Attitude Signals Against No Trump



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Three Kinds of Signals

- Just like with suit contracts, there are three types of signals, you can use against a no trump contract.
 - Attitude
 - Count
 - Suit preference.
- By far the most common of these is the attitude signal.

Attitude Signals

- In this lesson we will examine attitude signals.
- We will be looking at situations in which partner has led a high card. (an ace, king, queen or jack)
- Your job is to tell partner how you liked the lead.
 - If you like the lead (you have an honor), you will show your attitude by playing the highest spot card you can afford to play.
 - If you don't like the lead, show it by playing the lowest spot card you hold.

Partner Leads a King of a Suit You Have Not Bid.

- Partner has:
 - -KQJ(x-xx)
 - K Q 10 (x-x x)
 - -KQxx(x)
- When partner leads a king, partner wants to know if you have an honor.
- If you do, play the highest spot card you can afford.
- If you have a doubleton honor overtake to unblock.

Partner Leads a King. What Do You Play?

West **♠** K Dummy ◆ 5 4

You

♦ J 6 3 **♦** 6

★632 **★**2

◆976 **◆**6

♦ J 3 2 **♦** 3

♦ J 2 **♦** J

♠ A 9 **♠** A

Sometimes You Cannot Afford to Play Your Highest Spot Card

Dummy

♦ J 9 8 4

You

♠ A 10 3 2

West

♦ Κ

West

★ K Q 8 6 4

Here's a Situation Known From the Days of Whist – Before Bridge

Dummy

★32

East

◆975

West

♦ Κ

West

★ K Q 10 6 4

Declarer

A J 8

The situation is so well known, it has a name, the Bath Coup. You, west, lead the king. Declarer slyly plays the 8, hoping you will continue the suit.

Partner Leads the Queen

 The lead of the queen from an unbid suit usually shows:

- -QJ10(x-x)
- -QJ9(x-xx)
- Occasionally, partner will lead from Q J x, hoping to hit you with some length in the suit.
- This is a rare situation, but you should be aware of the possibility.

Partner Leads the Queen

- As third hand, you will:
 - Overtake with Ax or Kx, to unblock.
 - Play the 10, with 10 x.
 - Give an encouraging signal with A x x (x), K x x (x), or 10 x x (x).
 - Lacking an honor, play your lowest card.

Partner Leads a Queen. What Do You Play?

West **♠** Q Dummy ◆ 5 4

You ♠632 ♠2 ♠83 ♠3 ♠K93 ♠9 ♠1072 ♠7 ♠k3 ♠K ♠A3 ♠A

Partner Leads a Jack

- Against no trump, most players agree that the lead of a jack promises the 10 and no higher card.
- You know where all the honor cards, you cannot see are – In declarer's hand.
- Signal encouragement with holding like:
 - -Qxx
 - -KXX
- With A x x or better, you must decide what to do.

Partner Leads a 10

- The 10 is lead from:
 - KJ 10 x
 - A J 10 x
 - -1098X
 - -1097x
- You must try to determine which it is.
 - If you see the jack, you know it is top of a sequence.
 - If you see the 9, you know it is from an interior sequence.
 - If you cannot see either, play partner for one of the stronger holdings.

Partner Leads a Spot Card

- This is usually 4th best.
- You cannot always signal attitude.
 - If dummy plays a low card, you must play thirdhand-high in order to help partner set up his suit.
 - If dummy wins the trick, you can signal attitude or count.
 - If dummy wins the trick with an ace or king, signal attitude.
 - If dummy wins the trick with a queen or lower, give partner count.

Partner Leads a Spot Card. What Do You Play?

Dummy ♠ A 2

West
♠ Q J 6 **5** 4

You ♠ K 8 3

- If declarer calls for the ace, you will play the
 8 to show your honor.
- If declarer calls for the 2, you will play the king and return the ♠ 8.

Partner Leads a Spot Card. What Do You Play?

Dummy ♠ Q 10 8

West ♠ K J 6 5 4 You ♠ 9 3

- If declarer calls for the 10...
- You cannot beat the 10, so you play the ♠ 9, to start an echo. Partner will know you have a doubleton.
- Partner will realize that declarer has the guarded ace.

Attitude Signals Summary

- High spot cards encourage.
- Low spot cards discourage.
- When partner leads a spot card:
 - Play third-hand high, if dummy plays a low card.
 - If dummy wins the trick with an ace or king, signal attitude.
 - If dummy wins the trick with a queen or lower, show count.
- When partner leads an honor card.
 - With an honor doubleton, overtake or unblock.
 - With an equal honor, signal encouragement.
 - With no honor play your lowest card.