

Board 1

South Deals

None Vul

♠ 5
♥ Q J T 8 7
♦ 9 6 2
♣ J 9 7 3

♠ K 9 7 6 4

♥ 6 4

♦ K T 3

♣ K 8 2

	N	
W		E
	S	

♠ Q 2
♥ K 9 5 2
♦ Q 8 5 4
♣ T 6 4

♠ A J T 8 3
♥ A 3
♦ A J 7
♣ A Q 5

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

6 ♠ by South

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.

Baker Eliminations 1

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

Board 2

South Deals

None Vul

♠ Q 2
♥ Q J T 7
♦ K 9 6 4
♣ J 7 4

♠ K 9 7 6 4

♥ 6 4

♦ J 7 3

♣ Q 8 2



♠ 5
♥ K 9 8 5 2
♦ A T 8
♣ T 9 6 3

♠ A J T 8 3
♥ A 3
♦ Q 5 2
♣ A K 5

West	North	East	South
Pass	4♠	All Pass	1♠

4 ♠ by North

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.

Baker Eliminations 2
South is to play 4♠. West 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

Board 3

South Deals

None Vul

♠ Q 2
♥ Q J T 7
♦ Q 8 6 4
♣ J 7 4

♠ K 9 7 6 4

♥ 6 4

♦ K T 3

♣ K 8 2



♠ 5

♥ K 9 8 5 2
♦ J 5 2
♣ T 9 6 3

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

6 ♠ by South

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.

Baker Eliminations 3
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 leads the ♦. You play low in dummy and East must play either the ♦ Q or ♦ J to keep you from

Board 4

South Deals

None Vul

♠ K J 4

♥ T 5

♦ J T 9 3 2

♣ Q 7 4

♠ 9 7 3

♥ K J 8 2

♦ A 8 4

♣ K T 3



♠ A Q T 2

♥ 6 4

♦ Q 7 5

♣ 9 8 6 2

♠ 8 6 5

♥ A Q 9 7 3

♦ K 6

♣ A J 5

West	North	East	South
			1♥
Pass	3♥	Pass	4♥
All Pass			

4♥ by South

Baker Eliminations 4
South is to play 4♥. West 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 your luck with guessing who had the ♣Q.