

Board 1

North Deals

None Vul

♠ 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



♠ 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

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

6 ♠ by North

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

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.

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

North Deals

E-W Vul

♠ 5
♥ K 9 8 5 2
♦ J 5 2
♣ T 9 6 3

♠ A J T 8 3

♥ A 3

♦ A 9 7

♣ A Q 5

	N	
	W	E
	S	

♠ 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

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

6 ♠ by North

West must play either the ♦ Q or ♦ J to keep you from getting a cheap trick with your ♦ 9. So you take West's honor with your ♦ A and then finesse East 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
North is to play 6♠. East 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 East who leads the ♦. You play low in dummy and

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 SouthBaker 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.

Board 5

South Deals

N-S Vul

♠ T
♥ K J 8 3 2
♦ A 5 4 2
♣ 9 7 4

♠ A Q 8 7 5 2

♥ T 4

♦ 9 3

♣ A 6 2

N
W
E
S

♠ J 3
♥ A 9 6 5
♦ J T 8 7
♣ Q 8 5

♠ K 9 6 4
♥ Q 7
♦ K Q 6
♣ K J T 3

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

4 ♠ by North

Baker Eliminations 5

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.

Board 6

South Deals

None Vul

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

♠ T 6 4 3 2

♥ K 5 2

♦ K 8

♣ K T 2

	N	
W		E
	S	

♠ Q J 9
 ♥ Q T 7 6
 ♦ T 5 2
 ♣ 9 6 4

♠ A K 8 7 5
 ♥ A 4
 ♦ A 6 3
 ♣ A J 7

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

6 ♠ by South

♠ Q.

East 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.

Baker Eliminations 6

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

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

So you win the ♦K and play a ♠ to your ♠K. When West 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 East 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 East's

♠ Q.