

§57. Simple Endplays.

By the end of this chapter you should understand the following terms:

Elimination: The play of extracting all the cards in a plain suit (usually by ruffing them) in order to make voids in both hands.

Endplay: Saddling the defence with the lead in order to force a defender to make a play desirable to declarer.

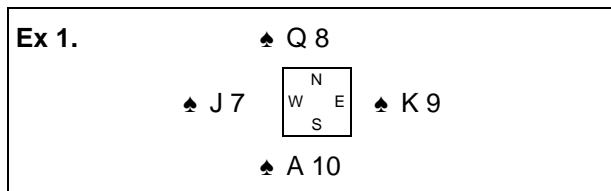
Exit Card: A card that gets a defender off lead without conceding a trick to declarer.

Frozen Suit: An arrangement of a suit so that whichever side leads it first, loses a trick.

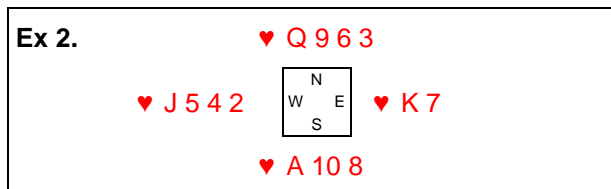
Ruff-and-discard: The lead of a suit by the defence in which both declarer and dummy are void. Declarer ruffs in one hand and discards a loser from another suit in the other.

This chapter is concerned with how to make the opponents do the work. There are many suit combinations that each side would rather not tackle, because doing so may cost a trick. Both declarer and the defenders would prefer it if the opponents opened up the suit by being the first to lead it. Such suits are known as **frozen suits**.

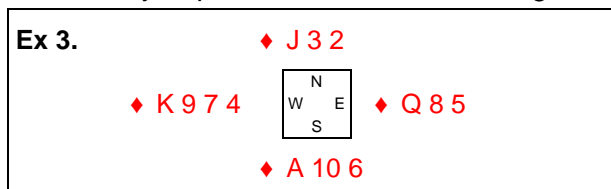
We say suits are *frozen* when no player can lead the suit without causing some damage to their own side. The motto for the British SAS may well be "*Who dares, wins*" but sound advice for bridge players is often "*Who dares, loses*".



Here, late on in the game, no player would want to be on lead. Whoever has to play Spades first will effectively concede a trick for their side. If either East or West is on lead, then North-South can win two tricks. If either North or South is on lead, then East-West will win a trick. This is a classic **frozen suit**. *Who dares, loses*. That is, whichever side broaches Spades first in Example 1 loses out by doing so.

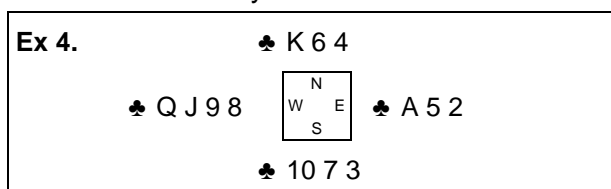


Example 2 illustrates another frozen suit, before either side has led it. Left to their own devices, North-South can make three tricks (and no more) in Hearts – and then only if declarer guesses how the cards lie. If South were to lead a low card to North's ♥Q, then each side would make two tricks in the suit. On the other hand, if East or West were to lead the suit then North-South would have *four* tricks available. The success or failure of a contract may depend on which side is obliged to open up this sort of suit first.



Example 3 shows another frozen suit, quite a common lie of the cards. South can make no more than his one top trick if he plays the suit himself, whether he leads the suit from his hand or from the dummy. Whatever he tries the defenders have a counterplay, provided that they play low cards on low cards or "cover an honour with an honour". However, if East-West were to broach the suit, declarer could make two tricks easily.

Example 4 shows a suit that is not frozen initially but can become frozen after a trick is played.



West leads the ♣Q and South plays low from dummy, allowing West to hold the trick. Now the suit is frozen as any attempt by any player to lead the suit a second time would be disadvantageous.

In Hand 1, played in 1NT, there are three suits (Spades, Hearts and Clubs) that are *frozen*; whichever player leads one of those suits will damage their own interests by doing so. Both North and South can lead Diamonds without conceding a trick (but would not gain from doing so). For East-West the Diamonds are “semi-frozen” in that East can lead them safely but West cannot.

Hand 1.			
South plays in 1NT.			
West leads the ♦K.			
		♠ A 10 6	
		♥ Q 9 6	
		♦ J 9 8	
		♣ Q 10 9 8	
♠ J 7 4 2	Dummy	♠ Q 8 5	
♥ A 10 5	W	♥ J 7 4 2	
♦ K Q 10 3	E	♦ 7 5 4	
♣ J 6	Declarer	♣ K 7 5	
		♠ K 9 3	
		♥ K 8 3	
		♦ A 6 2	
		♣ A 4 3 2	

It is frequently an advantage to have the lead but equally often it is an embarrassment. In Hand 1, with South declarer in No-trumps, all the suits are frozen for West who cannot lead any card without conceding something to declarer.

It is worth studying the Spade and Club layouts as they are common positions, frequently opened up by inexperienced players. Anyway, as a result of the frozen nature of the suits West will concede a trick with the opening lead. We say that no lead is *safe* and, obscurely, that West has been *endplayed*. If West leads, say, the ♦K (which is normal enough) South will have two Diamond tricks instead of just the one (the ♦A). East-West's subsequent strategy will be to continue playing Diamonds and avoid opening up another suit with dire consequences for their side.

Hands based on this idea are commonplace – when each side is playing to avoid leading a particular suit, each side is continually trying to play *exit cards* in other suits to get off lead and avoid opening up the frozen suit. There are also tenace combinations (such as an A Q holding) where it is preferable to make the opponents lead the suit – especially if it is around into the tenace.

The aim of this chapter is to **endplay** your opponents. An endplay is to put an opponent on lead at a time of your choosing so that he makes a lead that is advantageous to your side. That lead may be into a tenace (such as into an A Q combination) or it may open up a frozen suit.

Often there is considerable preparation work involved in setting up an endplay – by removing all the extra cards from the relevant opponents' hands. When declarer does this, he is said to **eliminate** suits.

In a suit contract, one of the losing options that the defenders have is to offer up a **ruff-and-discard** (also known in the USA as a "ruff-and-sluff"). This is a lead of a suit into a double void, allowing declarer to trump in one hand and discard a loser from the other. Good news for declarer, generally very bad news for the defence.

Example 5 shows a six-card end position where a ruff-and-discard would be a losing defence:

Example 5			
Spades are trumps.			
West is on lead.			
		♠ A K	
		♥ None	
		♦ A 8	
		♣ A 9	
♠ None	N	♠ None	
♥ A	W	♥ K Q J	
♦ Q 7	E	♦ J 10	
♣ K J 8	S	♣ 10	
		♠ Q J	
		♥ None	
		♦ K 9	
		♣ Q 7	

West is on lead in a six-card end position. If West were to lead a Club into the *split tenace*, South would have it easy, by running the lead to the ♣Q in his hand.

To avoid conceding a trick, West has to **exit** with either of his Diamonds. If West misreads the position, though, and leads his Heart he offers South a **ruff-and-discard**. This would allow South to ruff the Club on table and discard a Club from hand or, if he felt strongly about it, ruff in his own hand and ditch a losing Club from table. Either way, declarer would make the remaining tricks.

Note that if declarer had managed to cash the ♦A K before allowing West on lead the suit would have been **eliminated** and West would have no safe lead in the four-card ending.

Let's look at a full deal to illustrate an elimination and endplay – this time to make a slam. Imagine you are declarer in 6♠ after West has opened 2♥. How would you play the hand after the ♥K lead?

Hand 2.

South plays in 6♠.
West leads the ♥K.

♠ 8 3	♠ Q 9 7 5	♠ 6 3						
♥ K Q 10 8 7 4	♥ J 5	♥ 9 6 2						
♦ J 7 2	♦ A K 8 5	♦ Q 10 6 4						
♣ Q 10 9	♣ A 5 3	♣ 8 7 4 2						
<table style="border: 1px solid black; width: 100%; margin: 0 auto;"> <tr> <td colspan="2" style="padding: 2px;">Dummy</td> </tr> <tr> <td style="padding: 2px;">W</td> <td style="padding: 2px;">E</td> </tr> <tr> <td colspan="2" style="padding: 2px;">Declarer</td> </tr> </table>			Dummy		W	E	Declarer	
Dummy								
W	E							
Declarer								
♠ A K J 10 4 2								
♥ A 3								
♦ 9 3								
♣ K J 6								

With a certain Heart loser, it may appear that success hinges on finding the ♣Q with East. However, an elimination and endplay makes the hand a virtual certainty.

You take the ♥A, draw trumps and set about eliminating the Diamonds, playing the ♦A K and ruffing one in hand. You can return to dummy (with a trump or the ♣A as you please) and ruff the fourth Diamond to ensure that West has none left. Now, with Diamonds stripped from all hands, you exit with a Heart, confident West will have to take this trick.

With Diamonds eliminated, West has no safe exit cards to play. A Club would be into the ♣K J tenace and another Heart would furnish a fatal ruff-and-discard, allowing you to discard a Club from one hand while ruffing in the other. West has been well and truly endplayed into conceding the slam.

It is not only suit contracts which can be made by endplays. No-trump contracts can often be made by judiciously placing the lead with the opponents at the right moment.

Try this one, played in a thin 3NT after West has opened the bidding with 1♦. Naturally enough, West starts off with the King of his suit.

Hand 3.

South plays in 3NT.
West leads the ♦K.

♠ K J 10 9	♠ 8 7	♠ 6 5 4 2						
♥ J	♥ 10 8 6 3	♥ Q 9 7 5 2						
♦ K Q J 10 8	♦ 7 3 2	♦ 5 4						
♣ K 4 3	♣ A Q J 9	♣ 7 5						
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Dummy								
W	E							
Declarer								
♠ A Q 3								
♥ A K 4								
♦ A 9 6								
♣ 10 8 6 2								

The Spade finesse is a non-starter after the opening bid, but you should make West lead Spades. How? Duck the ♦K lead and win the next Diamond. Take four rounds of Clubs, negotiating the finesse, and cash the ♥A K.

West has nothing but Diamonds and Spades left now, so you put him on lead with a Diamond and wait patiently for a Spade lead into the ♠A Q tenace. 3NT bid and made.

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§57. Quiz on Simple Endplays.

Here are three full deals for you to try.

In each case you are South, declarer. Obviously, your first act is to **Count** and **Plan**.

The Preliminary Analysis talks you through the first trick or two. What is your best subsequent play?

The answers are overleaf.

Q1.

How should you play in 4♠?

West leads the ♦Q.

Preliminary Analysis.

West leads the ♦Q against 4♠ and you can see the potential for four losers (three Hearts and a Club).

You can guarantee a Heart trick if either opponent were to lead the suit; is it possible to force this?

♠ A J 10 6 5
♥ J 7 4
♦ A 7 2
♣ 7 6

Dummy	
W	E
Declarer	

♠ K Q 9 7 4
♥ K 6 5 3
♦ K
♣ A 10 5

West	North	East	South
			1♠
Pass	3♠	Pass	4♠
Pass	Pass	Pass	
4♠ by South		Opening lead: ♦Q	

Q2.

How should you play in 4♥?

West leads the ♦A.

Preliminary Analysis.

You reach a thin 4♥ after West has bid Spades. West starts off with the ♦A and, after East has played an encouraging ♦10, continues with two more rounds of the suit.

You appear to have a sure Spade loser and a sure Club loser as well as the two Diamond losers. Is there anything you can do about this?

♠ A 9
♥ Q J 9 7
♦ 8 6 4 2
♣ K 10 4

Dummy	
W	E
Declarer	

♠ J 5
♥ A K 10 8 6 3
♦ J 5
♣ A 9 3

West	North	East	South
			1♥
1♠	2♠ ¹	Pass	4♥ ²
Pass	Pass	Pass	
4♥ by South		Opening lead: ♦A	

1. North is showing a sound raise in Hearts. North-South are playing that a jump to 3♥ would be pre-emptive rather than invitational.

2. A little pushy with so many losers and two useless Jacks.

Q3.

How should you play in 4♠?

West leads the ♣K.

Preliminary Analysis.

You reach 4♠ after West has overcalled in Clubs. West leads the ♣K and East contributes the ♣10.

You appear to have a Club, a Heart and two Diamond losers.

Can you *guarantee* your contract on the assumption that Clubs are not breaking 7-1 and trumps are not 4-0?

♠ K 9 8 2
♥ K 4 2
♦ J 6 3
♣ 6 4 2

Dummy	
W	E
Declarer	

♠ A Q J 7 4
♥ A 8 6
♦ A 10 2
♣ A 3

West	North	East	South
			1♠
2♣	2♠	Pass	4♠
Pass	Pass	Pass	
4♠ by South		Opening lead: ♣K	

Answers.

A1.

<p>♠ 2 ♥ A 8 2 ♦ Q J 10 8 3 ♣ J 8 4 2</p>	<p>♠ A J 10 6 5 ♥ J 7 4 ♦ A 7 2 ♣ 7 6</p>	<table border="1" style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td colspan="2" style="text-align: center;">Dummy</td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td></tr> <tr><td colspan="2" style="text-align: center;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ 8 3 ♥ Q 10 9 ♦ 9 6 5 4 ♣ K Q 9 3</p>
Dummy									
W	E								
Declarer									
	<p>♠ K Q 9 7 4 ♥ K 6 5 3 ♦ K ♣ A 10 5</p>								

This is a deceptive hand in that it looks as though you should aim to ruff your Club loser in dummy. Not a bit of it!

You take the ♦K, draw trumps ending on table, cash the ♦A, discarding a *Club*, and then are set up for an endplay. You exit with the ♠A and another Club, putting the opponents on play and inviting them to do their worst.

If they lead Hearts (from either hand) you are assured of only losing two Heart tricks, no matter how the suit lies. If they lead another Club (a ruff-and-discard) you'd pitch a Heart from dummy and ruff in hand. Now you patiently lead Hearts, eventually ruffing two losing Hearts in dummy

A2.

<p>♠ K 10 8 6 4 2 ♥ None ♦ A K 3 ♣ J 8 6 2</p>	<p>♠ A 9 ♥ Q J 9 7 ♦ 8 6 4 2 ♣ K 10 4</p>	<table border="1" style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td colspan="2" style="text-align: center;">Dummy</td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td></tr> <tr><td colspan="2" style="text-align: center;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ Q 7 3 ♥ 5 4 2 ♦ Q 10 9 7 ♣ Q 7 5</p>
Dummy									
W	E								
Declarer									
	<p>♠ J 5 ♥ A K 10 8 6 3 ♦ J 5 ♣ A 9 3</p>								

The defenders start off with three rounds of Diamonds against 4♥ – a mistake! You ruff and can now play for an *elimination and endplay*.

You draw trumps, ending on the table and ruff the last Diamond to eliminate the suit. Now you exit with the ♠A and another Spade, putting the opponents on lead. If they play another Spade it would be a ruff-and-discard where you pitch a losing Club from one hand and ruff in the other.

The Club suit is *frozen*. If either defender were to lead the suit, you could pick up three tricks there (or avoid a loser in the suit – it amounts to the same thing).

To beat the hand the defence has to switch to Spades at trick two so that you cannot strip them of Diamonds and remove their *exit cards*. That's a tough defence.

A3.

<p>♠ 6 ♥ J 10 3 ♦ K Q 4 ♣ K Q J 8 7 5</p>	<p>♠ K 9 8 2 ♥ K 4 2 ♦ J 6 3 ♣ 6 4 2</p>	<table border="1" style="border-collapse: collapse; width: 100px; height: 100px;"> <tr><td colspan="2" style="text-align: center;">Dummy</td></tr> <tr><td style="text-align: center;">W</td><td style="text-align: center;">E</td></tr> <tr><td colspan="2" style="text-align: center;">Declarer</td></tr> </table>	Dummy		W	E	Declarer		<p>♠ 10 5 3 ♥ Q 9 7 5 ♦ 9 8 7 5 ♣ 10 9</p>
Dummy									
W	E								
Declarer									
	<p>♠ A Q J 7 4 ♥ A 8 6 ♦ A 10 2 ♣ A 3</p>								

The trick here is to force the defence to open up the Diamond suit – you cannot play them yourself profitably.

To remove Clubs and eliminate them you should duck the opening lead. Win the Club continuation and draw trumps, ending in dummy. Now ruff the last Club to eliminate the suit. The stage is set now for an endplay – cash the ♥A K and exit with a Heart, putting the defence on play.

East will probably take the third Heart and switch to a Diamond. You duck this to West, who is now on play and stuck. Another Diamond is fatal as is a Club, which would supply a ruff-and-discard.

If you take trick one with the ♠A, incidentally, the defence can beat you by preventing the endplay. How? That will be left as an exercise to the reader.

§57. Example hands 1 to 4.

Hand 1 Love all, dealer North

♠ Q 7 6 3
 ♥ Q 10 5
 ♦ 9 8
 ♣ K 8 6 4

♠ A 2	N	♠ K J
♥ 8 6 3 2	W	♥ A K 7 4
♦ A Q J 4	E	♦ K 10 5 2
♣ Q 7 3	S	♣ J 5 2

♠ 10 9 8 5 4
 ♥ J 9
 ♦ 7 6 3
 ♣ A 10 9

West	North	East	South
	Pass	1♥	Pass
3NT	Pass	4♥	All Pass
4♥ by East		Opening lead: ♠10	

East reaches 4♥ after West shows a balanced raise in Hearts. South leads the ♠10 and East can see the potential for four losers (a sure Heart and three Clubs). If trumps were to split 4-1 the hand would be hopeless, so declarer has to pin his hopes on a 3-2 break. Clubs are the key suit and are *frozen* – from East's perspective it would be best if North-South would lead them as that would guarantee declarer a trick in the suit. Can that be arranged? Of course! Take the Spade lead (it doesn't matter where), take the ♥A K, cash the other Spade and play four rounds of Diamonds. If North doesn't ruff, chuck him on lead with his ♥Q and wait for a favourable lead. Either a Club lead or a ruff-and-discard is good for declarer.

Hand 2 North-South game, dealer East

♠ 5 3
 ♥ A K 9 7 4
 ♦ A K 5
 ♣ K J 4

♠ A Q 8 7	N	♠ J 10 9 4 2
♥ 10	W	♥ 6 2
♦ J 10 9 2	E	♦ Q 7 4
♣ 8 7 3 2	S	♣ Q 9 6

♠ K 6
 ♥ Q J 8 5 3
 ♦ 8 6 3
 ♣ A 10 5

West	North	East	South
		Pass	Pass
Pass	1♥	Pass	3♥
Pass	4♥	All Pass	
4♥ by North		Opening lead: ♠J	

North-South reach 4♥ and, as in Hand 1, declarer will be disappointed by the mirror distribution of the two hands. With two Spade losers and a Diamond loser the hand boils down to avoiding a Club loser – it's another **Find the Lady** deal. You don't need to guess if you can make the opponents work for you. West will cash two Spades and switch to the ♦J. The hand is sure-fire now. Win the Diamond, draw trumps, cash the other top Diamond and exit with a Diamond. You don't care who wins this trick as all they can do is either open up the Clubs (duly locating Her Majesty the Queen) or supply a ruff-and-discard on which you can pitch a losing Club. Job done.

Hand 3 East-West game, dealer South

♠ A 10 5
 ♥ K Q 10 4
 ♦ 9 4
 ♣ A 7 4 3

♠ K 8 3	N	♠ J 9 7 2
♥ 8 5 3	W	♥ 9 7
♦ Q J 10 8 2	E	♦ K 7 6 3
♣ 9 6	S	♣ Q J 10

♠ Q 6 4
 ♥ A J 6 2
 ♦ A 5
 ♣ K 8 5 2

West	North	East	South
			1NT
Pass	2♣	Pass	2♥
Pass	4♥	All Pass	
4♥ by South		Opening lead: ♦Q	

Another day, another pair of mirrored hands (both North and South are precisely 3-4-2-4). West leads the ♦Q against 4♥ and declarer can see potential losers in three suits. However, if East-West could be persuaded to lead Spades, that would help immensely. The hand requires that both Hearts and Clubs break 3-2 for an endplay. Take the ♦A, draw trumps and exit with ♣A K and another Club. The defence may cash a Diamond now but then they are stuck, forced to lead a Spade to South's advantage or supply a fatal ruff-and-discard. Note that declarer is certain to make two Spade tricks if the opponents lead the suit no matter what the layout.

Hand 4 Game all, dealer West

♠ 5 2
 ♥ 9 5 3
 ♦ J 10 9 7
 ♣ J 9 6 2

♠ K J 8 6 4	N	♠ A Q 10 7
♥ 7 6 4 2	W	♥ A J 10
♦ A Q	E	♦ K 4
♣ Q 8	S	♣ A K 7 3

♠ 9 3
 ♥ K Q 8
 ♦ 8 6 5 3 2
 ♣ 10 5 4

West	North	East	South
1♠	Pass	2NT	Pass
4♠	Pass	6♣	All Pass
6♣ by West		Opening lead: ♦J	

West opens 1♠ and sees his partner make a Jacoby 2NT response. With no slam ambitions, West jumps to 4♠, attempting to shut down the auction. East, who had actually set his sights on a grand slam, now settles for 6♣. North leads the ♦J and West can see two possible Heart losers. Rather than commit to the **combination Heart finesse**, West can play for an elimination and endplay. Take the ♦Q, draw trumps and play three rounds of Clubs before ruffing the last Club. Cash the ♦A, to eliminate the minors, and play a Heart to the ♥10, endplaying South. That player can only return a Heart into the jaws of the ♥A J or provide a ruff-and-discard, on which declarer would ruff in one hand while ditching a Heart from the other.

§57. Example hands 5 to 8.

Hand 5 North-South game, dealer North

<p>♠ 8 7 5 3 ♥ A K 2 ♦ 8 5 3 ♣ 8 4 3</p> <p>♠ 6 ♥ Q 8 6 ♦ K 9 4 ♣ A K 10 9 7 2</p>	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ J 2 ♥ 10 9 7 4 ♦ J 10 7 6 2 ♣ J 6</p> <p>♠ A K Q 10 9 4 ♥ J 5 3 ♦ A Q ♣ Q 5</p>	
	N											
W		E										
	S											

West	North	East	South
	Pass	Pass	1♠
2♣	2♠	Pass	4♠
4♠ by South		Opening lead: ♣A	

South plays in 4♠ after West has stuck his oar in with Clubs. West starts off with three rounds of Clubs and declarer can see two further possible losers in Hearts and Diamonds. Given that West has overcalled at the two-level, the Diamond finesse is not favourite to succeed. Best play is to ruff the third Club (actually with the ♠9) draw trumps and play off the ♥A K and exit with another Heart. If the ♥Q were to fall doubleton all would be sweetness and light. As it is, West has to win this trick and is endplayed. All he can do is either lead a Diamond slap-bang into the ♦A Q or furnish a ruff-and-discard on which declarer would throw the losing ♦Q while ruffing on table. Heads South wins, tails West loses.

Hand 6 East-West game, dealer East

<p>♠ K Q 10 9 7 6 5 3 ♥ Q 10 8 5 ♦ None ♣ 10</p> <p>♠ J 2 ♥ A J 3 ♦ K Q 8 4 2 ♣ 9 5 2</p>	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ A 4 ♥ K 7 2 ♦ A J 9 7 6 5 ♣ A K</p> <p>♠ 8 ♥ 9 6 4 ♦ 10 3 ♣ Q J 8 7 6 4 3</p>	
	N											
W		E										
	S											

West	North	East	South
		1♦	Pass
3♦	4♠	6♦	All Pass
6♦ by East		Opening lead: ♠9	

East opens 1♦ and is pleased to see West raise his suit to the three-level. North's heavy pre-emption to 4♠ is less welcome but East decides to punt a slam. South leads a Spade and East has to decide how to avoid losing a Spade and a Heart. Correct technique is an elimination and endplay. Win the Spade lead, draw trumps and cash the ♣A K. Cross to a Diamond and ruff a Club (not actually necessary as North is known to be void in Clubs, but this rehearses the technique) and now exit with a Spade. North has the lead now but doesn't want it. A Heart lead would run into the jaws of the ♥A J and a Spade lead would supply a ruff-and-discard. Whatever horn of the dilemma North chooses to sit on, he is toast.

Hand 7 Game all, dealer South

<p>♠ K Q J 9 2 ♥ 8 2 ♦ K J 7 2 ♣ J 5</p> <p>♠ A 8 5 ♥ K 6 4 ♦ A Q 8 ♣ K Q 6 4</p>	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ 7 4 3 ♥ A Q 7 5 ♦ 9 5 3 ♣ A 8 2</p> <p>♠ 10 6 ♥ J 10 9 3 ♦ 10 6 4 ♣ 10 9 7 3</p>	
	N											
W		E										
	S											

West	North	East	South
			Pass
1♣	1♠	Dble	Pass
2NT	Pass	3NT	All Pass
3NT by West		Opening lead: ♠K	

West plays in 3NT after North has overcalled 1♠, vulnerable. North leads the ♠K and West should hold up his ♠A for precisely one round. He should take the ♠A at trick two as he needs the third Spade as an exit card. Next come three rounds of Hearts. Are they 3-3? No. Now three rounds of Clubs. Do they break? No. By now, North is known to have started with five Spades and doubletons in Clubs and Hearts. He can only have Spades and Diamonds left, so West can exit with a Spade and let North cash his winners in that suit. When North has finished, he will only have Diamonds to lead, and that will furnish declarer with two Diamond tricks and his contract.

Hand 8 Love all, dealer West

<p>♠ 10 ♥ 7 5 2 ♦ Q 8 ♣ A K 10 9 8 5 3</p> <p>♠ 9 7 6 3 ♥ K 10 4 ♦ 10 7 5 4 3 ♣ 6</p>	<table border="1" style="margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ K Q J 4 ♥ J 8 6 3 ♦ J 9 6 2 ♣ 2</p> <p>♠ A 8 5 2 ♥ A Q 9 ♦ A K ♣ Q J 7 4</p>	
	N											
W		E										
	S											

West	North	East	South
	3♣	Pass	6♣
Pass	Pass	Pass	
6♣ by North		Opening lead: ♠K	

North opens 3♣ and South is not in the mood to hang around and admire the view, raising it to a slam. East leads the ♠K and now declarer has a sure play for his contract. He takes the ♠A and ruffs a Spade (high). Now a Club to dummy, ruff a Spade. Cash two top Diamonds, eliminating that suit, and ruff the last Spade. By this time, both dummy and declarer only have Hearts and Clubs left, with Spades and Diamonds having been stripped. Now comes the *coup de grâce*. North leads a Heart and inserts dummy's ♥9. West takes that but is endplayed, forced to lead a Heart into the jaws of dummy's ♥A Q or provide a ruff-and-discard. Note that East cannot defend the hand. Putting in the ♥J would do no good.