## Defensive Carding

The key to good defense is good signaling. There are 3 major defensive signals:

1) Count (high-low=even number)
2) Suit Preference (low to low, high to high)
3) Attitude (high=encouraging, low=discouraging)

## 1) Count

Count is given when declarer (or dummy) leads the suit.
(Sometimes we give count when partner leads a high one and we want a ruff).

When declarer leads a spade, in the examples below, West follows suit up the line with an odd number, but plays hi-lo with an even number of cards.


## 2) Suit Preference

This is used when you give a signal in a suit you are playing to indicate strength in a different suit! These signals are usually used when giving partner a ruff (to indicate your re-entry). When giving partner a ruff, play a low spot card to show the lowest side suit. Play a high spot card to show the highest side suit.

| NORTH |  | NORTH |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| ^ 4875 |  | ^ 4875 |  |  |  |
| - 10964 |  | - 10964 |  |  |  |
| - KJ8 |  |  | - KJ8 |  |  |
| * KQ |  | East | * KQ |  | East |
| WEST | EAST | returns the | WEST | EAST | returns |
| - 642 | - 3 | $\checkmark 8$ to show | - 642 | - 3 | the $\checkmark 2$ to |
| $\checkmark \underline{5}$ | $\checkmark$ A8732 | the highest | $\checkmark \underline{5}$ | $\checkmark$ A8732 | show the |
| - 10975 | - A32 | side suit | - 10975 | - 532 | wes |
| - 98765 | * J1043 | (diamonds) | - 19765 | * A1043 | side suit |
| SOUTH |  |  |  |  | (clubs) |
| - KQJ109 |  |  | - KQ |  |  |
| $\checkmark$ KQJ |  |  | $\checkmark$ KQ |  |  |
| - Q64 |  |  | - AQ |  |  |
| * A2 |  |  | * 82 |  |  |

This signal is also used when "clearing" a suit on defense against notrump. Say you lead from K9842 and hit partner's ace. He returns the suit to your king and you play back the 9 , dummy and declarer playing their last card. The 9 is suit-preference.

## 3) Attitude

Attitude is given when:
A) Partner leads a suit (for the first time).
B) We make our first discard.

Signal with anything from a 7 to a 10 to say you like it. Low cards (like 2-5) mean you don't like it.
From .9873, play the 9 to say you like it, the 3 to say you don't like it.

