

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



20	♠ 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

♠ 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
---	---

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

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

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

Deal 5South Deals
None Vul

♠ 10
♥ K J 8 3 2
♦ A 5 4 2
♣ 9 7 4

10
8 8
14



♠ A Q 8 7 5 2
♥ 10 4
♦ 9 3
♣ A 6 2

♠ K 9 6 4
♥ Q 7
♦ K Q 6
♣ K J 10 3

West	North	East	South
			1 ♣
Pass	1 ♠	Pass	2 ♠
Pass	4 ♠	Pass	Pass
Pass			

4 ♠ by North
Lead: ♦ J

North is to play 4 ♠. East leads the ♦ J, covered by the ♦ Q and ♦ A. West returns a ♦ to the ♦ K.

You still have two losers in the ♥ suit, so the question is which way you plan to finesse the ♣s. And of course the answer is that you don't plan to finesse them at all!

Pull trumps with the ♠ A, then ♠ K. Next ruff dummy's last ♦.

Now exit with a ♥. The defenders win this and take another ♥ trick, leaving this position.

They must now break the ♣ suit for you or give you a ruff-sluff. Of course you would ruff in dummy and discard a ♣ from the 3-card holding in your hand.

If East is the one who has to play a ♣ you need to insert the ♣ T or ♣ J from dummy.

In either case you will no longer have a ♣ loser.

Deal 6

East Deals

None Vul

♠ 10 6 4 3 2
 ♥ K 5 2
 ♦ K 8
 ♣ K 10 2

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



♠ A K 8 7 5
 ♥ A 4
 ♦ A 6 3
 ♣ A J 7

♠ —
 ♥ J 9 8 3
 ♦ Q J 9 7 4
 ♣ Q 8 5 3

West North East South
 3 ♠ Pass 1 ♠ Pass

Pass Pass

6 ♠ by East

Lead: ♦ Q

West decides a limit raise is better than just jumping to game. East has heard enough and bids the slam.

East is to play 6 ♠. South leads the ♦ Q.

So you win the ♦ K and play a ♠ to your ♠ K. When South discards a ♦ your second thought is probably that you MUST guess the ♣ Q just to make twelve tricks.

Hopefully your third thought is that if you use an elimination play you won't have to guess.

Play your ♠ A, leaving North with the master ♠ Q. Then eliminate ♦ s by playing ♦ A and ruffing a ♦ in dummy.

and ruffing a ♥.

Now eliminate ♥ s by playing ♥ A, ♥ K,

You are ready for the throw-in. Play a ♠ to North's ♠ Q.

North has just taken the defender's first trick. First and only. Because if he now plays a red card you will ruff in one hand and discard a losing ♣ from the other. And if he plays a ♣ you will no longer have a ♣ loser.

Here it took two ruffs, one in each hand.