



Signalling when a new suit is played (trump contract)

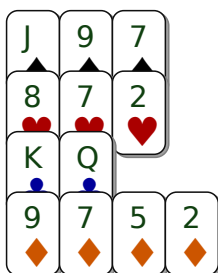
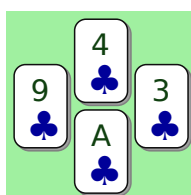
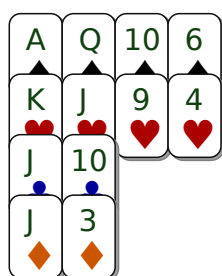
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A new suit is played. The leader's partner will use the same system as the one used for the first trick... Except when the Ace is played (during the play, an Ace doesn't always promises the K !)

- Give your card count (odd/even)
- When the leader plays an Ace, be clear if you hold the K (direct attitude)
- When the leader plays a K, give your card count

Example : The contract is 4 ♠. You just made Ace K Q ♣, and are ready to play ♦. Which card do you play ?

S	W	N	E
Pass	1 ♣	Pass	1 ♠
Pass	2 ♠	Pass	4 ♠
Pass	Pass	Pass	



Quiz 7

- ♦. Show your count : with 4 cards, play the 2nd one.

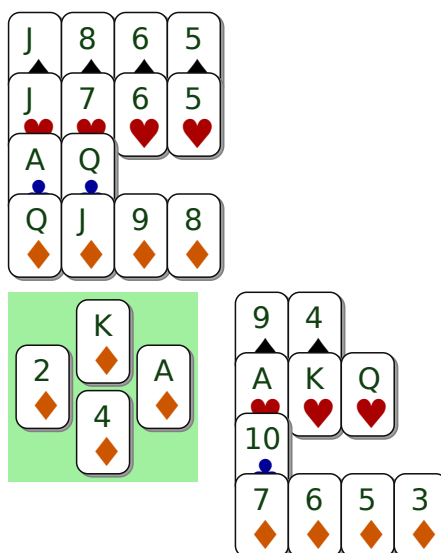


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Your partner leads 2 ♦, dummy plays K, and you take with your Ace. You have understood your partner had a singleton. What do you play next?

S	W	N	E
			Pass
1 ♠	Pass	2 ♦	Pass
2 ♠	Pass	4 ♠	Pass
Pass	Pass		



You have to cash your ♥ before giving your partner a ruff. Play K ♥. Your partner will indicate his card count allowing you to play ♥ twice before giving him a ruff and defeat the contract.



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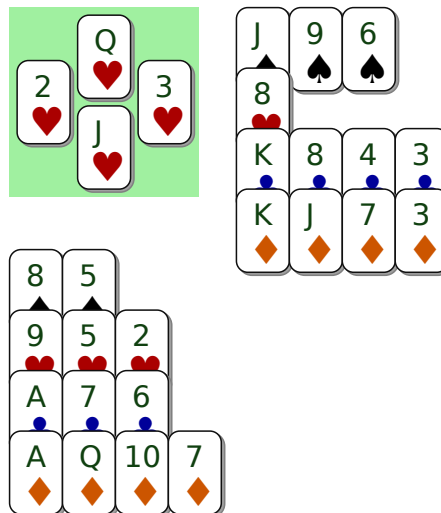
Which card to provide in a trump contract ?

On the 1st round of a suit, the rule is to give your card count. Of course, there are exceptions... singleton at dummy for instance.

- Card count : odd/even
- On the 2nd round, show a preference

Example : Your partner plays K ♥, provide your 8 (odd/even). The declarer is going to replay ♥ in order to prepare a ruff. Which card do you choose to play on this 2nd round of ♥ ?

S	W	N	E
	1 ♠	Pass	2 ♠
Pass	4 ♠	Pass	Pass
Pass			



On the 2nd round of a suit, send a preference signal. In this case, you want ♦. Play J ♥, calling for the highest of the remaining suits... ♦