

## Standard carding

Part 3/3

### Discards

A discard is when you cannot follow suit and must play a card from another suit. If you have something in a particular suit (say Ace or King) then you discard/play a high card from that suit...if you can't afford a high card then play a small card in another suit.

Example:

You hold	You discard	Comment
A92	9	This not only asks partner to lead that suit if he gets in but more importantly, when declarer is running a long suit, you are telling partner that you can guard that suit so that they can hold on to something useful in another suit.
K9	Low from another suit	

A few pointers on discarding:

- 1) If declarer on your right has bid say clubs and if you hold something like Qxx or Jxx then hold on to them and discard from another suit or discard whatever declarer discards.
- 2) Don't send a message if you know partner is not going to get the lead(they are in game and you have 15 points!) ....you'll just be helping declarer....so be deceptive...it's allowed!
- 3) If you hold the Ace in one suit and a King in another, sitting over Dummy's Ace on your right, then you may want partner to lead to your King first. This may require you to 'discourage' the lead to your Ace. But if your Ace is the setting trick(the trick that beats the contract) then let partner know, as in the above example.
- 4) If partner has indicated the lead of a particular suit, try to hold on to at least one card in that suit to keep communication with partner.

There are many different discard systems...Leventhal, McKenney, Revolving, Odd/Even, Dodds, Reverse Attitude, Italian....take your pick!

OR

Play NATURAL which is the most widely used...play **High to Encourage**, **Low to Discourage**...**HELD**.