

## WHAT'S AN END PLAY?

What's an end play? It's a play, usually towards the end of the hand, where you put one of the opponents into the lead and force them to make an advantageous lead for you. They take a long time to spot and execute.

		Q975	
	864	3 Diamonds	
	AQ64	5 Clubs (1)	
	65	6 Spades (have Q, no outside K)	
8			J2
K103	2 Diamonds		J97 Pass
KJ1085	Pass		973 Pass
QJ94	Pass		108732 Pass
		AK10643	
	AQ52	Dealer – 1 Spade	
	2	4 NT (RKC for spades)	
	AK	5 Diamonds (Q ask)	

Q of clubs is led. Declarer wins the Ace and draws trump in 2 rounds. Plan your play?

When drawing trumps, decide where you want to be when you finish – play accordingly.

Do not block the trump suit when drawing trumps. Retain flexibility.

When holding a powerful trump suit, don't be eager to play your smallest trump prematurely.

When the opponents lead a suit and you can win the trick in either hand, ask yourself where you want to be early, and more importantly, where you want to be later.

When setting up a long suit in dummy or your hand, make sure you have enough entries to the hand with the long suit. If you don't, don't bother. If you do, do not waste the entries, you will need them. Overtaking can sometimes promote extra entries. Extra entries can be developed by winning a trick with a higher card than necessary.

As declarer, before playing to the first trick, decide which suit you plan to establish up and size up the entry situation. Assuming sufficient entries, be careful NOT to block any "entry suit".

Entry management is one of the signs of the careful bridge player. Many play problems can be reduced to either creating or conserving entries.

AJ Dealer – 2 NT  
KQ732 3 Hearts  
AKQ  
Q54

7652			KQ103
54	Pass		106 Pass
J432			10875 Pass
K109			A62

984  
AJ98 3 Clubs (Stayman)  
96 4 Hearts  
J873

K of spades lead. Win the Ace, pull trump. Strip out the hand by playing on diamonds. Pitch a spade on the 3<sup>rd</sup> diamond. Exit a spade, both hands are void in spades and diamonds. Opponents have to break the club suit for you. If you had to play the suit, you lose 3 clubs.

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98765 Jacoby 2NT  
A10 4 Hearts (1<sup>st</sup> round control)  
KJ2 denies club and diamond Ace  
KQ3

AKQJ10 Dealer, 1 spade  
32 3 Spades (better than 4 spades)  
A105 You reach 6 spades  
A52

West leads the K of hearts. Think of the four suits as follows:

The trump suit, draw as many as necessary

The “don’t touch” suit, the one you don’t want to touch, but wish the opponents to lead it for you, identify this suit at the beginning of the play, so you don’t play it yourself.

The “strip” suit, play this suit in its entirety, remembering to ruff if necessary. Remove or “strip” all of the cards in this suit.

The “exit” suit, this is the suit you intend to play in order to throw the opponents in.

Here’s your plan. Win the A of hearts. Review the situation. Draw trumps. “Don’t touch” suit is diamonds. The “strip” suit is clubs. The “exit” suit is hearts. The opponents have to give you a ruff and a sluff, or locate the Q of diamonds for you. The “End Play”, making 6.