

Signals High to Encourage, Low to Discourage (HELD)

- When your partner leads a suit and your card will not win the trick
- When Discarding

Hand 1: Your partner leads an ace vs a suit contract. You should assume he has the ace and king, but maybe not the queen. Signal High with a doubleton, or if you have the queen

<http://tinyurl.com/ybex4qbd>

Hand 2: If your partner plays low but you continue anyway, you may allow declarer's queen to make. <http://tinyurl.com/ycfzyru8> which leads to 10 tricks.

Once your partner discourages, you should switch

<http://tinyurl.com/yaad36s9> to hold declarer to 9 tricks.

Hand 3: You start by signalling High->Low, but your partner plays queen – NOT something he should do if he wants you to ruff, so here you can discard 8 spades High to encourage a shift to a spade, which leads to a spade ruff – down 1 <http://tinyurl.com/y94hqzj>

Hand 4: Your partner plays low at trick one. This could be a singleton or a 3+card suit – not a doubleton. You cash king, and then must switch to another suit <http://tinyurl.com/yd2scz33>

If you play a 3rd round, declarer gets a “Ruff and Discard” – Declarer think carefully about where you need to ruff <http://tinyurl.com/y98czwez>