

Signals : More on Signals

1. Normal Signal is Attitude HELD: Start by encouraging, then play the ace so you can lead into dummy's weakness <http://tinyurl.com/ybzwgw5t>
2. There is only one spade trick available. Overtake, so you can lead into dummy's weakness <http://tinyurl.com/ybauqr9>
3. Once again only one trick is available to the defence, so what club should you play? There is no point signalling attitude. Your partner will know that you have the ace when declarer does not play it, so the card you play must be SUIT PREFERENCE. This time you want your partner to retain the lead and switch to SPADES, so play a high club. If you had wanted a switch to a diamond, play a low club. <http://tinyurl.com/ybb64rvl>
4. Once again there is only one trick available to the defence in spades. (Declarer has the king of spades). So overtake and lead into dummy's weakness. <http://tinyurl.com/y9h6psce>
5. Have a look at this from East's view. Your partner has promised at least 5 diamonds, so YOU know there only one diamond available (Your partner does not know how many diamonds you have for sure). So overtake and lead spades. <http://tinyurl.com/y9nhd2ql>
6. Have a look at this from West's point of view. Your partner overtakes your king, cashes the ace of clubs and leads back a diamond. What is he up to? From looking at dummy, why did he cash aces of clubs? Surely a singleton. So give him a club ruff. <http://tinyurl.com/y9ost3ms>