

If your agreement is the opposite of standard, then you are playing upside-down. While it is permissible to play any combination of standard and upside-down signals against suits and notrump, you must mark your card correctly and CLEARLY. Check the appropriate boxes to indicate when you play these discards. Either note the upside-down portions as exceptions or draw a line from the **Except** box to the appropriately checked boxes under **Upside-Down**:

The next section of the card is labeled **FIRST DISCARD**.

FIRST DISCARD:

On these lines, describe your discards. If you check nothing, you are announcing standard discards, with the emphasis on attitude.

Lavinthal

Check this box if you tend to discard suits you don't like while giving suit preference for other suits. A low card says you dislike the suit led, but like the lower of the other two suits excluding the suit led. A high card says you dislike the suit led, but like the higher of the two suits excluding the suit led.

Odd/Even

Check this box if you discard odd-ranked cards to encourage in the suit led and even-ranked cards to discourage in that suit, where again a low even card again says you like the lower of the other two suits and a high even card says you prefer the higher of the other two suits, excluding the suit led.

Whatever it is you are playing, either check the appropriate boxes or write it on the line and check whether it applies **vs SUITS** and/or **vs NT**.

The final section of the section is labeled **OTHER CARDING**.

In this section, list other defensive signals that you play. We explain each in turn.

Smith Echo

Devised and published in 1963 in the "British Bridge World" magazine by I.G. Smith – of Great Britain. The Smith Echo is an attitude signal most often used against notrump contracts to show partner either the desire to continue leading the opening suit, or to switch to another suit. Unlike the usual suit signals, the Smith echo is not made on the opening lead but when declarer is next on lead.

When declarer begins to run his own or dummy's long suit, a high-low signal in this suit by the defenders (opening leader and partner) has the following meaning:

If made by partner of the opening leader, it shows good support for the opening lead and asks partner to continue the suit led when regaining the lead. If made by the opening leader, it says that the suit led was weak and that partner should switch to another suit when gaining the lead.

When playing defense, we are all taught to return partner's suit! However, consider the following situation.

North	
♠ 8 3 2	
♥ 9 4	
♦ A Q 3	
♣ A 10 8 6 3	
West	East
♠ A Q 10 4	♠ J 9 6 5
♥ Q 10 5 3	♥ J 8 6
♦ 7 6	♦ I 10 9 2
♣ 9 4 2	♣ K 7
South	
♠ K 7	
♥ A K 7 4	
♦ K 8 5 4	
♣ Q J 3	

Against 3NT, West leads fourth best 3♠ which was covered by East's Jack; declarer wins the King and returns the ♣Q and west sees that that declarer has four club tricks, possibly 3 diamonds and two hearts. The only hope in setting the contract is in spades. Playing Smith Echo, West follows with the 9♣ telling partner NOT TO RETURN HEARTS. Winning with the ♣K, East does not return a heart, his partner's lead. He can see that the only possible return is a spade: for down one!

The Smith Echo is not used when declarer is not running his or dummy's long suit but is attempting to knock out defender's stoppers, nor can it be used when playing a high card can cost a trick (for this reason some play reverse Echo, low-high encourages) or if declarer is trying to establish dummy's length lacking side entries. A disadvantage of the Smith Echo is that it interferes with partnerships that use count signals on leads. But, because attitude signals are more common some may want to incorporate into their carding agreement.

When used against a suit contract, the long suit is usually the trump suit.

Foster Echo

This carding procedure was devised by Robert Frederick Foster of New York. He also invented the "rule of eleven".

There are several versions of this convention used primarily against notrump. One is used when the opening lead is an honor and the 3rd hand wants to show 4 cards in the suit headed by an honor.

With 4 cards, the Foster echo always begins by following with the third highest card. If the suit lacks an honor, on the second round partner follows with the 4th highest card, but if headed by an honor one follows with the 2nd highest. For example, suppose you (3rd hand) hold:

Hand (1) 8 7 5 2 Hand (2) Q 7 5 2

And, partner leads the king, with hand (1) you play the 5 followed by the 2 (high-low: have no honor); with hand (2) the 5 is followed by the 7 (low-high: have an honor). This version of Foster echo allows the opening leader to locate the missing honors in the suit and to help choose the right continuation. If you were playing the up-side down carding system, one would discard the 8 with hand (1) to discourage and the 2 with hand (2) to encourage.

Another version (less used) combines an unblocking play with giving count. If the third hand cannot top either the card led or the card played by dummy, he follows with his second highest card; with a 4-card holding, on the 2nd round plays the 3rd highest card, next the highest, reserving the lowest for the last round. However, with a 3-card holding, on the first round partner also plays the second-highest card in the suit and on the 2nd round the highest card. This may cause some ambiguity if the suit is headed by two honors. Holding, for example, Q-10-x or J-10x partner would play the 10 on the first round, hence the leader doesn't know if the higher honor is the queen or the Jack.

Trump Suit Preference

The most basic trump echo signal is when declarer begins to draw trump. A high-low shows an odd number of trumps and a low-high shows an even number (upside-down count). Instead of showing count, it is often better to tell partner where your strength is outside the trump suit (trump suit preference). Now going up the line shows strength in a lower-ranking suit and high-low shows strength in a higher-ranking suit.

SPECIAL CARDING PLEASE ASK: Check this box if you have agreements that are unusual and/or cannot be clearly noted on the card. As Declarer it is always a good idea to check a defender's card and ask questions when you see that this box has been checked. For example, Against notrump contracts many agreements include coded 9's and 10's. If not noted on the convention card, YOU HAVE TO ASK.