

## DEFENSE

### ATTITUDE SIGNALS The 1<sup>st</sup> Priority

# Bridge Lab

*with the Monroes*

## STANDARD DEFENSE SIGNALS

The purpose of defensive signals is to win the trick-taking race by identifying and making the best use of available tricks – and avoid helping Declarer to establish and take tricks in the process.

- The primary signaling message to communicate with Partner is the “Attitude” signal.
- The first opportunity for an attitude signal is on the opening lead.

Partner will be watching for you to give some attitude – if you’re not trying to win the trick!

**Winning tricks is the #1 priority • Don’t signal with a card that may be a winning trick !**

### ATTITUDE SIGNAL (Standard Agreement)

A card played in a suit to encourage or discourage interest in the suit.

<b>PARTNER LEADS A SUIT</b>	<p>Give a signal about your attitude towards the suit led by Partner.</p> <ul style="list-style-type: none"><li><input checked="" type="checkbox"/> When following to the suit led, and</li><li><input checked="" type="checkbox"/> ONLY when you have a choice of cards to play and are not involved in trying to win the trick</li></ul> <ul style="list-style-type: none"><li>• <b>Continue.</b> A high card in the suit led encourages continuation of the suit.</li><li>• <b>Switch.</b> A low card in the suit led discourages continuation of the suit.</li></ul>
<b>DISCARDING</b>	<p>When you are unable to follow to the suit led, give an attitude signal to show or deny interest in the discarded suit.</p> <ul style="list-style-type: none"><li>• A <b>high card</b> in the suit discarded shows <b>interest</b>.</li><li>• A <b>low card</b> in the suit discarded shows <b>no interest</b>.</li></ul>
<b>HOW HIGH IS HIGH?</b> If you can’t tell whether partner’s signal is high or low, watch again. The second card partner plays in the suit will clarify.	

### Keep in mind....

- **Strong Defense** looks for clues to help make a defensive plan.
  - Visualize the cards Partner likely holds in the suit led and watch for signals.
  - Look at the cards you see in Dummy and watch the cards Declarer plays.
  - Consider what you know from the auction.
- **Are you watching?** One partner gives the signal and the other partner must be watching.
- **Signals are not a command.** A discouraging signal conveys no particular interest or help in the suit, and preference for a switch to another suit. Information and suggestion.
- **Signals aren’t perfect.** We don’t always hold the right cards to send a clear message.
- **Consider the entire hand** before deciding whether to encourage or discourage. You may choose to make a discouraging signal simply to suggest Partner switch to a different suit.

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L036.1

## Attitude - Continue or Switch

### Encourages to promote ♥ Q

**Board 1**

North Deals

♠ A 6 ♥ 10 9 8 5 ♦ A 9 7 ♣ A 10 7 5	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W	E	S	♠ 4 2 ♥ Q 7 2 ♦ 6 4 3 ♣ 8 6 4 3 2	♠ K Q J 9 5 ♥ J 4 3 ♦ K 8 5 ♣ Q J
N							
W							
E							
S							

	13	12 2	13
West	North	East	South
	1 ♦	Pass	1 ♠
Pass	2 ♠	Pass	4 ♠
All pass			

**Contract:** 4 ♠ South, 10 Tricks  
**Lead:** ♥ 10, Sequence, East plays ♥ 7.  
**Losers:** 1-♠, 1-♥, 1-♦, 1-♣ = 4.

**Play:** Each time West wins an ace, a ♥ is led and East wins the ♥ Q, before South discards a ♥ on a ♦.

### Discourage - No Help in ♠s

**Board 2**

North Deals

♠ Q J 10 6 ♥ 8 ♦ A 7 6 5 3 ♣ 10 9 7	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W	E	S	♠ 9 8 4 2 ♥ 10 7 ♦ 9 8 2 ♣ A Q J 2	♠ K 3 ♥ A K Q 6 5 3 ♦ J 4 ♣ 6 5 4
N							
W							
E							
S							

	13	7 7	13
West	North	East	South
	1 ♣	Pass	1 ♥
Pass	2 ♥	Pass	4 ♥
All pass			

**Contract:** 4 ♥ South, 10 Tricks  
**Lead:** ♠ Q, Top sequence. West plays ♥ 2.  
**Losers:** 1-♦, 3-♣ = 4.

**Play:** South wins the ♠ A, draws trump, and promotes ♦s. West wins the ♦ A. Since East played the ♠ 2 (ATTITUDE) on the first trick, West does not lead ♠s, switches to ♣ 10 before South discards a ♣.

### Discourages for Switch

**Board 3**

East Deals

♠ 10 9 5 3 ♥ 9 7 ♦ A 7 3 ♣ 9 7 6 4	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W	E	S	♠ A Q 7 4 ♥ 4 ♦ K Q 10 9 5 2 ♣ 8 2	♠ K 6 ♥ 10 8 6 3 ♦ 6 4 ♣ A K Q J 5
N							
W							
E							
S							

	13	4 11	12
West	North	East	South
	4 ♥	1 ♦	1 ♥
Pass		All pass	

**Contract:** 4 ♥ South, 10 Tricks  
**Lead:** ♦ A, Ace, partner's suit, East=♦ 2.  
**Losers:** 3-♠, 2-♦ = 5.

**Play:** East discourages by playing the ♦ 2 (ATTITUDE). West switches to the ♠ 10. East wins the ♠ Q, the ♠ A and the ♦ K to set the contract. Spades can't be discarded on ♣s.

### Discarding Attitude

**Board 4**

South Deals

♠ 8 4 ♥ A K 10 2 ♦ A 8 5 3 ♣ 10 8 4	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="padding: 2px;">N</td></tr> <tr><td style="padding: 2px;">W</td></tr> <tr><td style="padding: 2px;">E</td></tr> <tr><td style="padding: 2px;">S</td></tr> </table>	N	W	E	S	♠ Q 5 ♥ 9 ♦ K J 9 4 2 ♣ J 9 6 3 2	♠ K 9 6 3 ♥ J 7 5 3 ♦ Q 6 ♣ Q 7 5
N							
W							
E							
S							

	8	11 7	14
West	North	East	South
	2 ♠	All pass	1 ♠
Pass			

**Contract:** 2 ♠ South, 8 Tricks.  
**Lead:** ♥ A, From ♥ AK.  
**Losers:** 1-♠, 4-♥ 2-♦ = 7.  
**Play:** West wins ♥ AK and East discards ♦ 9 (likes ♦s). West leads the ♥ 10 (suit preference for ♦s). East ruffs and leads the ♦ 2 to West's ♦ A. East ruffs another ♥, and wins the ♦ K.

## Attitude - Continue or Switch

### Discourages with Doubleton

**Board 5**  
South Deals

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

West	North	East	South
			1 N
Pass	3 N	All pass	

**Contract:** 3 NT South, 9 Tricks  
**Lead:** ♥ K, Sequence, East plays ♥ 2.  
**Sure Tricks:** 2-♠, 1-♥, 3-♦ = 6.

**Play:** South holds up the ♥ K hoping West leads into the ♥ AJ. Two ♣s are promoted but neither ♣s nor ♦s split 3-3. If West switches on the second trick, the contract may fail.

### Encourages To Win Trick

**Board 6**  
South Deals

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

West	North	East	South
			1 ♠
Pass	3 ♠	Pass	4 ♠
All pass			

**Contract:** 4 ♠ South, 10 Tricks  
**Lead:** ♥ A, From ♥ AK, East plays ♥ 9.  
**Losers:** 2-♠, 2-♥ = 4.

**Play:** South plans to discard two ♥s on the ♦ KQ. South finesses ♠s, hoping to trap the ♠ Q, sorry. East encourages ♥ continuation because of the two ♠ tricks, ♠ AQ.