

**Deal 1**

North Deals	♠ A J 10 8 3
None Vul	♥ A 3
	♦ A J 7
	♣ A Q 5

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

<b>20</b>	♠ K 9 7 6 4
7 4	♥ 6 4
9	♦ K 10 3
	♣ K 8 2

West	North	East	South
	1 ♠	Pass	3 ♠
Pass	6 ♠	Pass	Pass

6 ♠ by North

Lead: ♥ Q

end-played.

The defender who won the last trick cannot lead a trump because he has none. If he leads a ♥ or a ♣ you will get a ruff-sluff, ruffing in one hand while discarding a ♦ loser from the other. If he leads a ♦ you will get the free finesse you were hoping for all along.

With an elimination play you make it no matter who holds the Queen.

South's 3 ♠ bid is a limit raise showing T-12 points and good trump support. North is to play 6 ♠. East leads the ♥ Q.

With one certain ♥ loser you cannot afford to lose a ♦ also. You could guess which way to finesse and be correct half of the time. But an elimination play will work ALL of the time.

Win the first trick and play ♠ A, ♠ K. Trumps split 2-1.

Next play three rounds of ♣s to eliminate that suit from both your and dummy's hand.

With all the eliminations completed you are ready for the throw-in. Lead a ♥ from either hand. One of the defenders will win, (you don't care which), and will be

**Deal 2**

East Deals

None Vul

♠ K 9 7 6 4  
♥ 6 4  
♦ J 7 3  
♣ Q 8 2

6 7  
9 18

West

4 ♠  
4 ♠ by East  
Lead: ♥ Q

♠ 5  
♥ K 9 8 5 2  
♦ A 10 8  
♣ 10 9 6 3



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

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

North

Pass  
1 ♠

South  
Pass  
Pass

East is to play 4 ♠. South leads the ♥ Q.

This should remind you a lot of Deal 1. This time you have 1 ♥ loser and 3 ♦ losers. If you can force the opponents to lead ♦s you can make a trick with the ♦ Q or ♦ J, avoiding one of those losers.

Win the first trick and play ♠ A, ♠ K. Trumps split 2-1.

Next play three rounds of ♣s to eliminate that suit from you and dummy.

The eliminations are complete and it is time for the throw-in. Play the small ♥ from whichever hand you are in. This will be taken by one of the defenders.

No matter which defender wins the ♥ he is end-played. A ♥ or a ♣ will give you a ruff-sluff, but if he leads a ♦ you cannot be prevented from establishing either your ♦ Q or ♦ J as a winner.

Only by forcing them to start the ♦s can you take a trick in the suit.

**Deal 3**  
 South Deals  
 None Vul

<b>♠ Q 2</b> <b>♥ Q J 10 7</b> <b>♦ Q 8 6 4</b> <b>♣ J 7 4</b>	<b>♠ K 9 7 6 4</b> <b>♥ 6 4</b> <b>♦ K 10 3</b> <b>♣ K 8 2</b>
---	---

W	N	E	S
9		5	
8 4		K 9 8 5 2	
19		♦ J 5 2	
		♣ 10 9 6 3	

<b>♠ A J 10 8 3</b> <b>♥ A 3</b> <b>♦ A 9 7</b> <b>♣ A Q 5</b>	<b>West</b> <b>Pass</b> <b>Pass</b> <b>6 ♠ by South</b> <b>Lead: ♥ Q</b>	<b>North</b> <b>3 ♠</b> <b>Pass</b>	<b>East</b> <b>Pass</b> <b>Pass</b>	<b>South</b> <b>1 ♠</b> <b>6 ♠</b>
---	--	---	---	--

leads the ♦. You play low in dummy and East must play either the ♦ Q or ♦ J to keep you from getting a cheap trick with your ♦ 9. So you take East's honor with your ♦ A and then finesse West for the other honor. As long as the ♦ Q and ♦ J are in different hands the elimination play will succeed.

By forcing them to start the ♦s you make three tricks when the two outstanding honors are divided.

South is to play 6 ♠. West leads the ♥ Q.

This is another follow-up to Deal 1. But this time you are missing both the ♦ Q and ♦ J. In this case an Elimination play doesn't give you a guarantee, it just improves your odds.

Win the first trick and play ♠ A, ♠ K. Trumps split 2-1.

Play three rounds of ♣s to eliminate the suit from you and dummy.

Now execute the throw-in by leading a ♥ from either hand.

The defender who gets thrown in cannot play a ♥ or a ♣ without handing you the contract by way of a ruff-and-sluff. So he must lead a ♦. Suppose it is West who

**Deal 4**

West Deals

None Vul

♦ J 10 9 3 2

♣ Q 7 4

♠ 8 6 5

♥ A Q 9 7 3

♦ K 6

♣ A J 5

7  
14 11  
8♠ 9 7 3  
♥ K J 8 2  
♦ A 8 4  
♣ K 10 3♠ A Q 10 2  
♥ 6 4  
♦ Q 7 5  
♣ 9 8 6 2

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
1 ♥	Pass	3 ♥	Pass
4 ♥	Pass	Pass	Pass

4 ♥ by West

Lead: ♦ J

your luck with guessing who had the ♣ Q.

West is to play 4 ♥. North leads the ♦ J.

Win the ♦ K, then pull trumps, it takes two rounds.

Next you eliminate the ♦s by playing ♦ A then ruffing the ♦ 8.

Execute the throw-in by leading a ♠.

The defense is in with a ♠ and they are welcome to take two more ♠s. But then they will have to play a ♠ or a ♦, giving you a ruff-sluff, or else lead a ♣ which finds the ♣ Q for you.

Here you were lucky the defense didn't start by taking their three ♠s. If they had, you would not have been able to pull off the throw-in, and would have had to try