

ENDPLAY

In Bridge, an **Endplay** (“*throw-in*”) is a tactical play by a Declarer, applied normally towards the end of the hand, where a Defender is purposefully put on lead at a strategic moment, and then, as a result, has to make a play that loses one or more tricks by having to lead disadvantageously. Most commonly the endplay causes the Defender to give Declarer a free finesse, or a ruff and a sluff, or it causes the Defender to lead a card which allows Declarer entry into Dummy or Declarer’s hand, into which Declarer could otherwise not enter without assistance. A simple example of an endplay might be where the Defender, having been thrown in on the 11th trick must lead from the last two cards of his/her hand when those cards are **KJ** of a suit, when Declarer and/or Dummy holds the **AQ**.

Examples of an “Endplay”

1. South, the Declarer, is on lead and needs to win 2 tricks

<u>North</u>			
--			
♥ 8 7 6			
<u>West</u>		<u>East</u>	
J		--	
♥ Q 5		♥ 10 9 4	
<u>South</u>			
3			
♥ K J			

2. In Bridge, an “**Endplay**” forces a Defender to lead away from a disadvantageous holding. It is also known as an “**elimination play**,” or “**throw-in play**.” The most common example involves a Defender being forced to lead into a tenace:

			Dummy				
			♠ AQ				
			♥ 2				
			♦ --				
West				♣ --			
♠ 98				East			
♥ 3				♠ K5			
♦ --				♥ A			
♣ --				♦ --			
			South				
			♠ T4				
			♥ 6				
			♦ --				
			♣ --				

South is on lead and needs two more tricks. If he/she takes the Spade finesse (or cashes the Ace and leads the Queen), East will win the King and cash the Heart Ace. Instead, Declarer should “**endplay**” East by leading a Heart. Upon winning the Ace, East is forced to lead away from his ♠K and must concede two Spade tricks.