

## Defensive Signals

### General Rules of Defensive Signals

1. When following to a suit or when discarding in a suit, the relative spot of a card is used to send signals.
2. Signals are usually given with cards from the Two spot to the Nine spot.
3. A signal can be, with a high frequency, interpreted:
  - A. From the bidding.
  - B. From the cards visible in the dummy.
  - C. From the cards held in your hand.
4. It is sometimes necessary, if not prudent, to wait until partner plays to the second round in a suit to fully understand a signal.
5. It is not always appropriate to signal, especially with a strong defensive hand.
6. It is not mandatory to follow your partner's signals when it is deemed not suitable given the context of a hand.
7. It is generally profitable to signal as much as possible against less experienced players.
8. It is strongly recommended to always signal on the opening lead.

## Upside Down Count and Attitude

Note: No need to alert opponents for this carding convention, but your convention card should indicate this agreement.

**Upside-down count and attitude signals work in the opposite manner of standard signals.**

1. Only apply when following suit and signaling partner's lead.
2. Do not apply when discarding.

**In attitude situations (partner leads):**

- High cards are discouraging.
- Low cards are encouraging.

**In count situations (partner leads):**

- Playing high-low shows an odd number of cards.
- Playing up the line shows an even number of cards.

**Suit preference signals - "Upside Down" not used when discarding:**

- Upside-down count and attitude signals do not affect suit-preference signals when discarding. Regular suit-preference discards are used.