

## McKenney/McKinney Discards (sometimes called Lavinthal)

When you are defending and cannot follow suit, then you have to discard something. It is often best to convey some sort of information to your partner with this discard and there are various methods.

High/Low discards are a common example. A High card (I like), a low card (I don't like). One of the best and most commonly used methods is known as McKenzie. The advantage is that you DO NOT discard from a suit that you like, but you discard from one of the other suits.

There are two remaining suits to discard from and the size of your discard indicates which of these remaining two suits you like. For example:-

A high/middle card (6,7,8,9) indicates you want the higher ranking of the remaining suits. A low card (2,3,4,5) asks for the lower ranking suit of the remaining suits.

Suit led	<u>Suit</u> you want partner to lead	Discard			
♠	♥	high	♦	or high	♣
	♦	high	♥	or low	♣
	♣	low	♥	or low	♦
♥	♠	high	♦	or high	♣
	♦	high	♠	or low	♣
	♣	low	♠	or low	♦
♦	♠	high	♥	or high	♣
	♥	high	♠	or low	♣
	♣	low	♠	or low	♥
♣	♠	high	♥	or high	♦
	♥	high	♠	or low	♦
	♦	low	♠	or low	♥

McKenney discards are suit-preference signals that work in the following manner:

The **first** discard by either defender denies interest in that suit, and the size of the discard indicates whether he would like the higher or lower of the two remaining suits to be led.

For example, if declarer is running diamonds and you have to discard, a high heart discard would ask for a spade, and a low heart discard would ask for a club.

Similarly, a high spade discard would ask for a heart, and a low spade discard would ask for a club.

The main advantage is that as a defender you do not need to discard a valuable card in the suit you actually want. You also have a choice of which of the remaining two suits to use for his signal.

A suit preference signal (discard) is for information and is not an instruction.

You are not compelled to lead the suit your partner has indicated, as you may have a good reason for playing something else at your turn to lead.

Finally, **DO NOT** make a discard which will ruin your hand.