

**Deal 1**

North Deals  
None Vul

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

20  
7 4  
9

West	North	East	South
	1 ♠	Pass	3 ♠
Pass	6 ♠	Pass	Pass
Pass			
6 ♠ by North			
Lead: ♥ Q			

♠ A J 10 8 3

♥ A 3

♦ A J 7

♣ A Q 5



♠ K 9 7 6 4

♥ 6 4

♦ K 10 3

♣ K 8 2

♠ 5

♥ Q J 10 8 7

♦ 9 6 2

♣ J 9 7 3

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

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.

**Deal 2**

East Deals  
None Vul

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

7  
6 18  
9

West

4 ♠  
4 ♠ by East  
Lead: ♥ Q

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



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

North

Pass

East

1 ♠

Pass

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

9  
8 4  
19

West

North

East

South

Pass

3 ♠

Pass

1 ♠

Pass

Pass

Pass

6 ♠

6 ♠ by South

Lead: ♥ Q

♠ K 9 7 6 4

♥ 6 4

♦ K 10 3

♣ K 8 2



♠ A J 10 8 3

♥ A 3

♦ A 9 7

♣ A Q 5

♠ 5

♥ K 9 8 5 2

♦ J 5 2

♣ 10 9 6 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 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**

West Deals  
None Vul

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

7  
14 11  
8

West	North	East	South
1 ♥	Pass	3 ♥	Pass
4 ♥	Pass	Pass	Pass
4 ♥ by West			
Lead: ♦ J			

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



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

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

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

your luck with guessing who had the ♣ Q.

**Deal 5**

South Deals  
None Vul

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

10  
8 8  
14

West

Pass  
Pass  
Pass

4 ♠ by North  
Lead: ♦ J

♠ 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

North

1 ♠  
4 ♠

East

Pass  
Pass

South

1 ♣  
2 ♠  
Pass

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

5  
9 20  
6

West

3 ♠

Pass

6 ♠ by East

Lead: ♦ Q

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



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

North

Pass

Pass

♠ A K 8 7 5  
♥ A 4  
♦ A 6 3  
♣ A J 7

East

1 ♠

6 ♠

South

Pass

Pass

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.

Now eliminate ♥s by playing ♥ A, ♥ K,

and ruffing a ♥.

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.