

I suppose an easy formula to learn would be to only ask for a suit with a discard *if* you expect to get a number of tricks in that suit (straight away) *or* if you can only get a trick or tricks if partner leads the suit.

e.g in 4Sp -Partner leads the Ace spades and you would discard ?

(dummy)	
9876	
A62	
KQJ10	(you)
Q5	void
	K943
	A932
	K9843

Here the Ace diamonds needn't be signalled for. It will make in time anyway. Well the King hearts will be a trick as soon as that pesky Ace in dummy is played. It seems a good idea to tell partner you have something in Hearts { by playing the 9 }; partner will lead a Heart and you will be that much nearer to making a trick in hearts. Clubs are less certain; if you believe partner holds the Ace then discarding a high club would be quite a smart play ,if you don't know partner holds the Ace clubs then don't signal for it.

e.g in 4Sp -Partner leads the Ace spades and you would discard ?

(dummy)	
109876	
862	
KJ10	(you)
Q5	void
	KQJ9
	AQ92
	J9843

You have an abundance of riches ! Which is the most important suit to call for ? Hearts or Diamonds. You can probably decide the matter by calling for the suit that gives you the most *extra* tricks. Here diamonds gives you 1 *extra* trick {to go with the certain Ace} and hearts 2 or 3 *extra* tricks. The play of the 9 hearts would be my choice.

I mentioned that there might be clues as to when partner holds (for example) a King of a side suit { and therefore you might want to signal that suit when you hold a corresponding high card in it }. Tricky stuff and experience teaches you these things. However there may be odd clues :-

- i) partner may have bid Hearts but not led them ; they are therefore quite likely to hold the Ace or King of the suit but not both.
- ii) partner may have led top of nothing in (say) Diamonds ; you might wonder why they didn't lead (say) hearts. The answer is quite likely to be that they held an honour in hearts BUT weren't prepared to lead away from it. e.g A54 or K43 or even Q82
- iii) there may be clues from *declarer's* play. They have QJ10 in dummy but don't play the suit. Where's the King ? with partner quite often.
- iv) for the expert player who counts declarer's points. If 1NT was opened and you have already seen 12 of declarer's points then partner must hold any unaccounted A or K.