

Basic Elimination Endplays

Masterclass, 2024

India Natt

- Aim
- Problem suits
- How to eliminate
- How to exit
- Spot an elimination endplay

- Aim
- Problem suits
- How to eliminate
- How to exit
- Spot an elimination endplay

Aim

You would like one of your opponents to win a trick at a point where no matter what they play, they are helping you.

Aim

Process:

Aim

Process:

- You will have one or more "problem suits" which could be solved or aided by an opponent playing first to a trick in that suit.

Aim

Process:

- You will have one or more "problem suits" which could be solved or aided by an opponent playing first to a trick in that suit.
- You will **eliminate** the other suits from the hand to take away the options which would be safe for the opponents to play.

Aim

Process:

- You will have one or more "problem suits" which could be solved or aided by an opponent playing first to a trick in that suit.
- You will **eliminate** the other suits from the hand to take away the options which would be safe for the opponents to play.
- Then, you will **exit/throw an opponent in** to give them the lead.

Aim

Process:

- You will have one or more "problem suits" which could be solved or aided by an opponent playing first to a trick in that suit.
- You will **eliminate** the other suits from the hand to take away the options which would be safe for the opponents to play.
- Then, you will **exit/throw an opponent in** to give them the lead.

Here, we will only be looking at full eliminations.

Aim

Their options:

Aim

Their options:

- They might choose to play the problem suit for you.

Aim

Their options:

- They might choose to play the problem suit for you.
- They might choose to give you a ruff-and-discard.

Aim

Their options:

- They might choose to play the problem suit for you.
- They might choose to give you a ruff-and-discard.

Reminder of a ruff-and-discard: when you are void in both hands and the opponents play a suit for you, that allows you to throw a loser from one hand while you ruff in the other.

Aim

Their options:

- They might choose to play the problem suit for you.
- They might choose to give you a ruff-and-discard.

Reminder of a ruff-and-discard: when you are void in both hands and the opponents play a suit for you, that allows you to throw a loser from one hand while you ruff in the other.

♦ - ♣ AT7 opposite ♦ - ♣ KJ6

Aim

Their options:

- They might choose to play the problem suit for you.
- They might choose to give you a ruff-and-discard.

Reminder of a ruff-and-discard: when you are void in both hands and the opponents play a suit for you, that allows you to throw a loser from one hand while you ruff in the other.

♦ - ♣ AT7 opposite ♦ - ♣ KJ6

If they play a club, they give you a third trick in the suit.

Aim

Their options:

- They might choose to play the problem suit for you.
- They might choose to give you a ruff-and-discard.

Reminder of a ruff-and-discard: when you are void in both hands and the opponents play a suit for you, that allows you to throw a loser from one hand while you ruff in the other.

♦ - ♣ AT7 opposite ♦ - ♣ KJ6

If they play a club, they give you a third trick in the suit.

If they play a diamond, you can throw a club from one hand while you ruff in the other, reducing your club losers from 1 to 0.

- Aim
- Problem suits
- How to eliminate
- How to exit
- Spot an elimination endplay

Problem suits

- A frozen suit

(whoever plays the suit first must give up a trick in it)

Problem suits

- A frozen suit

(whoever plays the suit first must give up a trick in it)

e.g. Dummy: ♠ Q86

LHO: ♠ A92 RHO: ♠ KT43

Declarer: ♠ J75

Problem suits

- A suit with a guess

(an opponent reveals the location of a key missing card)

Problem suits

- A suit with a guess
(an opponent reveals the location of a key missing card)

e.g. Dummy: ♠ AT6

LHO: ♠ Q92 RHO: ♠ 8743

Declarer: ♠ KJ5

Problem suits

- A suit where there could be a possible extra trick with a particular opponent playing it first

Problem suits

- A suit where there could be a possible extra trick with a particular opponent playing it first

e.g. Dummy: ♠ Q8

LHO: ♠ T962 RHO: ♠ KJ743

Declarer: ♠ A5

- Aim
- Problem suits
- How to eliminate
- How to exit
- Spot an elimination endplay

How to eliminate

- By playing out high cards to remove your own holdings

How to eliminate

- By playing out high cards to remove your own holdings

e.g. ♥ AKQ opposite ♥ 432

How to eliminate

- By playing out high cards to remove your opponents' holdings

How to eliminate

- By playing out high cards to remove your opponents' holdings

e.g. ♥ AK53 opposite ♥ QJ42

How to eliminate

- By playing out high cards to remove your opponents' holdings

e.g. ♥ AK53 opposite ♥ QJ42

If the ♥ are 3-2, you would only need to play 3 rounds to eliminate the suit.

How to eliminate

- By ruffing out your own holdings

How to eliminate

- By ruffing out your own holdings

e.g. ♥ A43 opposite ♥ 2

How to eliminate

- By ruffing out your own holdings

e.g. ♥ A43 opposite ♥ 2

♥A and two ruffs eliminates the suit.

How to eliminate

- By ruffing out your own holdings

e.g. ♥ A43 opposite ♥ 2

♥A and two ruffs eliminates the suit.

Be aware of your entries!

- Aim
- Problem suits
- How to eliminate
- How to exit
- Spot an elimination endplay

How to exit

- Exit to a master trump

How to exit

- Exit to a master trump

e.g. ♦ AK43 opposite ♦ 9865

How to exit

- Exit to a master trump

e.g. ♠ AK43 opposite ♠ 9865

Requires the trumps (♠) to be 3-2 to leave you with a trump in each hand.

How to exit

- Exit to a master trump

e.g. ♠ AK43 opposite ♠ 9865

Requires the trumps (♠) to be 3-2 to leave you with a trump in each hand.

The opponents will always have a master trump after the first two rounds.

How to exit

- Exit to a master trump

e.g. ♦ AK43 opposite ♦ 9865

Requires the trumps (♦) to be 3-2 to leave you with a trump in each hand.

The opponents will always have a master trump after the first two rounds.

When you are ready for them to be on lead, play the third round of trumps.

How to exit

- Eliminate and exit at the same time

How to exit

- Eliminate and exit at the same time

e.g. ♦ A3 opposite ♦ 65

How to exit

- Eliminate and exit at the same time

e.g. ♦ A3 opposite ♦ 65

You run out of cards in ♦ on the same trick as the one you are losing.

How to exit

- Exit in the problem suit

How to exit

- Exit in the problem suit

e.g. ♦ 432 opposite ♦ AQT

How to exit

- Exit in the problem suit

e.g. ♠ 432 opposite ♠ AQT

Take a finesse by playing small to the ♠T.

How to exit

- Exit in the problem suit

e.g. ♦ 432 opposite ♦ AQT

Take a finesse by playing small to the ♦T.

If it wins, you had no losers anyway as ♦KJ are onside.

How to exit

- Exit in the problem suit

e.g. ♠ 432 opposite ♠ AQT

Take a finesse by playing small to the ♠T.

If it wins, you had no losers anyway as ♠KJ are onside.

If it loses to the ♠K, your ♠AQ are winners.

How to exit

- Exit in the problem suit

e.g. ♦ 432 opposite ♦ AQT

Take a finesse by playing small to the ♦ T.

If it wins, you had no losers anyway as ♦ KJ are onside.

If it loses to the ♦ K, your ♦ AQ are winners.

If it loses to the ♦ J, LHO will be endplayed to lead into your ♦ AQ tenace (or do something else that gives you a trick, such as giving a ruff-and-discard).

- Aim
- Problem suits
- How to eliminate
- How to exit
- Spot an elimination endplay

Requirements

- One or more problem suits

Requirements

- One or more problem suits
- Suits where both of your hands can be voided OR both of the opponents' hands can be voided

Requirements

- One or more problem suits
- Suits where both of your hands can be voided OR both of the opponents' hands can be voided
- At least one trump in each hand

Requirements

- One or more problem suits
- Suits where both of your hands can be voided OR both of the opponents' hands can be voided
- At least one trump in each hand
- A way of forcing an opponent to win a trick when you want them to

Look for

- Mirroring distributions: these lend themselves to eliminations as the suits will be running out of cards at the same time.

Look for

- Mirroring distributions: these lend themselves to eliminations as the suits will be running out of cards at the same time.
- Having plenty of trumps in each hand: not always necessary but usually important, especially if a suit needs to be ruffed out.

Now head to the
Basic Elimination Endplays tournament
and try the practice hands!