Partner Count

Board 8

West Deals

None Vul

♠ A K 8 7 3	♠ Q J 6 5 4	♠ 9									
♥ K Q 10 9 8	♥ 2	♥ A J 7									
♦ J 5 2	♦ A K 8 6	♦ Q 10 7 4									
♣ —	♣ Q 7 4	♣ K J 5 3 2									
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	N										
W		E									
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♠ 10 2	♠ 10 2	♠ 10 2									
♥ 6 5 4 3	♥ 6 5 4 3	♥ 6 5 4 3									
♦ 9 3	♦ 9 3	♦ 9 3									
♣ A 10 9 8 6	♣ A 10 9 8 6	♣ A 10 9 8 6									

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♠	Pass	2 ♣	Pass
2 ♥	Pass	2 N	Pass
3 ♥	Pass	4 ♥	All pass

Auction Commentary: If you have 5/5 hand, open the higher-ranking suit, and rebid the lower suit twice. Never open 1 ♥ and then bid ♠s with 5-5. First, this ALWAYS shows more ♥s than ♠s, not an equal number of pieces. Second, it promises extra strength, which you don't have. When the opener's rebid is a higher ranking suit at a higher level, opener has now "reversed."

This misunderstood "reverse" bid is really standard, and not at all confusing after you read this! A reverse shows (1) a strong hand, 17-18+, and (2) more pieces in the first-bid suit than the second. *(A reverse by partner is forcing for 1 round, no matter the quality of responder's hand.)*

Further, if you see opener rebidding the second suit TWICE, it's going to show at least 6 pieces in the first suit and at least 5 pieces in the second suit!

Opening Lead: A ♦ (promising the K ♦)

Planning the Play: Counting the losers: 2 ♦ losers and nothing else. It looks like this contract will easily make.

Defensive Planning! South's 9 ♦ is encouraging, asking partner to continue with the K ♦. But after the "high-low" by South, as South's next card is the 3 ♦, this is now a COUNT signal. It shows an even number of tricks in the suit, and was likely a doubleton to start. *(This high-low is called an ECHO. "I echoed in ♦s, partner, when I played a high ♦ followed by a low ♦.")* North then provides partner a ♦ ruff. The defenders need to pay attention to their hands, the dummy, and the auction. The auction tells you at least 10 of the cards in the West are majors. Dummy has a stiff ♠, so Declarer must be planning to trump those in the dummy. The dummy is long in ♣s. South, (now on lead), is also long in ♣, and Declarer is known to be short. It sure looks like Declarer is planning to do a bunch of ruffing. So, if South sends back a trump at trick 4, the defenders will defeat the hand! Declarer will have no way to find 10 tricks.