

# Endplays

## What is an endplay?

An endplay is a declarer technique aimed at compelling a defender to lead a suit that is good for declarer and bad for the defense. The key word here is “compel.” It is called an endplay because the technique frequently happens near the end of a hand. In any case, it is usually the end of the defense.

You may sometimes hear endplays discussed as “**throw-ins.**” It’s the same play. You must throw the opponent in so she can lead into you.

Sometimes endplays are called “**elimination plays**” because you must eliminate from defender’s hand any safe exit cards.

It may help you recognize and execute endplays if you remember the concepts of “throw in” and “elimination.”

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## Recognizing endplays

- An endplay may be a possibility any time you have a tenace that you would like the opponents to lead into.
- You must also have a losing trick. It will be necessary to lose a trick to the opponent in order to get her on lead.
- You must be able to restrict the defender’s choice of leads to those that favor you.

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## Stripping

The process of restricting defender’s choice of leads is called stripping. You remove defenders safe exit cards by drawing them, or by setting up a ruff and sluff.

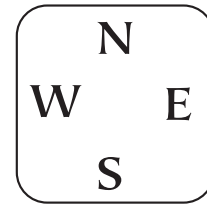
## For Example

NORTH

♠ 10 9 7 3 2  
♥ Q 8 4  
♦ A 3  
♣ J 6 5

WEST

♠ J 4  
♥ 10 7 3  
♦ K Q 8 5  
♣ A 9 7 2



EAST

♠ 8  
♥ 9 6 5 2  
♦ J 10 7 6 4  
♣ K 10 8

SOUTH

♠ A K Q 6 5  
♥ A K 3  
♦ 9 2  
♣ Q 4 3

S	W	N	E
1♠	P	4 ♠	P
P	P		

West leads the king of diamonds. Declarer’s only problem is clubs. If declarer leads them, she will lose 3 club tricks. If the defenders lead them, declarer will lose only 2 tricks. So declarer looks for an endplay, the technique that makes defenders lead to their own disadvantage.

Declarer can win the ace of diamonds, draw trump, stripping the defenders of those, and then play 3 rounds of hearts, devoiding her own hand and dummy of those, establishing a possible ruff and sluff. Now declarer just throws the defenders in with the diamond she will always lose, and the defenders must either lead clubs or surrender a ruff and sluff.