



While waiting for 10am – Week 11

Announcing and Alerting

These actions are part of the **rules of bridge**. They are not guidelines, they are not optional. I recommend you get into the habit of doing them always – even when playing social bridge.

This applies to England and Wales. Other countries have different rules.

You **Announce/Alert** every time **your partner** makes a non-natural bid at 3NT or below. You also Announce/Alert non-natural bids above 3NT in the first round of bidding.

For these non-natural bids, if you do not **Announce** then you **Alert**.

You **Alert** by waving the ALERT card around for a few seconds (or by saying "alert" if not using a bidding box). You do NOT say anything until asked a question. Players may ask questions about an alert at the time of the alert or when their turn to bid.





While waiting for 10am – Week 11

The details of which bids need announcing is not clear. This is my interpretation of what I have read – it may be wrong.

Announcing and Alerting

You announce by just saying a short descriptive phrase:

Opening 1NT or 2NT: Say point range (EG "12 to 14" or "20 to 22")

Stayman 2C over 1NT, 3C over 2NT: Say "Stayman". Alert if other convention.

Major suit transfers over 1NT or 2NT: Say destination suit "Hearts", "Spades".

Opening 2SUIT: Say "Strong forcing*", "Strong non-forcing**", "Weak".

* Forcing for one bid

** I guess if you just say "Strong" this is assumed

Opening Acol 2C: Alert

Alert a suit double if NOT TAKE-OUT.

Alert NT double if NOT PENALTY.



Week 11 Signals



Steve Bailey





Week 11 Signals

Mr Bridge's Bernard Magee DVD on "Signals and Discards".

Paul Mendelson's "Right Way to Play Bridge" doesn't cover Signals and Discards. However the previous book in the series, "Bridge for Complete Beginners" does: chapter 17.

Another useful source of information: www.mrbridge.co.uk/library/Signals_at_Trick_1.pdf by Julian Pottage

Andrew Robson: Bridge Lessons "Signal and Discard"





Week 11 Signals

Count signals

When Declarer leads and you are NOT trying to win the trick, give a count signal.

You might be second player, thus not trying to win the trick.

You might be fourth player and unable to beat (or choosing to duck) any of the previous 3 cards.

Play a high spot card if you hand has an even number of cards. Play a low spot card if your hand has an odd number of cards. HELO.

Sometimes your card can only be determined in context: A 7 may be low if most of the 2, 3, 4, 5 & 6 can be seen by partner (in his hand, in dummy, in this trick, in previous play).

Sometimes you don't have a suitable card and the wrong message will be conveyed. These methods don't always work – but mostly they do.





Week 11 Signals

Attitude signals

Generally when Partner leads and you are NOT trying to win the trick, give an attitude signal when following suit.

Mostly this applies to the high lead of a new suit.

Play a high spot card if you like the suit.

Play a low spot card if you dislike the suit.

In particular, Partner's lead of an Ace promises the King (it is a bad lead if he doesn't have the King – if an unsupported Ace, it should be trying to kill the King.

Therefore Partner can win the first two tricks in this suit. If you can win the third using the Queen or a trump then you like it. Otherwise you don't.

It can also be used with discards to say I like/dislike this discarded suit.





Week 11 Signals

Suit Preference signals

Perhaps you have won a trick and are about to lead, expecting (hoping) your partner will win the trick. You can signal information about which suit Partner should lead to you.

Usually he has a choice of two suits (excluding the suit that has already been played and trumps).

Lead a high spot card to say lead the higher ranking suit. Lead a low spot card to say lead the lower ranking suit.





Week 11 Signals

Let's go through two deals. Playing each deal twice – once without signals and once with.

Deal A 610#4

W	N	E	S
#2C!(1)	Р	2D ₍₂₎	Р
#3NT ₍₃₎	Р	Р	Р

means STOP is used.

! means an alert or an announcement is made by partner.

- (1) Alerted: The Acol strong opening; 23+ HCP balanced or 10+ playing tricks.
- (2) Negative: 7- HCP.
- (3) 25..26 HCP balanced.



Week 11 Signals

- **♦** K T 7 4 2
- **♥** J 8
- ♦ A 8 6
- **♣** J 8 6



Deal A (No signals)

W	N	E	S
#2C!	Р	2D	Р
#3NT	Р	Р	Р

Opening lead by N?

There are no honour headed sequences.

There are no clues in the bidding.

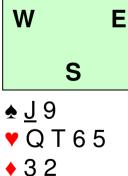
Fourth highest of longest and strongest to an honour. (And we do prefer to 2 honours – we have 2 here, K and 10.)

Lead is 4S.



Week 11 Signals

- ★ K T 7 <u>4</u> 2
 ▼ J 8
 ◆ A 8 6
 ◆ J 8 6
- A Q 5✓ A K 9 4✓ K 9 4A K Q



♣ T 9 4 3 2

Deal A (No signals)

W	N		E	S	
#2C!	Р		2D	Р	
#3NT	Р	Р		Р	
{1N}	4S	3S	JS	QS	(1)

This is a free finesse for {W}.



Week 11 Signals

♦ K T 7 2 **♥** J 8 **◆ A** 8 6 **♣** J 8 6

♠ 9

♥ Q T 6 5

♣ T 9 4 3 *2*

◆ 9 3 <u>2</u>

♦ A 5 ♥ A K 9 4 ♦ K 9 4 ♣ A K Q



◆QJT75

Deal A (No signals)

W	N	Ε	S
#2C!	Р	2D	Р
#3NT	Р	Р	Р

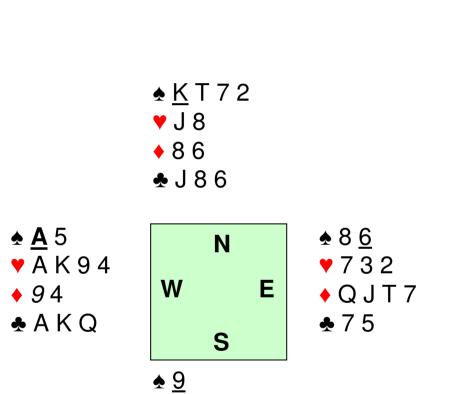
{W} starts to establish {E}'s long diamond suit.

{N} chooses to duck this diamond trick because he can see what happens if he doesn't...

```
{1N} 4S 3S JS QS (1)
{2W} KD AD 5D
               2D ↓
```



Week 11 Signals



♥ Q T 6 5

♣ T 9 4 3 2

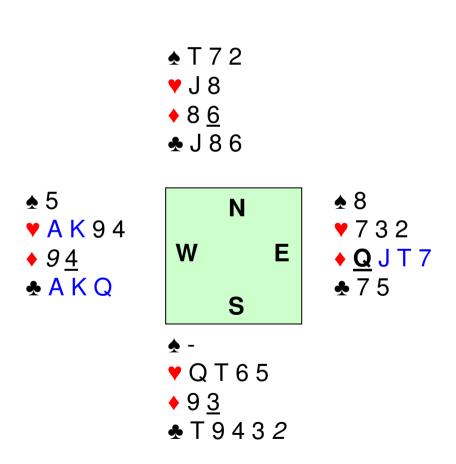
♦ 9 3

```
Deal A (No signals)
W
       N
                      Р
#2C! P
              2D
#3NT
              Р
If {N} wins trick 2...
       4S 3S JS QS (1)
{1N}
      KD AD 5D
{2W}
                    2D ↓
{N} continues to establish his long
Spades
      KS 6S 9S AS (2)
{3N}
returning the lead to {W}.
```

♣♦♥♠

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Week 11 Signals



```
Deal A (No signals)

W N E S

#2C! P 2D P

#3NT P P
```

If {N} wins trick 2...

And now {EW} have winners: JD 10D 7D AH KH AC KC QC for 11 tricks, 3NT+2 or +660.

So {N} ducking 1st Diamond trick to deny {E} several winners is good.





Week 11 Signals

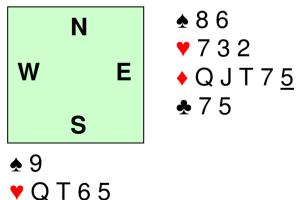
Back to trick 2 where {N} decides to duck.

★KT72▼J8◆A86◆J86

♦ 3 <u>2</u>

♣ T 9 4 3 2

A 5∀ A K 9 4K 9 4A K Q



Deal A	(No sig	nais)
W	N	Ε
	_	

VV	N		E	S	
#2C!	Р		2D	Р	
#3NT	Р		Р	Р	
{1N}	4S	3S	JS	QS	(1)
{2W}	KD	6D	5D	2D	(2)

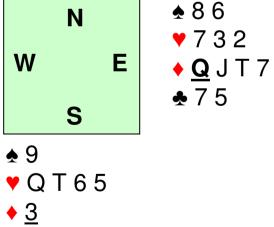
{N} can see dummy {E} has L5D and no outside entries. The most likely D split between {W} and {S} is 3:2 (or 2:3). Therefore he plans to hold-up his AD to prevent the long diamonds running if {W} has L3D. He ducks with 6D.



Week 11 Signals







♣ T 9 4 3 *2*

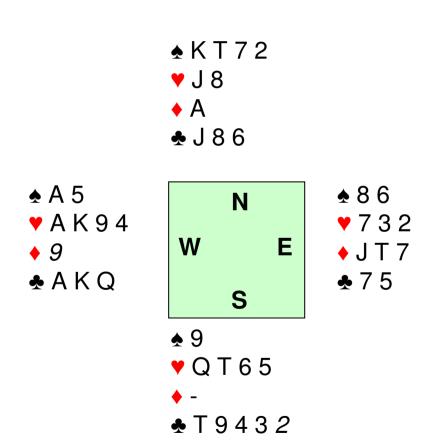
Deal A (No signals)

W	N		Ε	S	
#2C!	Р		2D	Р	
#3NT	Р		Р	Р	
{1N}	4S	3S	JS	QS	(1)
{2W}	KD	6D	5D	2D	(2)
{3W}	4D	8D	QD	3D	(3)

{N} ducks a second time.



Week 11 Signals



Deal A (No sign	als)
-----------------	------

W	Ν		E	S	
#2C!	Р		2D	Р	
#3NT	Р		Р	Р	
{1N}	4S	3S	JS	QS	(1)
{2W}	KD	6D	5D	2D	(2)
{3W}	4D	8D	QD	3D	(3)

And now when {W} leads 9D, {N}'s AD means he can't get to {E}'s D:JT7, denying {W} 3 tricks.

This seems excellent play.

But {W} has 6 more winners:

AS AH KH AC KC QC for tricks 4 thru 9. Thus achieving 3NT= for a score of +600.

But I cheated...

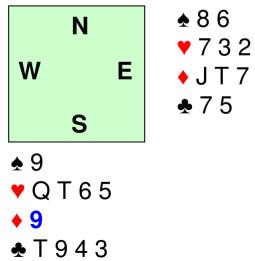




Week 11 Signals

But I cheated... I swapped the 9D & 2C, so at the end of trick 3, the hands are really:

- ★KT72▼J8◆A◆J86
- A 5∀ A K 9 4→ -A K Q 2



Deal A

W	N		E	S	
#2C!	Р		2D	Р	
#3NT	Р		Р	Р	
{1N}	4S	3S	JS	QS	(1)
{2W}	KD	6D	5D	2D	(2)
{3W}	4D	8D	QD	3D	(3)

And now {W} can never lead a third diamond to {E}'s D:JT7. {N}'s AD is wasted.

It could have been used to take trick 3, leaving {W} with just 8 tricks.

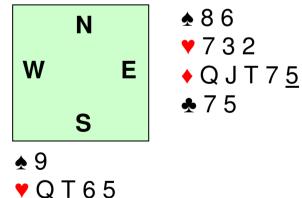
How?...



Week 11 Signals

This time with signals...

- ★KT72▼J8◆A86◆J86
- A 5∀ A K 9 4★ <u>K</u> 9? 4A K Q 2?



• 9?32 (2 = Lo Odd)

I am showing both {W} and {S} as having 9D and 2C. Which is which?

♣ T 9 4 3 2?

Deal A (Signals)

W	N		E	S	
#2C!	Р		2D	Р	
#3NT	Р		Р	Р	
{1N}	4S	3S	JS	QS	(1)
{2W}	KD	6D	5D	2D	(2)

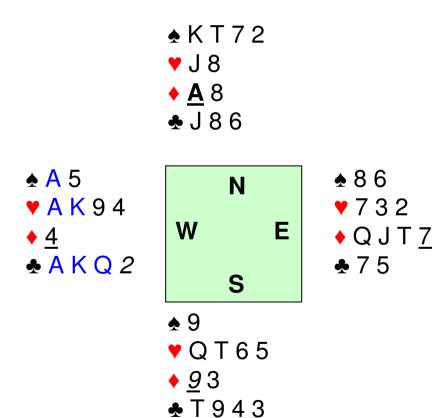
{N} can see dummy {E} has L5D and no outside entries. The most likely D split between {W} and {S} is 3:2 (or 2:3). Therefore he plans to hold-up his AD to prevent the long diamonds running if {W} has L3D. He ducks with 6D.

{S} plays a low card, saying ODD (L3) therefore {W} has L2. Therefore {N} should play AD on Diamond trick 2.

♣♦♥♠

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Week 11 Signals



	` `	•	,		
W	N		E	S	
#2C!	Р		2D	Р	
#3NT	Р		Р	Р	
{1N}	4S	3S	JS	QS	(1)
{2W}	KD	6D	5D	2D	(2)

Deal A (Signals)

Therefore {N} should play AD on Diamond trick 2.

{3W} 4D AD 7D 9D ↓

(The 9D is another signal Hi Even, unnecessary – but why not...)

{W} still has 6 more winners: AS AH KH AC KC QC

but only tricks 3 thru 8. Thus achieving 3NT-1 for a score of -100. Much better for {NS}.





Week 11 Signals

- **♦** K T 7 4 2
- **♥** J 8
- ♦ A 8 6
- **♣** J 8 6



Deal A

W	N	E	S
#2C!	Р	2D	Р
#3NT	Р	Р	Р

Summary

The score changes depending on when {N} plays his AD. At:

Diamond 1 3NT+2 +660

Diamond 2 3NT-1 -100

Diamond 3 3NT = +100

By COUNT signalling, NS can make an informed choice of Diamond 2.

Signal for all tricks if not trying to win the trick.





Week 11 Signals

And the second deal.

Deal B 610#5

N	Ε	S	W
1NT!(1)	Р	2H!(2)	Р
#3S! ₍₃₎	Р	4S ₍₄₎	Р
Р	Р		

means STOP is used.

! means an alert or an announcement is made by partner.

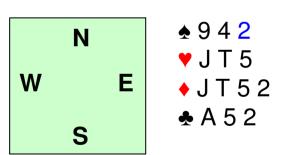
- (1) Announced: "Twelve to fourteen".
- (2) Announced: "Spades". A transfer.
- (3) A jump bid showing active Spade support, not just a following of partner's transfer demand. L4+S.

Alerted – though I don't understand why, it is a natural Spade bid.

(4) Game.



Week 11 Signals



Deal B	(No signals)			
N	E	S	W	
1NT!	Р	2H!	Р	
#3S!	Р	4S	Р	
Р	Р			

Opening lead by E?

Do not lead an unsupported Ace. The two honour headed sequences are both JT, fairly weak. Of the two, probably JD is preferable, being a longer suit.

Bidding clues: {S} has said (2H) that he has L5+S. {N} has said he has L4+S. Therefore worry about {N}, the short hand, trumping. Lead a trump.

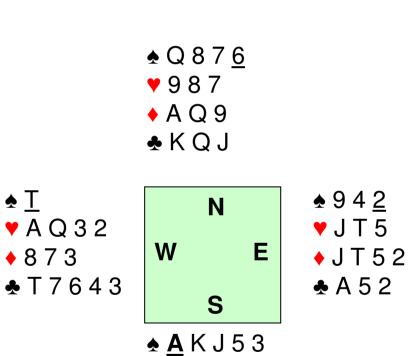
Lead is 2S.



<u>↑</u> T

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Week 11 Signals



♥ K 6 4

♦ K 6 4

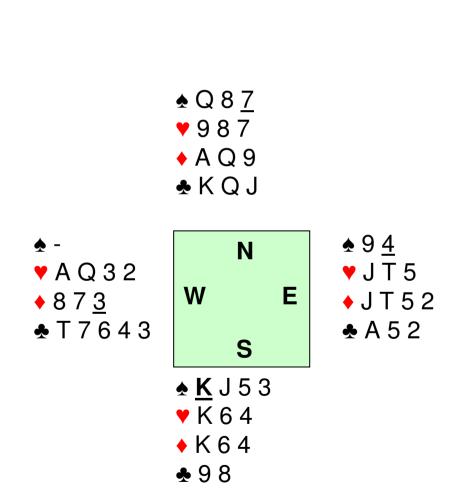
♣ 9 8

```
Deal B (No signals)
             S
N
                    W
1NT!
             2H!
#3S!
             4S
Р
{1N}
      2S
          AS 10S 6S
```

♣♦♥♠

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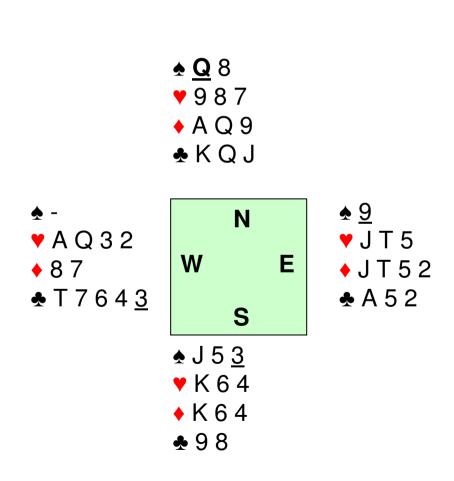
Week 11 Signals



Deal B	(No signals)				
N 1NT! #3S!	E P P	S 2H! 4S		W P P	1
Р	Р				
{1N}	2S	AS	10S	6S	(1)
{NS} have top tricks~ S:AKQJx H:- D:AKQ C:- = 8					
They ne	ed 2+	- mor	e		
eXtra Tricks~ C:QJ after KC→AC					
Finesse	KH(5	50%)			
{2S}	KS	3D	7S	4S	(2)



Week 11 Signals



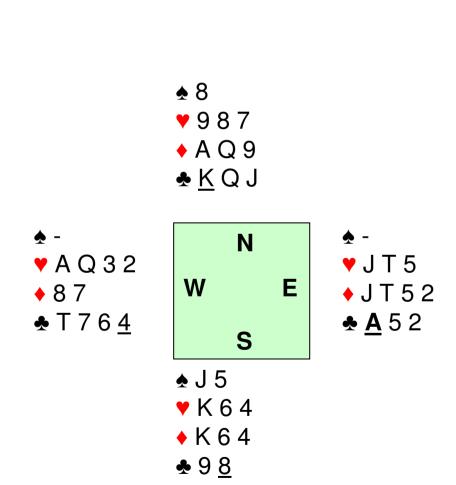
Deal B	(No signais)				
N	E	,	S	W	•
1NT!	Р		2H!	Ρ	
#3S!	Р	ļ	4S	Ρ	
Р	Р				
{1N}	2S	AS	10S	6S	(1)
{2S}	KS	3D	7S	4S	(2)
(35)	35	3C	OS	95	(3)

All trumps now drawn.

Dool D. (No signals)



Week 11 Signals

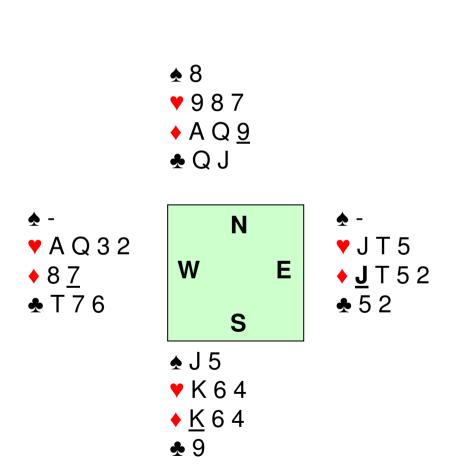


Deal B	(No signals)				
N	E	,	S	W	
1NT!	Р	1	2H!	Р	
#3S!	Р	•	4S	Р	
Р	Р				
{1N}	2S	AS	10S	6S	(1)
{2S}	KS	3D	7S	4S	(2)
{3S}	3S	3C	QS	9S	(3)
{NS} start to establish Clubs.					
{4N}	KC	AC	8C	4C	†

♣♦♥♠

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Week 11 Signals



Deal B	(No	signa	ls)
--------	-----	-------	-----

N	Ε	,	S	W	1
1NT!	Р		2H!	Ρ	
#3S!	Р	•	4S	Р	
Р	Р				
{1N}	2S	AS	10S	6S	(1)
{2S}	KS	3D	7S	4S	(2)
{3S}	3S	3C	QS	9S	(3)
{4N}	KC	AC	8C	4C	↓

{S} is dummy. What is {E} going to lead? No spades. Not a club – {N} appears to be establishing them. Try longer red suit.

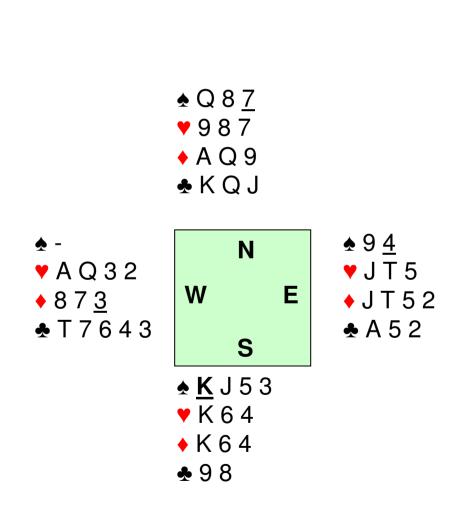
$$\{5E\}$$
 JD KD 7D 9D (4) Bother – $\{W\}$ didn't have AD.

Now {NS} make ~ AD QD QC JC 8S JS for 10 tricks, 4S=.

♣♥♠

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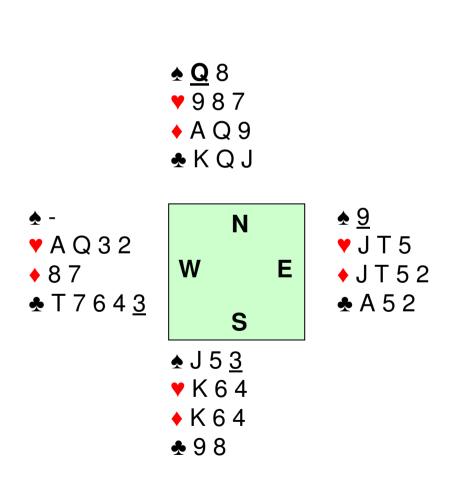
Week 11 Signals



```
(Signals)
Deal B
N
               S
                        W
1NT!
               2H!
               4S
#3S!
Р
        Р
Back to trick 2
{1N}
       2S AS 10S 6S
                          (1)
{NS} have top tricks~
S:AKQJx H:- D:AKQ C:- = 8
They need 2+ more
eXtra Tricks~ C:QJ after KC→AC
Finesse KH(50%)
{2S}
       KS 3D 7S 4S
{W} signals "I dislike Diamonds".
```



Week 11 Signals



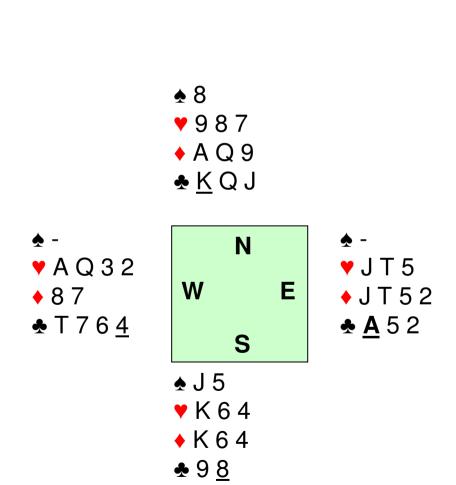
Deal B	(Signals)				
N	Ε	,	S	W	7
1NT!	Р		2H!	Р	
#3S!	Р	4	4S	Р	
Р	Р				
{1N}	2S	AS	10S	6S	(1)
{2S}	KS	3D	7S	4S	(2)
{3S}	3S	3C	QS	9S	(3)

And "{W} dislikes Clubs" as well.

All trumps now drawn.



Week 11 Signals

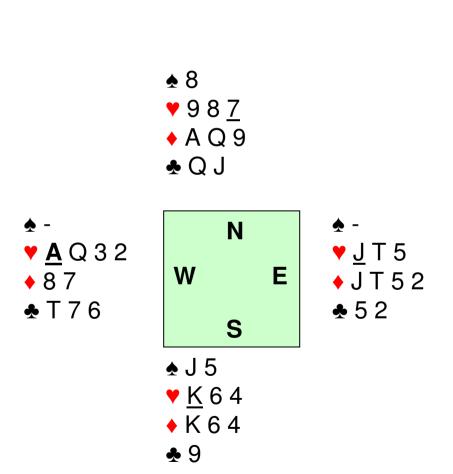


Deal B	(Sig	(Signals)			
N	Ε	9	S	W	
1NT!	Р	4	2H!	Р	
#3S!	Р	4	4S	Р	
Р	Р				
{1N}	2S	AS	10S	6S	(1)
{2S}	KS	3D	7S	4S	(2)
{3S}	3S	3C	QS	9S	(3)
{NS} start to establish Clubs.					
{4N}	KC	AC	8C	4C	†

♣♦♥♠

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Week 11 Signals



Deal B	(Signals)				
N	Ε		S	W	1
1NT!	Р		2H!	Р	
#3S!	Р	P 4S			
Р	Р				
{1N}	2S	AS	10S	6S	(1)
{2S}	KS	3D	7S	4S	(2)
{3S}	3S	3C	QS	9S	(3)
{4N}	KC	AC	8C	4C	†
{S} is dummy. What is {E} going to lead? {E} said not Diamonds,					

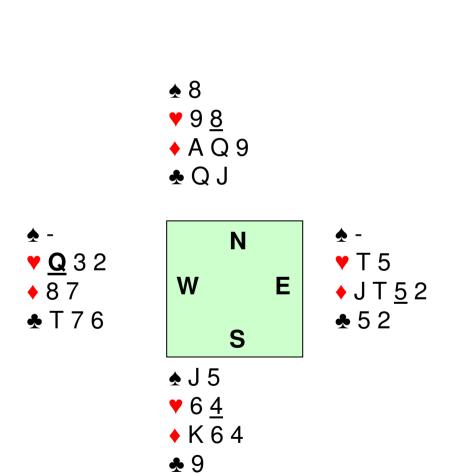
Not Clubs. Have to be a Heart.

{5E}

JH KH AH 7H ↓



Week 11 Signals

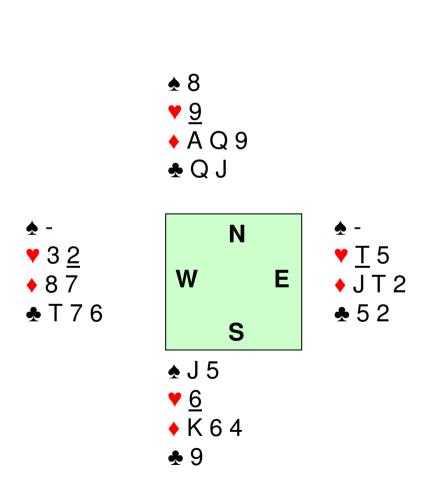


Deal B	(Signals)				
N 1NT! #3S! P	Е Р Р	:	S 2H! 4S	W P P	7
{1N} {2S} {3S} {4N} {5E}	2S KS 3S KC JH	AS 3D 3C AC KH	10S 7S QS 8C AH	6S 4S 9S 4C 7H	(1) (2) (3) ↓ ↓
And take the second H master {6W} QH 8H 5H 4H ↓					

♣♦♥♠

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Week 11 Signals



Deal B	(Signals)							
N	E		S	W	Ī			
1NT! #3S! P	P P P		2H! 4S	P P				
{1N} {2S} {3S} {4N} {5E} {6W}	2S KS 3S KC JH QH	AS 3D 3C AC KH 8H	10S 7S QS 8C AH 5H		(1) (2) (3) ↓ ↓			
And lead another heart.								
{7W}	2H	9H	10H	6H				
After which {NS} win AD KD QD								

QC JS 5S for **4S-1**





Week 11 Signals

One last unrelated item

You have probably been taught when on lead to lead **through Dummy's strength** when dummy is on your left.

Both Andrew Robson and Paul Mendelson say don't do this when the suit is a long strong suit that declarer wants to establish anyway.

The point of leading through it is to permit partner to establish any reasonable card in the suit he may have, getting dummy's top cards played. But if it is unlikely that partner has a top card to establish, why bother?

Sometimes it can be good to lead through weaker suits.



Week 11 Play

Play

NS have the pair number of their table, N has his back to the stage. EW have the pair number of their table plus 8.

Play boards in sequence. Have an incoming pile and an outgoing pile. Pass outgoing to next lower numbered table – Table 1 to highest table.

Many boards have instructions on coloured card. The appropriate people should read each card at the time it says and follow its instructions. If you play a board twice, record second play on traveller with pair numbers PLUS TEN (eg 1 v 9 becomes 11 v 19)

As part of the learning process – I would like the partner of whoever has just bid to take whatever action is **standardly required** (eg announcing 1NT to be 12-14 points, ALERTing a conventional bid, ...) – **AND ALSO** to give a brief **description** to the other three players on what the bid means.

If you wish to fill in a personal results card, they are available here. They are commonly used at duplicate clubs.

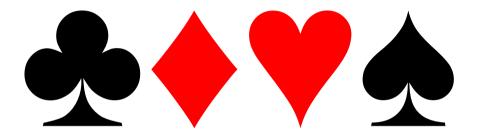
Any questions?

Tea / coffee & biscuit. (20p)

PLAY



Week 11 Signals



The end

Week 11 set hand references follow.



Week 11 Set hands

Set hand sources

AR:SAD Andrew Robson: Signals and Discards

AR:BWSHH Andrew Robson: Bridge What Should Have Happened

===

Blue results as played.

Red results are reference results.

Boards as played are rotated compared to the book presentation (which mostly make South dealer). Rotation defined by position of A.

Each board had a card defining what the bidding to use was. Good defence should result in the contact going down. Bid the hand. Read the card and play using the specified bidding.



#	Dlr	Vul	Sou	rce		Dlr = Dealer, Vul = Vulnerability.	
1	Ν	None	AR:SAD#4				A ≜ =S
1	9	4S=	S	10	420	_	
2	10	4S=	S	10	420	_	
Re	ef	4S-2	S	8	_	100	





#	Dlr	Vul	Source			DIr = D	Dealer, Vul = Vulnerability.
2	Ε	NS	AR:SAD#5				A ∳ =W
Re		4S= 4S-1 4S=	W	10 9 10 8	- 50 -	420 - 420 -	Obvious play doesn't always work, even with signals. No idea why the suit switch is
							chosen.





#	Dlr	Vul	Source			Dlr = Dealer, Vul = Vulnerability.			
3	S	EW	AR:l	BWSH	IH#186			A ≜ =N	
1	9	5C*-1	N	10	-	100	Contract not as card		
2	10	5C=	N	11	400	_			
Re	ef	5C-1	N	10	-	50			





#	Dlr	Vul	Sou	ırce		Dlr = Dealer, Vul = Vulnerability.	
4	W	All	AR:BWSHH#187				A €=E
1	9	4S-1	Е	9	100	_	
2	10	4S=	Ε	10	-	620	
Re	ef	4S-1	Ν	9	100	_	





Week 10 Set hands

Dir Vul Source

Dlr = Dealer, Vul = Vulnerability.

Bd 5 only played once.