

## DISCARDING

### ANSWERS TO PROBLEMS

- SLIDE 7/8**                    **Declarer has 6 trump tricks and probably the K♥ and A♣ making 11 in total. On the 3<sup>rd</sup> and 4<sup>th</sup> trump, if dummy discards 2 diamonds you should discard the 8♦ because otherwise declarer will be able to establish an extra trick in the suit you discard.**
- SLIDE 9/10**                    **If declarer plays 5 rounds of trumps without attempting to ruff a spade in dummy, then you know they hold 2 spades only so you can safely discard spades. You must keep all your clubs to prevent establishment of the 4<sup>th</sup> round of clubs.**
- SLIDE 11/12**                    **When declarer ruffs the third spade with the Q♥ you must not overruff. Discarding promotes your trump holding into 2 sure tricks.**
- SLIDE 13/14**                    **Declarer is known to hold 5 spades so you must keep all your spades to prevent the establishment of the suit. You must discard a club as you now know partner must have the 9♣ at least.**
- SLIDE 15/16**                    **You are going to have to come down to 4 cards only and you are threatened with an endplay (being thrown in with the K♦ to lead into the AQ of ♠. You must discard spades and diamonds to keep the same length as dummy in discard must be the K or Q. In the 4 card ending, if declarer cashes the A♦ you must unblock – hoping for partner to hold the J♦.**
- SLIDE 17/18**                    **After the defence has made 4 diamond tricks you switch to the 10♠ and declarer cashes three rounds of spades. You know (from the bidding) that declarer has 4 hearts so you must not discard one.**
- SLIDE 19/20**                    **You can afford to discard one club but on the 4<sup>th</sup> diamond you must discard a spade. But discarding the 5♠ gives the defence no chance because the suit is now blocked. You must discard the K♠ (safe because you know partner has the J♠ - check the rule of 11 – if declarer has the J♠, then partner's spades would be 1098 and they would have led the 10♠).**

**SLIDE 21/22**

You let declarer win the first diamond because you have no sure entry. Now declarer has 8 top tricks (1♥, 1♦ and 6♣). You can therefore deduce that partner has the A♠ (otherwise declarer has 9 tricks). So you know you are going to have to find 5 discards coming down to 6 cards only. Which 7 will they be? If you keep Kx of hearts and a spade you'll only have 3 winning diamonds left and declarer will therefore have time to set up a spade. If you discard all your spades, declarer can throw you in with a diamond to lead away from your K♥. The best chance is to discard 2 hearts. Then declarer will have to guess the position. Don't leave it until your last 2 discards to discard the hearts. Your 5 discards (in order) should be something like spade, heart, heart, spade, diamond.

**SLIDE 23/24**

Your hearts are all good and you have the A♦ entry. But you have to find 4 discards. You can throw 2 diamonds and 1 heart but, like the last hand, if you throw a second heart declarer has time to establish a diamond trick. So you must throw a spade hoping partner has the Q♠. Don't throw both spades because then partner is exposed to a finesse.

**SLIDE 25/26/27**

You have to discard on the 3<sup>rd</sup> and 4<sup>th</sup> hearts but discarding 2 clubs looks very risky – discarding even one diamond is also risky. There is nothing much to help you – except your partner. West can show the club values by suit preference signals. West has two chances for this. Firstly, on the 3<sup>rd</sup> round of spades (when declarer is known to hold a singleton K♠), West has 9,8 and 2 of spades left. Playing the 2 is a suit preference indication. Then, when declarer plays off the hearts, even if West has played the 6♥ on the first round to show count, they should then play the lowest to reinforce the suit preference indication. Now it is easy for East to throw clubs and hold on the J9xx in diamonds.

**SLIDE 28/29/30**

This is a similar situation to the last. East has to decide what to discard on the 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> rounds of trumps. Again, West has two chances to make a suit preference signal. Firstly, they should play the 8♠ on the first round showing values in the higher suit. Then, when discarding hearts should discard the 3 before the 2. Now it is easy for East to hold on to clubs.

**SLIDE 31/32**

You are not going to beat this contract because surely declarer holds the Aces in hearts and diamonds. A successful heart finesse will give an 11<sup>th</sup> trick. Hold on to your three little hearts because if you discard one, declarer will surely finesse your partner for the Q♥.

**SLIDE 33/34**

Declarer has 6 trump tricks and probably either the K♥ or the K♣. Partner has two chances to tell you which. Firstly by playing the 2♠ on the first trump rather than the 4♠. Secondly, when discarding a diamond from J 10 7, East can choose a low rather than a high diamond. So you suspect a heart finesse will give declarer 10 tricks. Maybe, if you feel like a little deception, you can discard a nonchalant 3♥ so that declarer won't think you have the Q♥.

**SLIDE 35/36**

You are declarer here and you seem to be in a very easy contract. After winning the first heart you should not go after clubs immediately. If you do, you will have to cash all 7 rounds and you will have an impossible discard problem when reducing to 5 cards only. At trick 2 you should play the K♦ to establish your 9<sup>th</sup> trick. If the defence then switch to clubs (best), you can overtake but you have 9 tricks now.

**SLIDE 37/38**

If you guess the diamond Queen and find the spade finesse right, you may have 7 tricks. But on the 4<sup>th</sup> and 5<sup>th</sup> hearts you must discard safely. You can afford one club from hand but must throw a diamond (keeping 4 in dummy). However, if you discard the 2♦, then the suit is blocked – so you should discard the J♦ or 10♦. Then finesses in diamonds and spades will get you 7 tricks.

**SLIDE 39/40/41**

You can count 9 tricks for declarer (5♥, 2♦ and 2♣). Your partner's 8♦ should give you count in the suit (it looked like declarer had a singleton K anyway by their early play if a diamond to the K♦). The danger here is that declarer will discover the bad break in clubs and recover by being able to throw you in with the 2<sup>nd</sup> club to lead into dummy's K9. To prevent this, you must keep your third spade and discard a diamond. Then the endplay won't work because you will have a spade to exit with.

**SLIDE 42**

Can South make their 2♠ contract after the J♥ lead? West wins the A♦ at trick 2 and plays a second heart which East wins, cashes a 3<sup>rd</sup> heart and then leads a 4<sup>th</sup> round. West can discard both clubs!

- (a) If declarer ruffs with the 6♠ and runs the J♠, East wins with the A♠ and gives West a club ruff. The Q♠ can be picked up but declarer has to lose the 4<sup>th</sup> round of diamonds to the 10♦.
- (b) If declarer discards the 6♦ and ruffs in hand, then West can get a club ruff and the defence must also make a further two trump tricks.
- (c) The winning play is for declarer to discard the A♣ from dummy on the 4<sup>th</sup> heart. Now declarer can ruff the 4<sup>th</sup> diamond in dummy and just lose two trump tricks

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