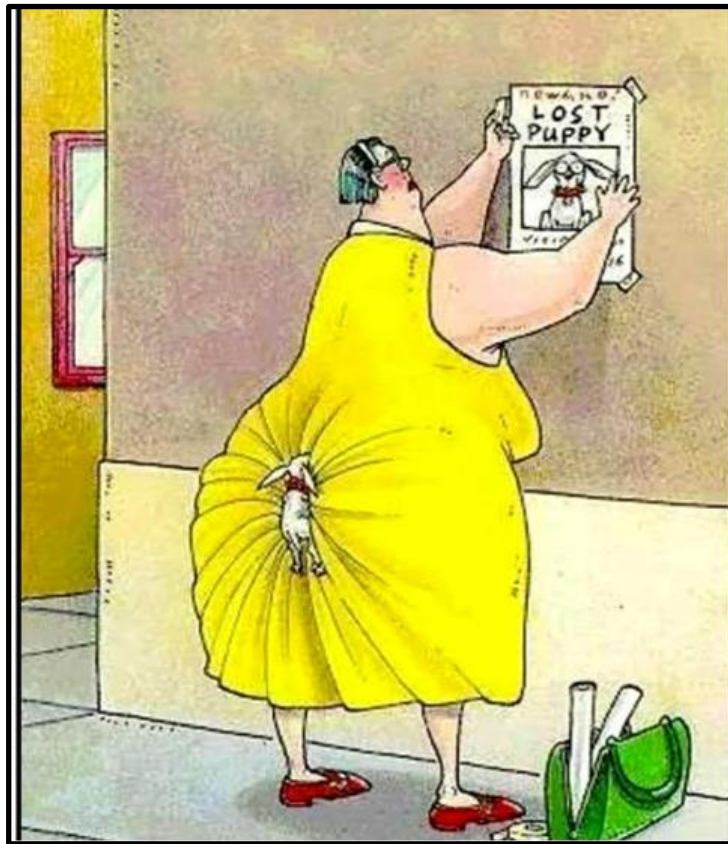


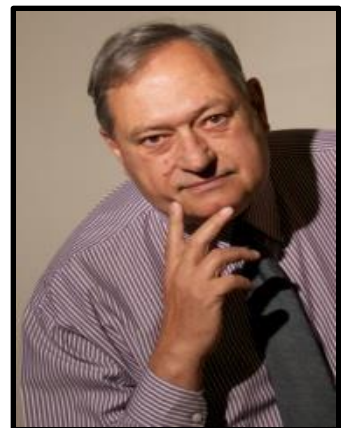
End Plays



Tom Snow

(805) 305-5035

coinerbop@gmail.com



Joke Time



A friend of mine bought a box-seat ticket last year for the 2024 SUPER BOWL for \$4,000 but didn't realize it was going to be the same day as his wedding.

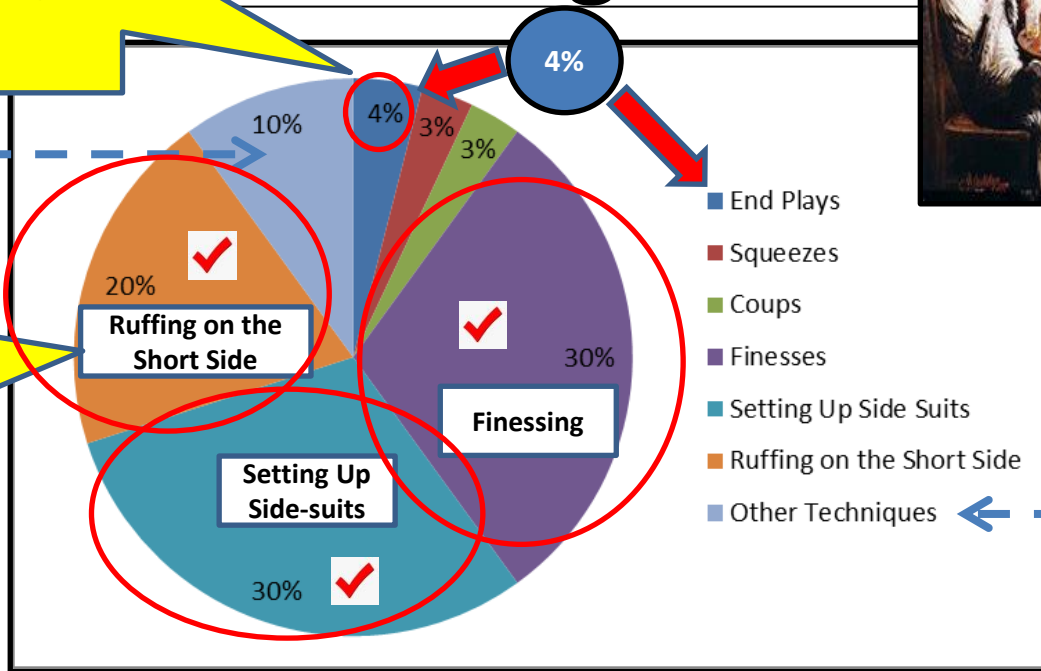
If you are interested, he is looking for someone to take his place. It starts at 2:30pm.

Her name is Maria, 5' 6" about 140 lbs. She'll be the one in the white dress.

Play of the Hand Strategies



End Plays -
Today's Topic



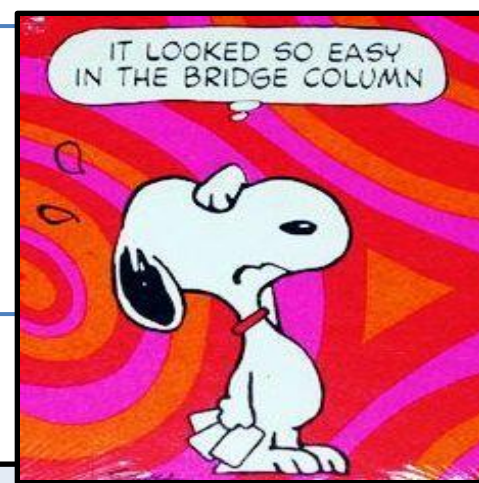
For suit
contracts
only

Other Techniques include:

- Safety Plays
- Dummy Reversals
- Unblockng Plays
- Hold Up Plays
- Uppercuts
- Discovery Plays
- Cross Ruffs

End Plays: Force an opponent to make an embarrassing lead.

When End Plays Happen



- End plays are executed by eliminating a suit or suits from a defender and then losing a trick to him on purpose.
- End plays can occur while declaring in No Trump or suit contracts.
- In suit contracts, they sometimes involve drawing trumps, leaving a trump in each hand, then giving up the lead to a defender who is forced to give declarer a ruff-and-sluff.
- A declarer can end play either his LHO (left-hand opponent) or his RHO.
- A defender can be end played in either 1, 2, 3 or 4 suits.

**6S by South.
Opening lead
= Q♦. Plan
your play.**

End Play Steps

**Steps
To
Success**



North

♠ QJ963
♥ 54
♦ AK9
♣ AQ5

South

♠ AK875
♥ AQ
♦ 853
♣ K94

**Take the A♦,
draw trumps,
cash the ♣'s and
the K♦, and lead
your last ♦.**

1) Count your winners and losers. Determine ways to make more tricks.

2) Recognize any suit(s) that is/are better led by the one of the opponents.

3) Identify a card that you can throw an opponent in with.

4) Eliminate that opponent's other options and throw him in.

Helpful Hint: Make sure you have a good opening lead when doubling 1NT:

Looking for End Plays



♠QJ1086 ♥AJ4 ♦KQ3 ♣K7

♠KQJ9 ♥AJ4 ♦K943 ♣K8

1) When one defender shows most of the missing HCPs:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1NT	Dbl
Pass	Pass	Pass	

Or:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1H	Dbl
2H	Pass	Pass	Dbl
3H	Pass	Pass	Pass

2) When one defender bids 1 or 2 long suit(s):

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1H	2H*
3H	Pass	Pass	Pass

Or:

<u>North</u>	<u>East</u>	<u>South</u>	<u>West</u>
		1H	3S
4H	Pass	Pass	Pass

3) When a defender shows out of 2 or 3 suits during the play:

Don't forget to look for end plays of either defender when any of these three situations occurs.

Plan Your Play

End Plays

Hand #1

Contract = 4H

Lead = Q♣

West

♠ ~~10984~~

♥ ~~107~~

♦ KJ3

♣ ~~Q~~106

North

♠ ~~A62~~

♥ ~~Q932~~

♦ 765

♣ ~~232~~

East

♠ ~~QJ75~~

♥ ~~J5~~

♦ 10842

♣ ~~K84~~

South – (DECLARER)

♠ ~~K3~~

♥ ~~AK864~~

♦ AQ9

♣ ~~A75~~

- 1) Duck the 1st ♣ to sever their transportation, then take the 2nd.
- 2) Draw trumps.
- 3) Remove the ♠'s from both hands.
- 4) Get out with the losing ♣.
- 5) When East gets in with the K♣, cover whatever ♦ he returns or take your ruff-and-sluff.

Losers: You have none in trumps, none in ♠'s, 2 in ♣'s and 2 in ♦'s if the finesse for the king loses.

But, do you have to risk the ♦ finesse to make the contract?

Another Joke

A man flying in a hot air balloon suddenly realizes he's lost. He reduces height and spots a man down below. He lowers the balloon further and shouts to get directions, "Excuse me, can you tell me where I am?"

The man below says: "Yes, you're in a hot air balloon, hovering 30 feet above this field."

"You must work in Information Technology," says the balloonist.

"I do," replies the man. "How did you know?"

"Well," says the balloonist, "everything you have told me is technically correct, but it's of no use to anyone."

The man below replies, "You must be in management."

"I do," replies the balloonist, "But how'd you know?"

"Well," says the man, "you don't know where you are, or where you're going, you expect me to be able to help. You're in the same position you were before we met, except now it's my fault."

Plan Your Play

End plays (Cont'd)

Hand #2

Contract = 6S

Lead = 2♥

West

♠ ~~88~~
♥ 10~~932~~
♦ ~~878~~
♣ ?65~~4~~

North

♠ ~~A1092~~
♥ ~~A78~~
♦ ~~K68~~
♣ K102

East

♠ ~~J76~~
♥ ~~QJ8~~
♦ 109~~82~~
♣ ?87

South – (DECLARER)

♠ ~~KQ54~~
♥ ~~K64~~
♦ ~~AQ4~~
♣ AJ3

Losers: You have none in trumps, none in ♦'s, 1 in ♥'s and maybe one in ♣'s.

But, do you have to guess where the Q♣ is?

- 1) Take the ♥ lead in either hand.
- 2) Draw the opponents' trumps.
- 3) Cash the 3 ♦'s.
- 4) Cash the high ♥.
- 5) Get out with the losing ♥.
- 6) They must give you a ruff-and-sluff or tell you where the Q♣ is.



**Let's go,
partner.**

Time for the Game