

Discards

In bridge, "carding" refers to partnership agreements about the meaning of cards used to communicate information while playing defense. Carding includes both signals and discards.

Signals are used when following suit. For example, play a low card when you don't want partner to continue a suit and a high card when you do.

Discards are cards you throw away when you can't follow suit or trump a trick. Discards tell partner which suit to lead (or not lead) when (s)he has the lead. Informational discards are only used at a defender's **first** discarding opportunity.

Attitude Discards

- A **low card** in a suit tells partner not to lead the discarded suit.
- A **high card** in a suit tells partner to lead the discarded suit.

Odd-Even Discards

- An **odd** card (9, 7, 5, 3) encourages the discarded suit.
- An **even** card (8, 6, 4, 2) discourages the discarded suit.
- A **high even** card shows preference for the higher side suit. ("Side suits" are the two suits that are neither the suit led nor trump.)
- A **low even** card shows preference for the lower side suit.

Lavinthal Discards

- All discards deny interest in the suit discarded.
- A high card shows preference for the higher side suit.
- A low card shows preference for the lower side suit.

Upside Down Attitude Discards

- A **low card** in a suit tells partner to lead the discarded suit.
- A **high card** in a suit tells partner not to lead the discarded suit.

The discard system you use is less important than agreeing to a system and using it consistently. Whichever method you use, discard accurately and pay attention to your partner's discards.