



Carding during play in a NT contract

font size='22px'> Signalling :on the first play of a new suit initiated by your partner.

Except in very specific cases, Signalling will show count (Odd / Even).

Example

You are playing defense against a NT contract. You have lead the 2 ♠..... during the play your partner plays a small ♣ taken by East's king. Which card will you play ?

S	W	N	E
			1 ♦
Pass	1 ♥	Pass	1 NT
Pass	3 NT		



J	9	5	
9	7	5	3
♣	♣	♣	♣

Exercise Q4635 The 7 ♣ to give count (Odd / Even) Your partner needs to know if you have 3 or 4 cards in that suit .During play, in general, the card to play (If you cannot take the lead in that trick) will aim to give the count.



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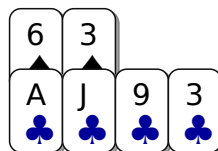
Signalling :on first play of a new suit initiated by your partner.

A specific case: Your partner has played the Ace. During play, that does not necessarily mean he has the King. He wants to have information on your hand so he can play the right suit next. In that case the best signal to use is 'Attitude'.

Example

You are in defense against a NT contract. Your partner lead the 10 ♠, you played the Queen, taken by the aceDuring play, you get back in hand and wonder whether to play ♠ or ♣ (the only suit showing potential besides ♠). Which card will you play ?

S	W	N	E
			1 ♦
Pass	1 NT	Pass	3 NT



Exercise Q 4633 As ♣ This card will enable your partner to invite or refuse the suit Here, he had the king ♣ in a 4 card suit, he'll invite and your camp will cash in 4 tricks in ♣ and defeat the contract.