

Contents

1	cardplay	2
1.1	lead	3
1.2	signal	4
1.2.1	other	4

Chapter 1

cardplay

1.1 lead

```
# lead vs suit: 3-low
# A/K = ask for count/att, swap vs 5+ level
A : Ax, AK, AKQ+, (AK+)
K : Kx, AKx, KQ+, (AK+)
Q : Qx(+), QJ+, (AQJ+)
J : Jx(+), JT+, AJT+, KJT+, (AJx), (KJx)
T : Tx, T9+, AT9+, KT9+, QT9+
hi-X: Xx, xXx+
lo-X: xXx+, HxX, HxXx, HxxxX, HxXxxx..., (xxX+)

# lead vs NT: 4-th, coded 9
A : Ax, AKQ+, AK
K : Kx, KQ+, AKx, AKJT+
Q : Qx(+), QJ+, AQJ+, KQT9+, (AQx)
J*: Jx(+), JT+
T*: Tx(+), T9+, AJT+, KJT+
9*: 9x(+), AT9+, KT9+, QT9+, [AKT9+], [AQT9+] # exceptionally
hi-X: Xx, xXx+, (Xx+)
lo-X: HxX, HxxX+, HHxX+, xXx+
```

1.2 signal

```
UDCA: lo = enc/even
# vs suit
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: att
# vs NT
partner's lead: att, s/p
declarer's lead: cnt, s/p
discarding: lav
```

1.2.1 other

```
# vs suit, knowing partner empty
hi/lo = S/P
```