



## Lesson 58 Teacher's Notes

### Elimination and Endplay

#### Aims

- To introduce the class to endplays, where a defender is compelled to give a trick
- To examine the types of holding where an endplay may guarantee a contract
- To explain the importance of eliminating suits which would provide a safe exit from his hand
- To look at elimination hands where one option is a ruff and discard

#### Content

- 1) Look at some suit combinations where whichever side leads the suit first is at a disadvantage.
- 2) Examine the basic endplay situation where an opponent is put on lead to give you a present of a trick
- 3) Play through an entire hand to illustrate how endplays work
- 4) Look at hands with a trump suit where the best play is to eliminate some side suits from declarer's hand and dummy so that the defence must open up a suit for you, or give a ruff and discard.
- 5) Emphasise the importance of removing safe exit cards from the defenders