

Smith Echo - Used when opponents are playing a Notrump contract, a discard signal indicating attitude of partner's opening lead. The discard signal is provided by the partner of the leader at the first opportunity, typically after declarer has won the trick. The play of a low spot card signals a discouragement while a high card provides a positive signal to continue the suit of the opening leader.

	♠ 8 7 6 ♥ J 10 9 ♦ 4 2 ♣ A K 7 6 3	
♠ A x x ♥ K 7 6 ♦ A J 10 8 3 ♣ 8 4	Declarer: South Contract: 1 Notrump	♠ K x x ♥ 5 4 3 2 ♦ Q 7 6 5 ♣ 9 5
	♠ Q J 3 2 ♥ A Q 8 ♦ K 9 ♣ Q J 10 2	

West leads the **DJ**, won by South's **DK**; West is unsure who has the **DQ**. South then plays **CQ** -- East shows approval of West's Diamond lead by discarding the *high* **C9** followed by the *low* **C5** as declarer runs 5 Clubs.

North eventually leads the **HJ**, but the finesse fails to West's **HK**. West confidently leads a low Diamond, anticipating East's **DQ**.

Odd-Even Discard (Roman Discards) - A discard system which uses the parity (odd/even) and rank of the card signal suit preference. Assume opponents are running a long suit; when partner cannot follow to the suit, the first discard in an unwanted signifies suit preference. An odd card shows preference to the suit discarded; an high even card asks partner to lead the higher non-played suit, while a low even card requests the lower non-played suit.

Example: Opponents are running a long Heart suit; on the first discard, the player may pitch to show suit preference:

Discard	Suit Preference
D3 - suit	Diamonds
S5 - suit	Spades
C7 - suit	Clubs

D4 - low	Clubs
S8 - high	Diamonds
C2 - low	Diamonds
Any 6	Not defined (cannot say or no preference)
Honor	Not defined (cannot say or no preference)

Lavinthal - A discard system which uses the rank of the card signal suit preference. Assume opponents are running a long suit; when partner cannot follow to the suit, the first discard in an unwanted signifies suit preference. A low card shows preference for a low card (other than the played suit of the signal card), while a high card asks partner to lead a high non-played suit when possible.

Example: Opponents' are running a long Heart suit; on the first discard, the player may pitch to show suit preference:

Discard	Suit Preference
C2 - low	Diamonds - low suit
C8 - high	Spades - high suit
D3 - low	Clubs - low suit
D9 - high	Spades - high suit
S2 - low	Clubs - low suit
S8 - high	Diamonds - high suit
Any 5-7	Not defined (typically cannot say or no preference)

Trump Suit Preference - An alternative use of carding when declarer begins playing trump, allowing defenders to show suit preference. When the defender can afford to play either of two trump cards held, first discarding the higher card as part of a high-low echo shows interest in the higher ranking suit while playing a low-high echo indicates a desire to play the lower ranking suit.

	<p>♠ Q 6 5 ♥ 9 8 7 ♦ 8 ♣ Q J 10 9 8 7</p>	
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<p>♠8 3 ♥K Q 2 ♦A 4 3 2 ♣6 5 4 3</p>	<p>W N E</p> <p>- - -</p> <p>P 2S P</p> <p>P 4S</p>	<p>♠K 7 2S ♥A J 10S 4 3 ♦Q J 6D ♣2</p>
	<p>♠A J 10 9 4 ♥6 5 ♦K 10 8 7 ♣A K</p>	

From the bidding and viewing the dummy, apparently declarer's trump is a 5-3 split. The defenders wins the first and second Heart tricks, with declarer ruffing the third trick. On the third Heart, declarer proceeds playing the SA, West playing an S8 while East plays the S3. The declarer then leads the S10 (unblocking), with East winning the SK and West follows with the S3.

Based on West's high trump on the first play, West is asking for a Diamond switch. So while East would like to lead the singleton Club, East should return a Diamond. Otherwise, declarer wins the Club, pulls trump, wins 4 more rounds of Clubs, pitching two Diamonds to make the contract. Note - a clever East might risk ducking declarer's second trump (SJ)

Upside Down Count and Attitude (UDCA) - Inverting the "standard" meanings and depending on whether count or attitude signals are appropriate:

Also see books on [Signals](#)

Attitude signals:

A **high-low** signal shows *negative* attitude

A **low-high** signal shows a **positive** attitude

Examples: Partner leads a SK, obviously the top of a sequence. Partner signals:

Low-High shows interest in the suit, or no interest in switching to another suit

High-low shows disinterest in the suit, requesting leader to switch to another suit

Conditions for attitude signals:

One partner leads the suit, other partner follows playing to the trick

Either side leads a suit, partner is void, discarding in a side suit

When the value of providing attitude signals to partner exceeds the value to Declarer

Also see [Smith Echo](#)

Count signals:

High-low shows an *odd* number of cards in the suit

Low-high shows an *even* number of cards in the suit

Conditions for count signals:

Opponent leads a suit

One partner leads the suit, other partner follows playing to the trick (although most players show attitude signals in this scenario)

When the value of providing count signals to partner exceeds the value to declarer