

IMPROVERS' LESSONS

Welcome

Your logo here

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Lesson Seven

Signals and Discards



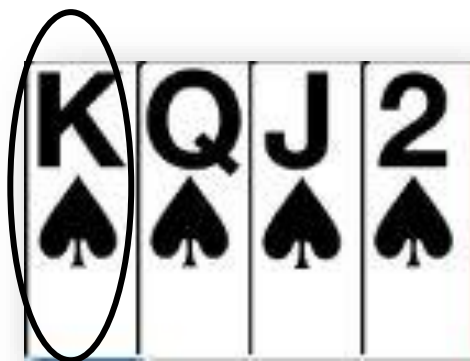
OPENING LEADS

- The opening lead must be clear and unambiguous

make it
clear



OPENING LEADS AND LEADS DURING PLAY

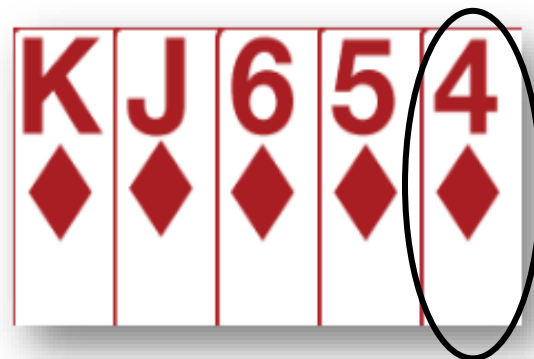


Lead TOP of a sequence

When leading during play, keep to the same principles



OPENING LEADS AND LEADS DURING PLAY



LOW card promises an honour

When leading during play, keep to the same principles



OPENING LEADS AND LEADS DURING PLAY



HIGH card (non-honour) denies an honour

When leading during play, keep to the same principles



SIGNALS DURING PLAY OF THE HAND

- When a lead is made, tell partner if you like it

make it
clear



SIGNALS DURING PLAY OF THE HAND

LOW card – encouraging -
you want the suit
continued – shows an
honour in the suit (or a
shortage)

HIGH card – no help in the
suit played



SIGNALS DURING PLAY



Encourage - low



Discourage - high

Partner leads ♥A

Which card do you play?



DISCARDS

- Tell partner which suit you like



LOW card – honour in the suit
(A, K or Q)

HIGH card – no honour in the
suit



DISCARDS

- Against a Notrump contract, try not to discard from your long suit

LOW card – honour in the suit
(A, K or Q)

HIGH card – no honour in the suit



GENERAL PRINCIPLES

- Lead of an honour – shows top of a sequence

make it
clear



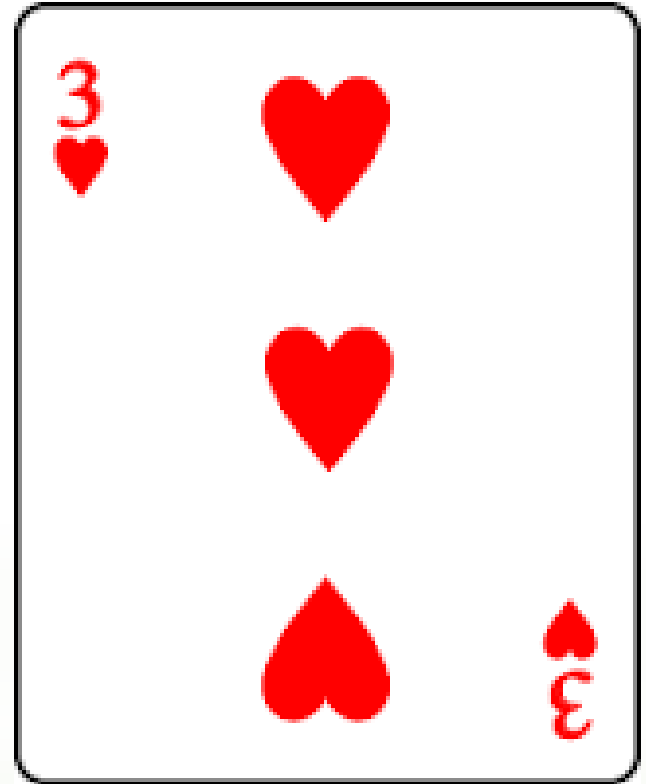
These principles apply throughout the defence



GENERAL PRINCIPLES

- Lead or discard of a low card – shows at least one honour in that suit

make it
clear



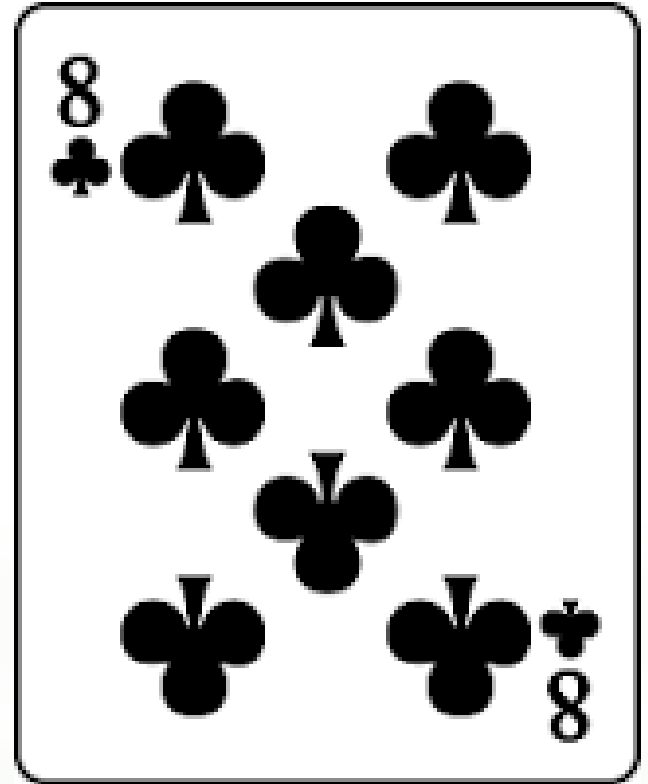
These principles apply throughout the defence



GENERAL PRINCIPLES

- Lead or discard of a high card – shows no honour in that suit

make it
clear



These principles apply throughout the defence



IMPROVERS' LESSONS

Please contact me if you have any questions

NZBridge

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