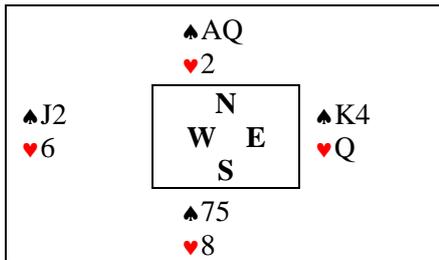




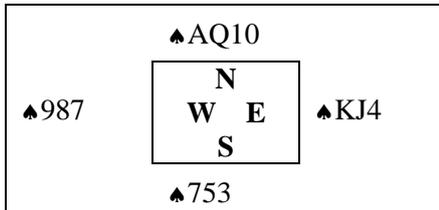
Lesson 58 Examples

An endplay



We perform an **endplay** when we concede a trick to one opponent at a point where his lead to the next trick will give you a present.

In this example of a 3-card ending, South plays in no-trump. If he leads a heart East has to win, and has only spades to lead. Instead of losing the spade finesse declarer makes two tricks.



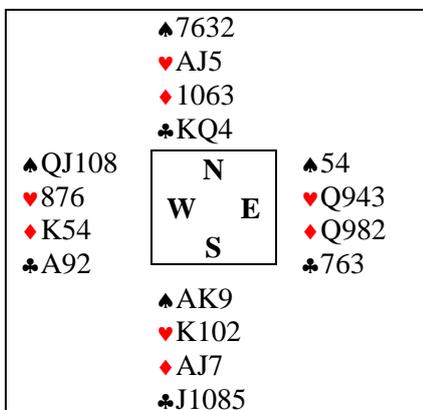
This time East can be endplayed in a single suit.

The only remaining cards are spades and South is on lead.

He leads a spade to the ten. East can win the jack, but must return a spade into dummy's AQ *tenace*

If declarer had played spades earlier, while East still had *exit cards* in other suits, he would lose two tricks.

Planning an endplay



South plays in 3NT and West leads ♠Q.

Declarer counts 5 Sure Tricks, 2 spades, 2 hearts and 1 diamond.

The obvious Work Suit is clubs, where 3 tricks can be established. Declarer wins ♠A and plays on clubs till West wins ♣A.

West continues spades, and declarer wins ♠J with ♠K.

When East follows it is clear that spades are no worse than 4-2.

Declarer now has 8 Sure Tricks.

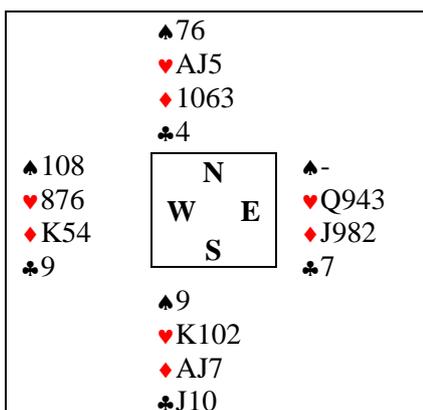
A ninth will come from hearts if he can guess who has the queen. Or perhaps from diamonds if they lie well.

But suppose he could persuade an opponent to lead a red suit?

West can be put on lead with a spade.

He can cash two spades, then he could lead:

- a heart. That finds the queen for the ninth trick.
- a diamond. Second Hand Low guarantees 2 diamond tricks.
- a club. That does not help.



This is the position at trick 5.

Declarer has made 3 tricks and lost one.

Before giving up the lead in spades he cashes ♣J to *remove West's safe exit card*.

This is called an *elimination* play – you eliminate one suit from a defender's hand.

Now when West wins his two spade tricks he is **endplayed**.

Whatever he leads presents declarer with a ninth trick

(Note that South must discard a diamond on the last spade: if he throws a heart East can play low on a heart lead and there is no entry to dummy for the third heart.)



Lesson 58 Examples

Elimination in a Suit Contract: the Ruff and Discard

eg1	♠A73		
	♥AJ94		
	♦KJ2		
	♣AQ5		
♠QJ95		N	♠1082
♥86		W	♥752
♦Q73		E	♦9864
♣10642		S	♣973
	♠K64		
	♥KQ103		
	♦A105		
	♣KJ8		

South plays in 6♥ and West leads ♠Q.

Declarer sees 1 loser in spades, so it looks as if his slam depends on a good guess in diamonds.

But Elimination play makes this guess unnecessary. Declarer wins ♠A, draws trump in 3 rounds and cashes three rounds of clubs, *eliminating that suit from his hand and dummy*. Next he cashes ♠K.

	♠7		
	♥J		
	♦KJ2		
	♣-		
♠J9		N	♠10
♥-		W	♥-
♦Q73		E	♦9864
♣-		S	♣-
	♠6		
	♥10		
	♦A105		
	♣-		

This is the position at trick 9

Declarer has made 8 tricks and lost none.

He leads a spade, *eliminating spades from his hand and dummy*. If East wins he must lead a diamond, since he has no cards in any other suits. South plays Second Hand Low and must make 3 diamond tricks.

If West wins he must lead a diamond or a spade.

If he leads a spade, a suit where both hands are void, he gives a *ruff and discard*. You can ruff in dummy and discard a diamond from your hand. The twelfth trick comes from a diamond ruff. Note how important it was to cash the club winners before giving up the lead: otherwise the defence would have an easy club exit.

Eg2	♠742		
	♥A96		
	♦AK		
	♣KQ742		
♠KJ986		N	♠53
♥Q1054		W	♥J873
♦9873		E	♦QJ62
♣-		S	♣1098
	♠AQ10		
	♥K2		
	♦1054		
	♣AJ653		

South plays in 6♣. West leads ♦9.

If he plays spades, taking two finesses, he has a 75% chance of success. Good odds, but he can do better.

Elimination and endplay gives 100% guaranteed success.

Declarer wins ♦A and draws trump.

He cashes ♦K, and plays ♥K, ♥A and ruffs dummy's last heart. Then he ruffs his last diamond in dummy.

The red suits are *eliminated* from declarer's hand and dummy. Trump are drawn, so defenders have no clubs left.

And the lead is in dummy.

A spade to the ten produces the endplay. If West can win ♠J he must either return a spade or concede a ruff and discard



Lesson 58 Examples

A Loser-on-loser endplay

	♠QJ93		
	♥A5		
	♦6432		
	♣762		
♠72		♠64	
♥J93		♥Q10872	
♦AKQ107		♦85	
♣KJ8		♣10954	
	♠AK1085		
	♥K64		
	♦J9		
	♣AQ3		

West	North	East	South
-	-	-	1♠
2♦	2♠	Pass	4♠

West kicks off with three top diamonds.

You ruff the third round, draw trump in 2 rounds and *eliminate* hearts by ruffing the third round in dummy.

West is favourite to hold ♣K for his overcall, but you need not take a finesse that is likely to fail: lead dummy's last diamond and discard ♣3 on it!

West must win and either lead a club into your AQ, or give a ruff and discard.