

Deal 1

South Deals	♠ K 9 7 6 4
None Vul	♥ 6 4
	♦ K 10 3
	♣ K 8 2

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



9	♠ A J 10 8 3
4 7	♥ A 3
20	♦ A J 7
	♣ A Q 5

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

6 ♠ by South

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.

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

Deal 2
 South Deals
 None Vul

<p>♠ Q 2 ♥ Q J 10 7 ♦ K 9 6 4 ♣ J 7 4</p>	<p>♠ K 9 7 6 4 ♥ 6 4 ♦ J 7 3 ♣ Q 8 2</p>
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	<p>♠ 5 ♥ K 9 8 5 2 ♦ A 10 8 ♣ 10 9 6 3</p>
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<p>6 9 7 18</p>	<p>♠ A J 10 8 3 ♥ A 3 ♦ Q 5 2 ♣ A K 5</p>
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West North East South

Pass 4 ♠ Pass Pass

4 ♠ by South

Lead: ♥ Q

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 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

♠ Q 2 ♥ Q J 10 7 ♦ Q 8 6 4 ♣ J 7 4	♠ K 9 7 6 4 ♥ 6 4 ♦ K 10 3 ♣ K 8 2
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	♠ 5 ♥ K 9 8 5 2 ♦ J 5 2 ♣ 10 9 6 3
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9 8 4 19	♠ A J 10 8 3 ♥ A 3 ♦ A 9 7 ♣ A Q 5	<i>West</i> <i>North</i> <i>East</i> <i>South</i>	1 ♠ 6 ♠
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Pass 3 ♠
 Pass Pass
 6 ♠ by South

Lead: ♥ Q

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 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.

Deal 4
 South Deals
 None Vul

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

♠ 8 6 5 ♥ A Q 9 7 3 ♦ K 6 ♣ A J 5
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<i>West</i> Pass Pass	<i>North</i> 3 ♥ Pass	<i>East</i> Pass Pass	<i>South</i> 1 ♥ 4 ♥
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4 ♥ by South

Lead: ♦ J

♣ Q.

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