

# Defensive Signals II: Count

---

How do defenders communicate the distribution of their hands, which in turn yields the Declarer's distribution?

## Count Signals

There are three kinds of defensive signals: *Attitude*, *Count*, and *Suit Preference*. This lesson is focused on *Count* signals, which are given as follows using "Upside-Down" (UDCA) signals:

| When  | How  |
|---|--|
| Declarer or Dummy <u>initially</u> leads a new suit | <ol style="list-style-type: none"><li>1. Play a <u>low</u> card to show an <u>even</u> number of cards in the suit</li><li>2. Play a relatively <u>high</u> card to show an <u>odd</u> number of cards in the suit</li></ol> |

Dummy has ♠KT65 and you have ♠J92. You will play the 9 to indicate an odd number of cards; if you held instead ♠J2, you would play the 2, indicating an even number. You would also play the 2 from ♠J942. Using the bidding and the play up to the point of your signal will often allow your Partner to accurately deduce the number of cards Declarer holds.

See the previous lesson on *Attitude* for the rationale behind using UDCA rather than "Standard" and general guidelines. There is no change in leads when using Upside-Down signals. For example, with a doubleton, you still lead the higher card.