

GET PARTNER OFF an ENDPLAY

Q1094 Redouble
86 or - 2 NT
AK2 Pass
5432

J5	Double	63	Pass
A1092	Pass	7543	Pass
QJ98		10754	
AQ10		J76	

AK872
KQJ DEALER – 1 Spade
63 Reach - 4 Spades
K98

Opening lead: Q of diamonds, dummy plays the K, East signals with the 7. Declarer plays the Ace of spades and a spade to the Q, followed by a heart to the King and partner's Ace. Partner exits with a diamond, taken in dummy. A diamond is ruffed by declarer and declarer continues with the Q and J of hearts discarding a club. Declarer now enters dummy with a trump and leads a club. Do you play second hand low? Not on your life. You need 3 club tricks to defeat the contract and partner must have the AQ10. If so, you must play the J of clubs to prevent declarer from ducking the trick into partner and effectively endplaying partner.

There are many types of end play. The one you are trying to avoid here is a "Throw In", where partner would be forced to lead away from an honor, giving declarer an undeserved trick.

WHEN LARCENY IS ON DECLARER'S MIND

87 2 Clubs
J1092 3 NT
AQJ4
Q62

AQ963	Pass	J104	Pass
853	Pass	A76	Pass
752		93	
84		J10753	

K52 DEALER – 1 NT
KQ4 2 Diamonds
K1086 Pass
AK9

Opening lead: 6 of spades. Declarer captures your 10 with the K, crosses to dummy with the Q of diamonds, faking a finesse, and leads the J of hearts, faking another. Are you ready?

The bidding tells you that partner has at least 5 spades and the Rule of Eleven tells you that declarer started with exactly one spade above the six, which must be the King. Translation: your side has at least four spade tricks to go plus the A of hearts. Grab the Ace of hearts and return the J of spades. Don't let declarer steal her ninth trick right out from under you.

If declarer had cashed all his winners first and then led a heart you would rise with Ace. A good declarer, knowing they need one more trick, should sneak it through before cashing all his winners.

Be alert to playing second hand high if you can:

- Kill a long side suit in dummy with no entry
- Return partner's suit early in the hand at notrump
- Protect partner from being end played
- See that declarer is stealing when you have the setting tricks
- Deceive declarer