

End Plays

There are several card combinations where you can get more tricks if your opponents lead the suit than you can get if you lead the suit. Or, you can be assured of tricks if the opponents lead the suit. Some examples.

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|----|------|-----|---|
| 1. | J54 | Q83 | 1 trick if they lead, probably none if you do. |
| 2. | A6 | Q4 | 1 trick if you lead, 2 tricks if they underlead the king. |
| 3. | 32 | K8 | Maybe 1 trick if you lead, A sure trick if opponents lead up to king. |
| 4. | J107 | A94 | Sure 2 tricks if LHO leads the suit. Probably 2 if you do. |

How do you make your opponent lead the suit for you?

This can be done if:

He is on lead and has no other suits in his hand but the suit that you want him to lead, or
 He is on lead in a suit contract and has to lead the suit or give you a ruff and a sluff in another suit.

In order to accomplish this you have to eliminate the other options in the hand so your opponent has to lead the suit when you put him in the lead. Some examples.

1. Simple End Play

	S KQ5 H 874 D KQ7 C KQ72	Bidding: South 2NT North 6NT Opening Lead: Club Jack
S 87 H KJ6 D 543 C J10984	S 10932 H 10932 D 9862 C 5	Count your winners: Spades 4, Hearts 1, Diamonds 3, Clubs 3 = 11.
	S AJ64 H AQ5 D AJ3 C A63	Need club break, heart finesse, or end play Take spade, diamond and club winners ending in dummy. Duck 4 th club to West.

2. End Play in a suit.

	S QJ1094 H J109 D 5 C 7643	Bidding: <table style="margin-left: auto; margin-right: auto;"> <tr> <td></td> <td style="text-align: center;">3S</td> <td></td> </tr> <tr> <td style="text-align: center;">DBL</td> <td></td> <td style="text-align: center;">Pass</td> </tr> <tr> <td></td> <td style="text-align: center;">1S</td> <td></td> </tr> <tr> <td></td> <td style="text-align: center;">4S</td> <td style="text-align: center;">ALL Pass</td> </tr> </table>		3S		DBL		Pass		1S			4S	ALL Pass
	3S													
DBL		Pass												
	1S													
	4S	ALL Pass												
S 73 H KQ84 D K106 C AKQJ	S 5 H 632 D QJ9872 C 1098	West plays 3 rounds of clubs and you trump the third round. You have 2 diamond losers which can be trumped in dummy and 2 possible heart losers.												
	S AK862 H A75 D A43 C 52	How to avoid 2 heart losers?												

3.

S KQJ9	S A43	S 108765
H 9	H KJ763	H 5
D Q1094	D 2	D KJ875
C KJ84	C 7632	C 95
	S 2	
	H AQ10842	
	D A63	
	C AQ10	

Bidding:

	3H	
DBL		3S
	1H	
	6H	All Pass

Opening lead K of spades. Diamond and spade losers can be trumped. How do you avoid 2 club losers?

4.

	X\
	X
	X
S J2	X
H AK4	X
D 9876	X
C KJ65	X
	X
	X
S A	X
H Q3	X
D AQ32	X
C AQ10432	X
	X
Contract: 6C. Opening lead: KS.	X
How do you avoid 2 diamond losers?	X
	X

5.

S AK104
H A64
D A104
C AK2
S QJ93
H K32
D KJ6
C Q74
Contract 6S. Opening lead. 3C
Spades break 3-2. Plan the play.

6.

S 5	S A432	S 7
H AQJ1098	H K75	H 6432
D 976	D AKQ	D 10752
C KJ5	C 643	C 10932
	S KQJ10986	
	H ---	
	D J104	
	C AQ8	

South opens 1 spade, West overcalls 2 hearts and South ends up in 6 spades. The opening lead is the 9 of diamonds. Plan the play to avoid 2 club losers.

End plays can also be done by the defence. The most common way is to put declarer in the dummy so he has to lead a suit to you.