

BFP B3 L08 Discards and Signals

Board 1


North Deals

None Vul

♠ 9 8
♥ A Q 8 3 2
♦ 10 6 2
♣ 9 6 2

♠ J 6 5 3
♥ 6 5
♦ A K 5 4
♣ A Q 7

♠ 10
♥ J 10 9 4
♦ Q J 9 3
♣ J 10 4 3

					N
N	-	-	-	1	-
S	-	-	-	1	-
E	3	3	1	-	1
W	3	3	1	-	1

♠ A K Q 7 4 2
♥ K 7
♦ 8 7
♣ K 8 5

6
14 5
15

West

North

East

South

1 ♠

1 NT

Pass

2 ♠

All pass

On opening lead, follow Suit with encouraging signal attack K♣ in dummy.

West leads A♦, East follows with Q♦. As J♦ and 9♦ control the 10♦ in dummy, the Q♦ can be played as an encouraging signal.

The Q_{\spadesuit} promises the jack (or the queen is singleton).

If West leads a small diamond at trick two, East wins the diamond and seeing the weakness in dummy should lead J♦.

Without that defence, 2 ♠ wins a trick as a club is thrown on dummy's hearts.

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Board 2

East Deals
N-S Vul

<p>♠ J 6 ♥ K Q 10 3 ♦ K Q J 10 2 ♣ J 9</p>	<p>♠ A 7 2 ♥ A 5 2 ♦ A 6 3 ♣ 7 6 4 2</p>	<p>♠ Q 10 9 ♥ J 9 4 ♦ 9 8 4 ♣ A K Q 10</p>																															
<div style="display: flex; justify-content: space-around; align-items: center;"><div style="border: 1px solid black; padding: 5px; background-color: #008000; color: white;"><div style="display: flex; justify-content: space-between; width: 100%;">N</div><div style="display: flex; justify-content: space-between; width: 100%;">W E</div><div style="display: flex; justify-content: space-between; width: 100%;">S</div></div></div>																																	
<table style="border-collapse: collapse; text-align: center; font-size: small;"><tr><td></td><td>♣</td><td>♦</td><td>♥</td><td>♠</td><td>N</td></tr><tr><td>N</td><td>-</td><td>-</td><td>-</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>3</td><td>3</td><td>2</td><td>1</td><td>1</td></tr><tr><td>W</td><td>3</td><td>3</td><td>2</td><td>1</td><td>1</td></tr></table>		♣	♦	♥	♠	N	N	-	-	-	-	-	S	-	-	-	-	-	E	3	3	2	1	1	W	3	3	2	1	1	<p>♠ K 8 5 4 3 ♥ 8 7 6 ♦ 7 5 ♣ 8 5 3</p>	<p>12 13 12 3</p>	
	♣	♦	♥	♠	N																												
N	-	-	-	-	-																												
S	-	-	-	-	-																												
E	3	3	2	1	1																												
W	3	3	2	1	1																												

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
		1 NT	Pass
2 ♣	Pass	2 ♦	Pass
3 NT	All pass		

Count signal on return of opening lead.

South leads 4 ♠. North wins A♠ and returns 7 ♠ (the vital signal card).

East can't have four spades after the 2 ♣ reply to Stayman, so South can tell that North started with three spades.

South must duck 7 ♠, keeping K♠ as an entry to cash the spade winners.

If North had returned 2 ♠, South would win K♠, as North must have four spades.

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Board 3

South Deals
E-W Vul

♠ 5 4 3
♥ 7 3 2
♦ K Q 10 7 5
♣ 4 3

♠ Q 7 6
♥ K 6 5
♦ A J 2
♣ K Q J 10



♠ A K J 2
♥ A 10 9
♦ 8 4 3
♣ 9 6 2

	♣	♦	♥	♠	N
N	-	-	-	-	-
S	-	-	-	-	-
E	4	1	3	4	4
W	4	1	3	4	4

♠ 10 9 8
♥ Q J 8 4
♦ 9 6
♣ A 8 7 5

5
16 12
7

West	North	East	South
			1 ♣
Pass	1 ♠	Pass	1 NT
Pass	3 NT	All pass	

Follow partner's lead with count signal

North leads K♦. South follows suit with 9♦, to show an even number of cards. This also denies holding the J♦.

West protects diamonds by ducking the first trick. North must abandon diamonds because a second diamond lead will give West an extra trick.

A spade is a safe switch.

South has 6♦ to play when winning with A♣ and 3NT goes one down.

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Board 4

West Deals

Both Vul

♠ Q 7 4 3

♥ A K Q J 10 8

♦ J

♣ A K

♠ 10 6

♥ 7 6 2

♦ 9 8 6 2

♣ Q J 10 4



♠ A K 9 2

♥ 9

♦ A 7 5 4

♣ 9 8 5 2

	♣	♦	♥	♠	N
N	-	-	2	3	2
S	-	-	2	3	2
E	1	1	-	-	-
W	1	1	-	-	-

♠ J 8 5

♥ 5 4 3

♦ K Q 10 3

♣ 7 6 3

20

3 11

6

West

2♥1

3 ❤️

North

Pass

Pass

East

2 NT

4 ❤️

South

Pass

All pass

1. 2H Strong, Benji and 3 weak two players
players can open 2Cs and rebid 2Hs.

Suit Preference (McKenney) Lead

East leads A♠ and West encourages with 10♠, hoping to trump the third trick. East continues with K♠. The lead to the third trick is 9♠, a suit preference signal for a diamond return to be won by the A♦.

If East held A♣, East would lead 2♠ for partner to ruff.

West trumps with 6♥ and plays 8♦ (2nd highest to indicate no honour) to East's A♣.

East wins with A♦. Then East can lead his fourth spade and West's trump beats dummy's 5♥.

B3 L08 Discards

Board 5

North Deals

N-S Vul

♠ A 8 6 2	♠ K Q 9	♠ 5 4 3
♥ 10 9 8 6	♥ K Q 2	♥ 5 4 3
♦ 10 8	♦ K 7 3 2	♦ 6 5 4
♣ 7 6 3	♣ J 10 9	♣ A K Q 4

	♣ ♦ ♥ ♠ N	♠ J 10 7	
N	1 3 2 1 2	♥ A J 7	14
S	1 3 2 1 2	♦ A Q J 9	4 9
E	- - - - -	♣ 8 5 2	13
W	- - - - -		

West

North

East

South

1 NT

Pass

3 NT

All pass

Discard to show suit preference

East leads A♣. West follows with count signal 3♣. When East leads K♣ to the second trick, West follows with 6♣. This confirms that West started with three clubs. Dummy started with three clubs, so declarer started with three clubs. East leads Q♣ to the third trick and sees all the other clubs fall. East leads 4♣ to the fourth trick and looks for a suit preference discard from West.

West signals for a spade. If the pair have agreed High to Encourage and Low to Discourage, a discard of 8♠ gives the message.

East leads a spade and the defence take the fifth trick.

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Board 6

East Deals
E-W Vul

♠ A K	♠ J 10 7 2	♠ 9 8 6 3
♥ 9 7	♥ J 6 3	♥ A 4
♦ Q 9 8 6	♦ A K 7 2	♦ J 5 4
♣ 8 7 4 3 2	♣ K Q	♣ 10 9 6 5

	♣	♦	♥	♠	N		
N	-	1	3	3	3		
S	-	1	3	3	3		
E	1	-	-	-	-		
W	1	-	-	-	-		

♠ Q 5 4	♠ 9 8 6 3
♥ K Q 10 8 5 2	♥ A 4
♦ 10 3	♦ J 5 4
♣ A J	♣ 10 9 6 5

	♠	♥	♦	♣	
N	-	1	3	3	3
S	-	1	3	3	3
E	1	-	-	-	-
W	1	-	-	-	-

West	North	East	South
		1 ♥	Pass
1 ♠	Pass	2 ♥	Pass
4 ♥	All pass		

King / Ace Doubleton

West leads the KING of spades. East follows with 3 ♠ (a discouraging card).

When West plays A ♠, it shows West has AK doubleton. At trick three, West leads a club, won by dummy's Q ♣.

When Declarer plays a heart. The J ♥ is best as a deceptive card, but East must rise with the A ♥ and give West the spade ruff.

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Board 8

West Deals

None Vul

♠ K Q 9 7 5

♥ A 9

♦ 8 2

♣ A Q 3 2

♠ —

♥ K Q J 10 4 2

♦ A Q 10 9

♣ 10 9 8



♠ A 6

♥ 7 6

♦ 7 6 5 4 3

♣ 7 6 5 4

	♣	♦	♥	♠	N
N	-	-	-	3	-
S	-	-	-	4	-
E	-	2	2	-	-
W	-	2	2	-	-

♠ J 10 8 4 3 2

♥ 8 5 3

♦ K J

♣ K J

15
12 4
9

West

1 ♥

All pass

North

1 ♠

East

Pass

South

4 ♠

A suit preference discard

East leads 7 ♥, to the 3 ♥, 10 ♥, and A ♥.

North leads a trump. East wins A ♠ and West signals with 10 ♦, asking for a diamond (playing high to encourage).

East should play 6 ♦ through dummy's ♦ KJ. West is lucky to have a high diamond. Not so good if East had ♦ AQ32, but maybe Q ♥ discard would be taken as suit preference for diamonds.

South should play three rounds of clubs, throwing a diamond from dummy, before playing trumps, then 4 ♠ is unbeatable.