

## 1. Attitude Signal

When **partner** leads a suit and you are not attempting to win the trick:

- Play a high card - to show an honour (or shortage if defending a suit contract)
- Play a low card - to show no help in that suit

Memory Aids:

(**Hi = Aye; Low = No**), or....**HELD: High = Encourage; Low = Discourage**

## 2. Discard Signal

Same general principle as the Attitude Signal when following suit:

(**Hi=Aye; Low = No**), or....**HELD: High = Encourage; Low = Discourage**

- Discard a high card – strongly encouraging the lead of the discarded suit.
- Discard a low card - no particular interest in the discarded suit.

For example, when declarer draws trumps (hearts) you have to make a discard. Earlier partner led a spade and you gave a spade attitude signal. You now discard a low diamond to signal that you have **no** honour in diamonds. Partner should appreciate that you might want a club lead but could not afford to discard a high club.

When discarding, try to keep useful length with dummy. If dummy holds KQJ5 and you have 6432, your 6 guards against dummy's 5.

## 3. Count Signal

When **declarer** leads a suit and you are not attempting to win the trick you can let partner know how many cards you hold in the suit. This can be crucial when dummy has a long suit with no outside entries, and partner needs to know when to win the Ace

:

- Play a **High** card, then low: to show an **Even** number of cards (2, rarely 4)
- Play a **Low** card, then high: to show an **Odd** number of cards (3, rarely 5)

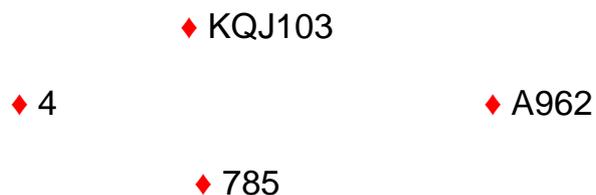
Memory Aid: **HELO**

## 4. Suit Preference Signal

A suit preference signal doesn't provide any information about the suit being led (or discarded). Of the other 3 suits, there's usually one (often trumps) for which suit preference can't apply. This leaves 2 remaining suits for the signal to cover:

- A high card asks for the higher ranking of these 2 suits;
- A low card asks for the lower ranking of these 2 suits.

Suit preference signals are particularly useful when giving partner a ruff:



When West leads ♦4 against South's 4♠ contract, East has no difficulty in reading the lead as a singleton, so naturally returns the suit. While doing so, he uses a suit preference signal to indicate the suit that he would prefer West to return:

- If East wants a heart return, he plays back ♦9;
- If East wants a club return, he plays back ♦2;
- If East has no preference, he plays back ♦6.