

# Defensive Carding Agreements

ibidalot **6+** Online BBO Points ×

 **Name:** Nancy Joe  
**Country/Region:** USA  
**Skill level:** Intermediate  
**Created:** 2005-03-01  
**Logins:** 2000+  
**Compatibility:** ★★★★★

2/1 and any gadgets you want to play; UDCA

**New member:** No  
**Board completion rate:** 100  
**Tournament completion rate:** 100

**DOUBLES**  
Negative  Thru \_\_\_\_\_ Penalty   
Responsive  Thru \_\_\_\_\_ Maximal   
Support  Thru \_\_\_\_\_ Rdbl   
T/O Style \_\_\_\_\_  
Other \_\_\_\_\_

**OVERCALLS**  
1-Lvl \_\_\_\_\_ to \_\_\_\_\_ Often 4 Cards   
2-Lvl \_\_\_\_\_ to \_\_\_\_\_  
Jump Overcalls: Wk  Int  Str   
Conv  \_\_\_\_\_  
Responses  
New Suit: F  NFConst  NF  Tfr   
Jump Raise: Wk  Mixed  Inv   
Cuebids \_\_\_\_\_ Support   
Other \_\_\_\_\_

**DIRECT CUEBIDS**  
Vs: Art Quasi Nat Nat  
          ♣♦ ♣♦ ♣♦ ♡♠  
Michaels      
Natural      
Other      
Describe \_\_\_\_\_

**PREEMPTS**  
3-Level Style (Seat/Vul) \_\_\_\_\_  
Resp \_\_\_\_\_  
4-Level Style \_\_\_\_\_  
Resp \_\_\_\_\_  
4♣/4♦ Tfr  Other \_\_\_\_\_

**SLAMS**  
4♣ Gerber: Directly Over NT  Over NT Seq  Non-NT Seq   
4NT: Blackwood  RKC 0314  RKC 1430   
Control Bids \_\_\_\_\_  
Vs Interference \_\_\_\_\_  
Other \_\_\_\_\_

**CARDING**  
Suits \_\_\_\_\_ NT  
 Standard - Attitude   
 Standard - Count   
 Upside Down - Attitude   
 Upside Down - Count   
Exceptions \_\_\_\_\_  
Other Carding: \_\_\_\_\_  
Smith Echo: Suits  NT  Reverse   
Trump Signals \_\_\_\_\_

**LEADS vs SUITS**  
CIRCLE CARD LED (if not bold):  
Length Leads: 4<sup>th</sup>  3<sup>rd</sup>/5<sup>th</sup>  3<sup>rd</sup>/Low   
Attitude  Small from xx   
xx xxx xxxx xxxxx  
Hxx Hxxx Hxxxx  
After 1<sup>st</sup> Trick \_\_\_\_\_  
Honor Leads:  
AKx (+) Varies  \_\_\_\_\_  
KQx QJx JTx T9x  
Interior Seq:  
KJTx KT9x QT9x  
Exceptions \_\_\_\_\_

**NT OVERCALLS**  
Direct 1NT \_\_\_\_\_ to \_\_\_\_\_ Systems On   
Balance 1NT \_\_\_\_\_ to \_\_\_\_\_ Systems On   
Conv  \_\_\_\_\_  
Jump to 2NT: 2 Lowest Unbid   
Other \_\_\_\_\_

**vs 1NT OPENING**  
Vs \_\_\_\_\_ Vs \_\_\_\_\_  
Dbl \_\_\_\_\_ Dbl \_\_\_\_\_  
2♣ \_\_\_\_\_ 2♣ \_\_\_\_\_  
2♦ \_\_\_\_\_ 2♦ \_\_\_\_\_  
2♥ \_\_\_\_\_ 2♥ \_\_\_\_\_  
2♠ \_\_\_\_\_ 2♠ \_\_\_\_\_  
2NT \_\_\_\_\_ 2NT \_\_\_\_\_  
Other \_\_\_\_\_

**vs TAKEOUT DBL**  
New Suit F: 2 Lvl  Tfr  \_\_\_\_\_  
Jump Shift: Wk  Inv  F  Fit   
Rdbl: 10+  Conv  \_\_\_\_\_  
2NT Over: Nat Raise Range  
          ♣♦   \_\_\_\_\_ to \_\_\_\_\_  
          ♡♠   \_\_\_\_\_ to \_\_\_\_\_  
Other \_\_\_\_\_

**vs PREEMPTS**  
2NT Overcall \_\_\_\_\_  
T/O Dbl Thru \_\_\_\_\_ Penalty   
2NT Lebensohl Resp  \_\_\_\_\_  
Cuebid \_\_\_\_\_  
Jump Overcalls \_\_\_\_\_  
Other \_\_\_\_\_

**SIGNALS**  
Primary Signals to:  
Declarer's Lead Partner's Lead  
 Attitude   
 Count   
 Suit Preference   
Exceptions \_\_\_\_\_  
First Discard: Std  Upside Down   
Lavinthal  Odd/Even  Other

**LEADS vs NT**  
CIRCLE CARD LED (if not bold):  
Length Leads: 4<sup>th</sup>  3<sup>rd</sup>/5<sup>th</sup>  3<sup>rd</sup>/Low   
Attitude  2<sup>nd</sup> from xxxx(+)   
xx xxx xxxx xxxxx  
Hxx Hxxx Hxxxx  
After 1<sup>st</sup> Trick \_\_\_\_\_  
Honor Leads:  
AKxx (+) Varies  \_\_\_\_\_  
KQJx KQT9 QJT9x JT9x  
Interior Seq:  
AQJx AJTx KT9x QT9x  
Exceptions \_\_\_\_\_

**OVERVIEW**  
Names \_\_\_\_\_  
General Approach \_\_\_\_\_  
Min Expected HCP when Balanced: Opening \_\_\_\_\_ Responding \_\_\_\_\_  
Forcing Open: 1♣  2♣  Other \_\_\_\_\_ 1NT Open: Str  Wk  Variable   
Bids That May Require Preparation \_\_\_\_\_

**MINORS**  
**1♣** Min Length: 5  4  3  NF 2  (4432 only ) NF 1  NF 0  Art F   
Resp \_\_\_\_\_ Transfer Resp   
1♦ \_\_\_\_\_ Bypass 5+  Raises  
Single: NF  Inv+  GF   
1NT \_\_\_\_\_ to \_\_\_\_\_ Jump: Wk  Mixed  Inv   
2NT \_\_\_\_\_ to \_\_\_\_\_ After Overcall: Wk  Mixed  Inv

**1♦** Min Length: 5  4  3  Unbal  NF 2  NF 1  NF 0  Art F   
Resp \_\_\_\_\_ Same as over 1♣   
Raises  
Single: NF  Inv+  GF   
1NT \_\_\_\_\_ to \_\_\_\_\_ Jump: Wk  Mixed  Inv   
2NT \_\_\_\_\_ to \_\_\_\_\_ After Overcall: Wk  Mixed  Inv

**1♥/♠** Art Raises: 2NT  3NT  Splinter   
Other \_\_\_\_\_  
1<sup>st</sup>/2<sup>nd</sup> Length: 4  5   
3<sup>rd</sup>/4<sup>th</sup> Length: 4  5   
1NT: F  Semi-F  Bypass ♠   
Drury: 2♣  2♦  In Comp   
Jump Raise: Wk  Mixed  Inv   
After Overcall: Wk  Mixed  Inv

**MAJORS**  
1NT \_\_\_\_\_ to \_\_\_\_\_ (Seat/Vul \_\_\_\_\_) 1NT \_\_\_\_\_ to \_\_\_\_\_ (Same Resp: Y  N )  
5-Card Major  Sys On vs \_\_\_\_\_  
2♣: Stayman  Puppet  Other   
2♦: Nat  Tfr  Other \_\_\_\_\_  
2♥: Nat  Tfr  Other \_\_\_\_\_  
2♠: Nat  Tfr  Other \_\_\_\_\_  
2NT: Nat  Tfr  Other \_\_\_\_\_  
Smolen  Tfr: 4♣  4♦  4♥   
Dbl: Neg  \_\_\_\_\_ Pen  Other \_\_\_\_\_ Lebensohl : \_\_\_\_\_

**NOTRUMP**  
2NT \_\_\_\_\_ to \_\_\_\_\_ Puppet  3♠   
Conv  \_\_\_\_\_ Tfr: 3Lvl  4Lvl  Neg Dbl  Other \_\_\_\_\_  
3NT \_\_\_\_\_ to \_\_\_\_\_ One Suit

**2♣** \_\_\_\_\_ to \_\_\_\_\_ 2♦ Neg  Waiting   
Steps  \_\_\_\_\_ 2♥ Neg   
Very Str  Str  Nat  Conv  \_\_\_\_\_ Other \_\_\_\_\_

**2♦** \_\_\_\_\_ to \_\_\_\_\_ New Suit NF   
Wk  Int  Str  Conv  Rebids over 2NT: \_\_\_\_\_ Other \_\_\_\_\_

**2♥** \_\_\_\_\_ to \_\_\_\_\_ New Suit NF   
Wk  Int  Str  2 Suits  Rebids over 2NT: \_\_\_\_\_ Other \_\_\_\_\_

**2♠** \_\_\_\_\_ to \_\_\_\_\_ New Suit NF   
Wk  Int  Str  2 Suits  Rebids over 2NT: \_\_\_\_\_ Other \_\_\_\_\_

**OTHER**  
Jump Shift Resp \_\_\_\_\_  
Vs (Very)Str Open \_\_\_\_\_ NMF  2Way NMF  XYZ  4<sup>th</sup>SF: 1Rnd  GF

# Opening Leads

Top of touching honors

Rusinow Leads: Leading the lower of touching honors

Examples: Q from KQxx, J from QJTxx

Coded 9s and 10s: Jack denies a higher honor, T or 9 implies 2 higher non-touching honors

Example: J from JTxx, T from KJTxx, 9 from QT9x

4th best lead. Partner uses Rule of 11 to determine how many cards higher are in declarer's hand.

3rd and 5th best lead, or 3rd from even, low from odd. Use Rule of 10 or 12 instead of Rule of 11.

Some partnerships have the agreement where the lead of the Aces, asks for Attitude and the lead of the King asks for Count.

Against NT contracts, the lead of Ace asks partner to unblock by playing an honor if he has one. If he doesn't, he gives count.

Against NT contracts, lead of King asks partner for Attitude.

Against NT contract, the lead of Queen asks partner to throw the Jack on the table if he has it. Opening leader has KQT9.

# General Rule

- When Partner Leads, you give attitude.
- When Declarer leads, you give count.
- When it is obvious that attitude or count is of little or no use to partner, you give suit preference.

# Attitude Signals: Case #1

		<b>N</b> North	W	N	E	S
		♠ AJ6	1♣	1♦	2♣	2♠
		♥ Q10	P	P	P	
		♦ KQ632				
		♣ 863				
<b>W</b> West			<b>E</b> East			
		♣ A (A from AK)				
			♣ Q972			
		<b>S</b> South				
		♠				
		♥				
		♦				
		♣				
			2♠ S		NS: 0 EW: 0	

# Attitude Signals: Case #2

	<b>N</b> North ♠ AJ6 ♥ Q10 ♦ KQ632 ♣ 863	W    N    E    S 1♣   1♦   2♣   2♠ P    P    P
<b>W</b> West	♣ A (A from AK)	<b>E</b> East ♣ 9752
	<b>S</b> South ♠ ♥ ♦ ♣	2♠ S      NS: 0 EW: 0

# Attitude Signals: Case #3

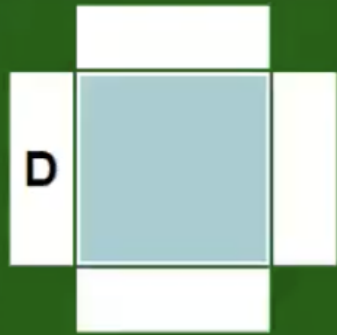
		<b>N</b> North	W	N	E	S
		♠ AJ6 ♥ Q10 ♦ KQ632 ♣ 863	1♣	1♦	2♣	2♠
<b>W</b> West				<b>E</b> East		
		♣ K (A from AK)			♣ A972	
		<b>S</b> South				
		♠ ♥ ♦ ♣			2♠ S NS: 0 EW: 0	

# Attitude Signals: Case #4

	<p><b>N</b> North</p> <p>♠ AJ6 ♥ Q10 ♦ KQ632 ♣ 863</p>	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>1♣</td> <td>1♦</td> <td>2♣</td> <td>2♠</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </tbody> </table>				W	N	E	S	1♣	1♦	2♣	2♠	P	P	P	
W	N	E	S														
1♣	1♦	2♣	2♠														
P	P	P															
<p><b>W</b> West</p>	<p>♣ K (A from AK)</p>	<p><b>E</b> East</p> <p>♣ J972</p>															
	<p><b>S</b> South</p> <p>♠ ♥ ♦ ♣</p>	<p>2♠ S      NS: 0 EW: 0</p>															



# Attitude Signals: Case #5



N	North
♠	AJ76
♥	Q103
♦	A82
♣	1053

W	N	E	S
P	P	P	1♠
P	3♠	P	4♠
P	P	P	

W	West

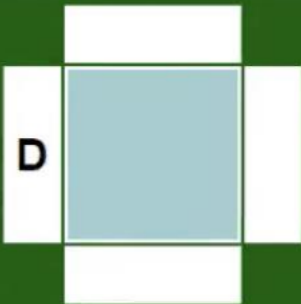


E	East
♠	2
♥	KJ98
♦	J973
♣	9642

S	South

4♠ S      NS: 0 EW: 0

# Attitude Signals: Case #6



N	North
♠	AJ76
♥	Q107
♦	A82
♣	1053

W	N	E	S
P	P	P	1♠
P	3♠	P	4♠
P	P	P	

W	West

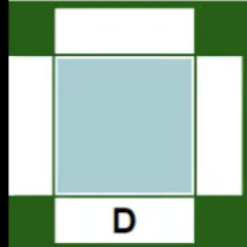


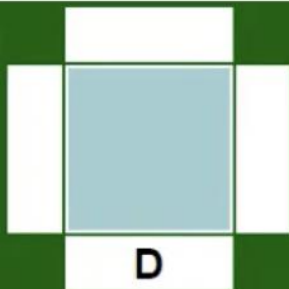
E	East
♠	2
♥	KJ32
♦	J973
♣	9642

S	South

4♠ S      NS: 0 EW: 0

# Count Signal: Holdup Play

	<b>N</b> North ♠ 83 ♥ 987 ♦ KQJ109 ♣ A53	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td></td> <td></td> <td></td> <td>1NT</td> </tr> <tr> <td>P</td> <td>3NT</td> <td>P</td> <td>P</td> </tr> <tr> <td>P</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				W	N	E	S				1NT	P	3NT	P	P	P			
W	N	E	S																		
			1NT																		
P	3NT	P	P																		
P																					
<b>W</b> West ♠ KJ107 ♥ 1043 ♦ 83 ♣ KQJ2	♣ K	<b>E</b> East ♠ 954 ♥ J65 ♦ A74 ♣ 9764																			
<b>S</b> South ♠ AQ62 ♥ AKQ2 ♦ 652 ♣ 108		3NT S      NS: 0 EW: 0																			



N	North
♠	Q64
♥	QJ8
♦	KQ983
♣	109

W	N	E	S
			1NT
P	3NT	P	P
P			

W	West

♣ 2

E	East
♣	8765

S	South

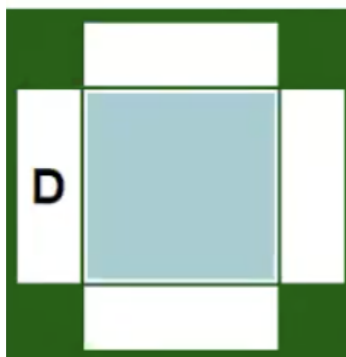
3NT S      NS: 0 EW: 0

When:

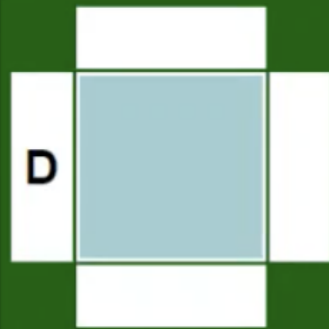
- ✓ Partner leads a low card.
- ✓ Dummy plays an intermediate card.
- ✓ You cannot beat dummy's card.

**Give count!**

# Suit Preference Signals: Case #1

	<p><b>N</b> North</p> <p>♠ KQ98</p> <p>♥ 7</p> <p>♦ KJ97</p> <p>♣ KJ97</p>	<table border="1"> <thead> <tr> <th>W</th> <th>N</th> <th>E</th> <th>S</th> </tr> </thead> <tbody> <tr> <td>1♥</td> <td>X</td> <td>2♥</td> <td>4♠</td> </tr> <tr> <td>P</td> <td>P</td> <td>P</td> <td></td> </tr> </tbody> </table>				W	N	E	S	1♥	X	2♥	4♠	P	P	P	
W	N	E	S														
1♥	X	2♥	4♠														
P	P	P															
<p><b>W</b> West</p>	<p>♥ A</p>	<p><b>E</b> East</p> <p>♠ 104</p> <p>♥ Q632</p> <p>♦ 1082</p> <p>♣ AQ104</p>															
<p><b>S</b> South</p>		<p>4♠ S      NS: 0 EW: 0</p>															

# Suit Preference Signals: Case #2



N	North
♠	KQ98
♥	7
♦	KJ97
♣	KJ97

W	N	E	S
1♥	X	2♥	4♠
P	P	P	

W	West



E	East
♠	104
♥	Q632
♦	AQ104
♣	1082

S	South

4♠ S      NS: 0 EW: 0

# Suit Preference Signal

## Case 3

(1S)-2H-(3S)-4H-(4S)  
Opening Lead A of H

Dir: South  
Vul: E/W

♠ K J 9  
♥ J 10  
♦ J 9 7 4  
♣ A Q 9 4

Optimum  
NS 140  
NS 3S=

♠ 7 2  
♥ A Q 8 6 4  
♦ K 5  
♣ J 6 3 2

WEST	NORTH	EAST
	19	
WEST	SOUTH	EAST

♠ 8 4  
♥ K 9 7 5 2  
♦ A 8 6 2  
♣ 7 5

	12	
10		7
	11	

♠ A Q 10 6 5 3  
♥ 3  
♦ Q 10 3  
♣ K 10 8

	♣	♦	♥	♠	N
N	3	2	-	3	-
S	3	2	-	3	-
E	-	-	3	-	-
W	-	-	3	-	-

# Other Carding

- Smith Echo vs. NT contracts - If declarer wins trick 1, both opening leader and partner give an attitude signal at trick 2 to indicate whether they liked the opening lead.
- Trump Suit Preference - Defenders give a suit preference signal using the trump suit (if they are not winning the trick).
- Foster Echo vs. NT contracts - Partner of opening leader plays his 2nd highest card if he cannot win the trick.



**Any Questions?**