

3 most common types of signal

Attitude:

HELD (High Encourage, Low Discourage); or alternatively Reverse Attitude

Count

high / low for even number of cards in suit; low / high for odd number; MUD (middle Up Down for 3 cards)

Suit Preference (McKenney)

low card means lower of 'other' 2 suits; high card means higher of 'other' 2 suits.

'Other 2 suits never include trumps. In No Trumps, this is applied by discarding a suit you don't want to preserve the suit you want to keep length in, and to indicate it to partner.

There are other forms of suit preference signalling: odd card = like / even card = dislike;

Most common approach – but agree with partner:

When following suit to **declarer's lead**, give Count.

BUT highest priority when following suit to **partner's lead**, or when making the first **discard** in a suit is:

Attitude

Except when situation clearly warrants Count or Suit Preference, eg:

- When you are giving partner a ruff: indicate suit preference (if possible) so that she knows what to lead back
- When it is clear to you and partner from dummy's cards that a switch is necessary, give suit preference
 - ie: when Partner leads the Ace of a suit she has bid and you have supported, and dummy has 2 or more good tricks in that suit.
 - Dummy has a singleton in the suit partner leads.
- Lead of a King against NT asks partner to unblock hon our and give Count otherwise.

♠	A 9 5
♥	K Q J 10 9
♦	5 4 3
♣	6 4

Example 1: You lead K♥ against 3NT. Partner plays 5♥ (Count: likely to be odd number, and denies the A♥). You keep leading ♥s until declarer takes the A♥, then discard 9♠ at the first opportunity (as declarer takes his ♣ tricks). Then if partner gets in, she will know to lead to your A♠.

Ex 2: Same contract, same lead, but this time A♦ is indicated by 4♦ discard, followed by 3♦ discard. This is **not** Count, but Attitude (HELD), but partner will only know whether 4♦ is encouraging of discouraging on the discard of the 3♦.

♠	9 5 3
♥	K Q J 10 9
♦	A 4 3
♣	6 4

Dummy		
♥ 7 5 4		
Partner	♦	You
♥ K Q J 10 3	W ♠ E	♥ A 2

Ex 3: South declares in 3NT : K♥ led, you play A♥ and return 2♥.

Dummy		
♥ 7 5 4		
Partner	♦	You
♥ A K J 10 3	W ♠ E	♥ 9 8 2

Ex 4: South declares in 3NT : K♥ led, you play 2♥, denying an honour and indicating odd number held. Partner now knows the Q♥ will drop under A♥.

McKenney: lead or discard of a low card signals to partner to lead the lower of the other two suits and vice versa:

- a) in trump contracts, the lower of the suits other than trumps;
- b) in NT contracts, and used as a discard, the lower of the other suits than the one discarded and the one shown as void.

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

Ex 5: W leads A♥ against 4♣. E plays the 10♥ to encourage and then throws the 5♥ on W's following lead of K♥. The Q♥ is in dummy, so the encouragement must be for a ruff. Using

McKenney, W then leads the J♥ for the ruff by E, indicating that she wants a ♦ lead. The low 3♥ would indicate that she wants a ♣ lead.

Robin's preference: use above rules except always use Suit Preference when discarding against NT contract.

More examples:

Hand 1: Against South's 5♣ contract, partner leads A♦. What do you assume about partner's lead and what do you throw on partner's lead?

Dummy	You
♠AK76	♠JT98
♥Q43	♥8752
♦963	♦Q82
♣A32	♣64

Hand	Dummy	You
	♠K5	♠AQJ2
	♥Q43	♥8752
	♦963	♦872
	♣KQJT9	♣64

2: Against South's 3NT contract, partner leads the Q♦.

What do you throw on partner's lead?

Declarer wins the 1st trick and plays 3 rounds of ♣s.

What do you play on the 1st and 2nd round of ♣s?

What do you discard on the 3rd Round using:

- a) Attitude?
- b) Suit Preference (McKenney)?