AN ENDPLAY IN NOTRUMP

You are the dealer. Nobody is vulnerable and your opening of 1♥ is overcalled by West. His 1♠ is passed around back to you. What would you do?



Since you have a two suited hand and you don't want to sell out at the 1-level, you should rebid 24, suggesting another spot to play in. If you do, West will rebid 24. Now your partner doubles. This must be a penalty double. He holds a bunch of spades over West and didn't have any way of bidding over West's initial 14. At the 2-level he can now take some action.

You should pass this double unless you have a great suit of your own – which you do have. Unfortunately, East takes out the double with a 3♦ bid. You can pass and let partner decide what to do, or you can rebid your 5-card heart suit that is so strong that it resembles a 6-card suit. It is really almost self-sufficient. This means that it can play in hearts with only a singleton from partner. Over your 3♥ bid, North bids 3NT. This will be the final contract.

West leads the \bullet Q and you see these two hands. Take over for North.



East leads ♦Q



You can count 8 top tricks: The five hearts, the ◆A and the ◆AK. Where should the 9th trick come from?

The spades, diamonds and clubs offer possibilies. Perhaps, the results of the 1^{st} trick will help you decide. After you play a low diamond from the dummy, West covers his partner's Q with the K. This is almost certainly a singleton. East wouldn't lead an empty Q and it couldn't have been a singlton because he bid diamonds. It is now obvious that the extra tricks won't come from diamonds.

The club suit doesn't have too much potential since the opponents have more clubs than you do. That leaves spades. The Φ Q can perhaps turn out to be the 9th trick.

Win the ◆A and play the ◆10, overtaking with the ◆J, hoping for the 3-2 split. Take the ◆AK and get the bad news; West discards on the 3rd heart. Keep the ◆Q in reserve and switch to the dummy's low spade to your ♠Q. West will put up the ♠K and his best option is to attack clubs. He leads the ♠Q which you take in your hand with the ♠K. Now lead the ♠9 to West's ♠J. West will lead another club witch sets up your ♠10 in the dummy. Take your dummy's ◆Q and ♠A10 and exit with a club. West must win and all he can do is take his ♠A and lead his last spade to your ♠Q. This technique is called an endplay. You have thrown West into the lead at the end when he only has spades left. He has no choice but to lead his losing spade.

There are other ways of playing this, including unblocking the ♥10 and playing the dummy's hearts when you are put there with the ♣A. But they all end up with throwing West into the lead with a club when he must lead away from is small spade.

This is the entire deal:



You can see how this hand should be played by clicking on this link: http://tinyurl.com/yadrzpgz, or copy and paste it into your browser. Click on the "Next" button on the bottom to advance through each trick. Alternatively, by clicking on "Play" you can play all four hands and see if you can make the

hand on your own. If you click on GIB, the software will analyze the hand and show the result for each opening lead.
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