

1	♠ A10654	<i>Dlr: N</i>	
	♥ A7	<i>Vul: None</i>	
	♦ Q86		
	♣ AKQ		
♠ J7	♠ 982		
♥ 9654	♥ QJ10		
♦ K953	♦ A107		
♣ J95	♣ 10432		
19	♠ KQ3	♣♦♥♠NT	
5 7	♥ K832	N	3 3 2 4 4
9	♦ J42	S	3 3 2 4 4
	♣ 876	E	- - - - -
		W	- - - - -

Bidding: N/S bid 1S-2S-4S (played by North).

Key Point: Use your discard on the 3rd round of trump to show partner where you have something.

Discussion: East leads QH. West discourages. When North pulls trump, West shows something in diamonds (playing 3D for Upside Down signalling, 9D for Standard signalling).

Later, when North leads a low diamond towards JD, East figures that West has KD or QD. East plays low and West captures JD with KD. This leaves East's AD sitting behind declarer's QD. Declarer makes no diamond tricks. If East had risen with the Ace, declarer would have made one diamond trick for an overtrick.

2	♠ AK	<i>Dlr: E</i>	
	♥ 8	<i>Vul: N-S</i>	
	♦ 86542		
	♣ 75432		
♠ J105	♠ Q97		
♥ QJ109	♥ K6542		
♦ KQ107	♦ A9		
♣ A8	♣ KQ6		
7	♠ 86432	♣♦♥♠NT	
13 14	♥ A73	N	- - - - -
6	♦ J3	S	- - - - -
	♣ J109	E	2 3 4 2 4
		W	2 3 4 2 4

Bidding: E/W bid 1H-2D-2N-4H (played by East).

Key Point: You want to encourage in one suit but don't have the right spot cards. Discourage in another suit.

Discussion: South leads JC. North gives a discouraging attitude signal. Declarer wins and pulls trump. North has no more on the 2nd round of trump.

North has no spot cards in spades, so discourages in diamonds. North has now discouraged clubs & diamonds. Must have something in spades if anything.

If South returns a spade, E/W make only 4. If south returns a diamond, E/W make 5. They pitch 2 spades on West's extra diamond winners.

3	♠ K975 ♥ A102 ♦ 8764 ♣ K8	<i>Dlr: S</i> <i>Vul: E-W</i>																														
♠ A64 ♥ 853 ♦ AK93 ♣ 743	♠ J1032 ♥ J4 ♦ J ♣ QJ10652																															
10 11 6 13	♠ Q8 ♥ KQ976 ♦ Q1052 ♣ A9	<table border="1" style="font-size: 0.8em;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>-</td> <td>3</td> <td>2</td> <td>1</td> <td>2</td> </tr> <tr> <td>S</td> <td>-</td> <td>3</td> <td>2</td> <td>1</td> <td>2</td> </tr> <tr> <td>E</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>W</td> <td>1</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </table>		♣	♦	♥	♠	NT	N	-	3	2	1	2	S	-	3	2	1	2	E	1	-	-	-	-	W	1	-	-	-	-
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N	-	3	2	1	2																											
S	-	3	2	1	2																											
E	1	-	-	-	-																											
W	1	-	-	-	-																											

Bidding: N/S bid 1H-1S-1NT-3H (played by South).

Key Point: Show suit preference when you lead a card for partner to ruff. Let partner know how to get back to your hand.

Discussion: West leads AD and continues with KD. East shows out on the second round.

When West leads another diamond for East to ruff, West should lead the 9D, showing something in spades.

After ruffing, if East returns a spade, West wins the Ace and gives East another diamond ruff, down 1.

After ruffing, if East returns a club, N/S get in, pull trump, and make 3H.

4	♠ A632 ♥ QJ4 ♦ T96 ♣ T63	<i>Dlr: W</i> <i>Vul: Both</i>																														
♠ KQ854 ♥ KT5 ♦ AK ♣ 954	♠ J97 ♥ A3 ♦ QJ42 ♣ Q872																															
7 15 10 8	♠ T ♥ 98762 ♦ 8753 ♣ AKJ	<table border="1" style="font-size: 0.8em;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>3</td> <td>2</td> <td>-</td> <td>3</td> <td>3</td> </tr> <tr> <td>W</td> <td>3</td> <td>2</td> <td>-</td> <td>3</td> <td>3</td> </tr> </table>		♣	♦	♥	♠	NT	N	-	-	1	-	-	S	-	-	1	-	-	E	3	2	-	3	3	W	3	2	-	3	3
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W	3	2	-	3	3																											

Bidding: E/W bid 1S-2C-3N-4S (played by West).

Key Points: 1) You want to encourage in one suit but don't have right spot cards. Discourage in another suit. 2) Hold up Ace of trump to see what partner discards.

Discussion: North leads QH. South discourages.

West wins KH and begins to pull trump. North holds off playing the Ace to see what partner discards. On 2nd round, South discourages diamonds.

North wins AS. South discouraged hearts & diamonds, so North leads a club. N/S make 3 club tricks, down 1.

If North led a heart or diamond after winning Ace of trump, West would discard clubs on extra diamond winners and make the game.

5	♠ A7 ♥ A ♦ AKQ107654 ♣ AJ	<i>Dlr: N</i> <i>Vul: N-S</i>																														
♠ KJ92 ♥ K52 ♦ 8 ♣ 109732	♠ 8543 ♥ QJ93 ♦ 3 ♣ KQ85																															
22 7 8 3	♠ Q106 ♥ 108764 ♦ J92 ♣ 64	<table border="1" style="border-collapse: collapse; font-size: 0.8em;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>-</td> <td>5</td> <td>-</td> <td>-</td> <td>5</td> </tr> <tr> <td>S</td> <td>-</td> <td>5</td> <td>-</td> <td>-</td> <td>5</td> </tr> <tr> <td>E</td> <td>2</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> </tr> <tr> <td>W</td> <td>2</td> <td>-</td> <td>1</td> <td>2</td> <td>-</td> </tr> </table>		♣	♦	♥	♠	NT	N	-	5	-	-	5	S	-	5	-	-	5	E	2	-	1	2	-	W	2	-	1	2	-
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Bidding: N/S bid 2C-2H-6NT (played by North).

Key Point: Use discard to tell partner where you have something. Help partner know what to keep and what to throw away while being squeezed.

Discussion: N needs only 1 trick from S to make 6N.

East leads KC, ducked by North. East continues with QC. North wins AC and runs all the diamonds from the top. East makes a discard signal showing something in hearts. West shows something is spades. Which 3 cards should West keep? West trusts partner's signal and throws all the hearts, including KH, keeping TC (declarer might have another club), KS & JS. West makes KS for down 1. If West tries to keep Kx in hearts, declarer will make 6NT.

6	♠ J54 ♥ K10652 ♦ 82 ♣ J102	<i>Dlr: E</i> <i>Vul: E-W</i>																														
♠ K102 ♥ J98 ♦ QJ4 ♣ A975	♠ AQ976 ♥ Q7 ♦ 10765 ♣ KQ																															
5 11 13 11	♠ 83 ♥ A43 ♦ AK93 ♣ 8643	<table border="1" style="border-collapse: collapse; font-size: 0.8em;"> <tr> <td></td> <td>♣</td> <td>♦</td> <td>♥</td> <td>♠</td> <td>NT</td> </tr> <tr> <td>N</td> <td>-</td> <td>-</td> <td>1</td> <td>-</td> <td>-</td> </tr> <tr> <td>S</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> <tr> <td>E</td> <td>1</td> <td>3</td> <td>-</td> <td>2</td> <td>3</td> </tr> <tr> <td>W</td> <td>1</td> <td>3</td> <td>-</td> <td>2</td> <td>3</td> </tr> </table>		♣	♦	♥	♠	NT	N	-	-	1	-	-	S	-	-	-	-	-	E	1	3	-	2	3	W	1	3	-	2	3
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W	1	3	-	2	3																											

Bidding: E/W bid 1S-2C-2D-3S (played by East).

Key Point: When you lead a card for partner to ruff, show suit preference. Let partner know how to get back to your hand.

Discussion: South leads AD. North encourages. South can see QD in dummy, so knows partner has shortness. South continues with KD and then 9D, asking partner to return in the higher suit, hearts. North ruffs and returns a low heart, showing an honor in hearts on the North side. N/S now cash AH & KH for 5 tricks total, down 1.

Without the heart suit preference signal, North might return a club. Declarer can now pitch a heart from the East hand on the extra AC and make 3S.

7	♠ 9762 ♥ QJ65 ♦ AK9 ♣ 104	Dlr: S Vul: Both																													
♠ AKQ10 ♥ 103 ♦ 874 ♣ 8752	♠ 853 ♥ 9872 ♦ 63 ♣ AJ93																														
10 9 5 16	♠ J4 ♥ AK4 ♦ QJ1052 ♣ KQ6	<table border="1" style="font-size: 0.8em;"> <tr><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>4</td><td>4</td><td>1</td><td>2</td></tr> <tr><td>S</td><td>-</td><td>4</td><td>4</td><td>1</td><td>2</td></tr> <tr><td>E</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>1</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	-	4	4	1	2	S	-	4	4	1	2	E	1	-	-	-	-	W	1	-	-	-	-
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Bidding: N/S bid 1NT-2C-2D-3NT (played by South).

Key Point: Use your discard to tell partner where you have something.

Discussion: West starts the proceedings with AKQT of spades, off to a good start.

On the last spade, East shows something in clubs. So West continues with 8C (top of nothing). East takes the Ace of clubs. Down 1.

If West continues with either other suit, N/S take 4 heart and 5 diamond tricks, making 3NT.

West cannot know where East has some high cards. It is up to East to tell West, so West does not have to guess.

8	♠ A4 ♥ 853 ♦ 10932 ♣ 7643	Dlr: W Vul: None																													
♠ Q76 ♥ KQ976 ♦ KJ7 ♣ K9	♠ J1052 ♥ A102 ♦ AQ84 ♣ QJ																														
4 14 14 8	♠ K983 ♥ J4 ♦ 65 ♣ A10852	<table border="1" style="font-size: 0.8em;"> <tr><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>2</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>-</td><td>3</td><td>3</td><td>3</td><td>4</td></tr> <tr><td>W</td><td>-</td><td>3</td><td>3</td><td>3</td><td>4</td></tr> </table>	♣	♦	♥	♠	NT	N	2	-	-	-	-	S	2	-	-	-	-	E	-	3	3	3	4	W	-	3	3	3	4
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W	-	3	3	3	4																										

Bidding: E/W bid 1H-1S-1NT-4H (played by West).

Key Point: Think ahead. Make a defensive plan.

Discussion: Partner leads AS and continues with 4S. You win the King. Which spade do you lead for partner to ruff? You want to lead a low spade, asking partner to return the low suit, clubs. Did you play the 3S on partner's Ace? If so, now you must return 8S. Partner will see this as a high card and return the high suit, diamonds. Declarer will win this, pull trump and make 1S+5H+4D=10 tricks.

Think ahead. You want AS + KS + spade ruff + AC. You must keep the 3S as your suit preference signal when you lead a spade for partner to ruff.

Discard & Suit Preference Signals – Author: Ed L'Heureux

9	♠ AK3	<i>Dlr: N</i>																										
	♥ KJ74	<i>Vul: E-W</i>																										
	♦ A108																											
	♣ J103																											
♠ J2	♠ 9874																											
♥ 1062	♥ A853																											
♦ 542	♦ KQJ97																											
♣ Q8542	♣																											
16	♠ Q1065	<table border="1" style="font-size: 0.8em;"> <tr><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>3</td><td>2</td><td>3</td><td>2</td></tr> <tr><td>S</td><td>3</td><td>2</td><td>3</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>		♣	♦	♥	♠	NT	N	3	2	3	2	S	3	2	3	2	E	-	-	-	-	W	-	-	-	-
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E	-	-	-	-																								
W	-	-	-	-																								
3	♥ Q9																											
10	♦ 63																											
11	♣ AK976																											

Bidding: N/S bid 1NT-3NT (played by North).

Key Point: Use a discard signal to tell partner where you have something.

Discussion: East leads KD, continues with Q&J, North waiting until the 3rd round to win the Ace.

North leads JC towards AK9 of clubs, hoping to pin East's queen. But East has no clubs. What should East discard? Don't just throw any useless card. East should show something in hearts. When West wins QC, West returns a heart. East wins AH and cashes 2 more diamonds, down 1.

If West returns a spade instead of a heart, N/S can take 9 tricks before hearts are ever played.

Discard & Suit Preference Signals – Author: Ed L'Heureux

10	♠ 64	<i>Dlr: E</i>																										
	♥ A932	<i>Vul: Both</i>																										
	♦ 1062																											
	♣ A932																											
♠ Q83	♠ AKJ1075																											
♥ K7	♥ Q8																											
♦ AJ5	♦ K9																											
♣ KJ1075	♣ 864																											
8	♠ 92	<table border="1" style="font-size: 0.8em;"> <tr><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>1</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>-</td><td>-</td><td>3</td></tr> <tr><td>W</td><td>4</td><td>-</td><td>-</td><td>3</td></tr> </table>		♣	♦	♥	♠	NT	N	-	-	1	-	S	-	-	1	-	E	4	-	-	3	W	4	-	-	3
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14	♥ J10654																											
13	♦ Q8743																											
5	♣ Q																											

Bidding: E/W bid 1S-2C-2S-4S (played by East).

Key Point: When giving partner a ruff, show suit preference. Lead a high card to show something in the higher of the 2 outside suits.

Discussion: South leads QC, covered by King & Ace. North can see JC in dummy. The lead was not from QJ. North can see many clubs in dummy & in North's hand. North suspects QC was singleton. North should play 9C for partner to ruff, a suit preference signal for hearts. The defensive plan: AC + club ruff + AH + club ruff.

If North leads 2C for South to ruff, South will return a diamond. Declarer will pull trump. The 2nd club ruff will not happen. Declarer will make 4S.

11	♠ Q97 ♥ A73 ♦ Q104 ♣ KJ82	<i>Dlr: S</i> <i>Vul: None</i>																													
♠ A63 ♥ J109 ♦ A965 ♣ 965	♠ 102 ♥ 8642 ♦ KJ72 ♣ Q73																														
12 9 6 13	♠ KJ854 ♥ KQ5 ♦ 83 ♣ A104	<table border="1" style="font-size: 0.8em;"> <tr><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>3</td><td>1</td><td>2</td><td>4</td><td>2</td></tr> <tr><td>S</td><td>3</td><td>1</td><td>2</td><td>4</td><td>2</td></tr> <tr><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>W</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> </table>	♣	♦	♥	♠	NT	N	3	1	2	4	2	S	3	1	2	4	2	E	-	-	-	-	-	W	-	-	-	-	-
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W	-	-	-	-	-																										

12	♠ Q84 ♥ AKQ7 ♦ Q987 ♣ 93	<i>Dlr: W</i> <i>Vul: N-S</i>																											
♠ 1073 ♥ 32 ♦ AKJ10 ♣ AQ86	♠ AK65 ♥ J964 ♦ 63 ♣ KJ2																												
13 14 12 1	♠ J92 ♥ 1085 ♦ 542 ♣ 10754	<table border="1" style="font-size: 0.8em;"> <tr><th>♣</th><th>♦</th><th>♥</th><th>♠</th><th>NT</th></tr> <tr><td>N</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>S</td><td>-</td><td>-</td><td>-</td><td>-</td></tr> <tr><td>E</td><td>4</td><td>2</td><td>3</td><td>4</td><td>3</td></tr> <tr><td>W</td><td>4</td><td>2</td><td>3</td><td>4</td><td>3</td></tr> </table>	♣	♦	♥	♠	NT	N	-	-	-	-	S	-	-	-	-	E	4	2	3	4	3	W	4	2	3	4	3
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Bidding: N/S bid 1S-2C-3C-4S (played by South).

Key Points: 1) Use your discard to show partner where you have something. 2) Hold up Ace of trump to see what partner discards.

Discussion: West leads JH. East discourages.

South pulls trump. East waits until 3rd round to take the Ace, to see partner's discard. East shows something in diamonds (7D if playing standard, 2D if playing U/D). Diamond KJ behind Q better than club Q behind KJ.

West plays AD and a low diamond towards East. South ruffs the 3rd diamond and must now guess correctly which way to finesse in clubs.

If West switches to clubs, this removes the guess & makes the contract a sure thing.

Bidding: E/W bid 1D-1S-2C-2H-2NT-3NT (by West).

Key Point: When you have nothing to tell pard, make a discouraging discard in a suit where you have nothing.

Discussion: North leads AKQ and 7 of hearts. South has nothing. What should South discard? South should not encourage in any suit. South can discourage in a suit where South has nothing.

In this case, JS might be able to take a late trick if partner has K or Q of spades. Do not discard a spade. These are needed to guard the Jack. South should discourage in clubs or diamonds.

Think: North knows that South has nothing. E/W have 25+ points, North has 13, leaving South with 2 or less.