

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

South Deals
None Vul

♠ Q 2
♥ Q J 10 7
♦ K 9 6 4
♣ J 7 4

6
9 7
18

West

Pass
Pass
4 ♠ by South
Lead: ♥ Q

♠ K 9 7 6 4
♥ 6 4
♦ J 7 3
♣ Q 8 2



♠ A J 10 8 3
♥ A 3
♦ Q 5 2
♣ A K 5

North

4 ♠

East

Pass

South

1 ♠

Pass

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

North Deals
None Vul

♠ 5
♥ K 9 8 5 2
♦ J 5 2
♣ 10 9 6 3

19
4 8
9

West

Pass

Pass

6 ♠ by North

Lead: ♥ Q

♠ A J 10 8 3

♥ A 3

♦ A 9 7

♣ A Q 5



♠ K 9 7 6 4

♥ 6 4

♦ K 10 3

♣ K 8 2

North

1 ♠

6 ♠

East

Pass

Pass

South

3 ♠

Pass

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 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.

Deal 4

South Deals
None Vul

♠ K J 4
♥ 10 5
♦ J 10 9 3 2
♣ Q 7 4

11
7 8
14

West

Pass

Pass

4 ♥ by South

Lead: ♦ J

♠ 9 7 3
♥ K J 8 2
♦ A 8 4
♣ K 10 3



♠ 8 6 5
♥ A Q 9 7 3
♦ K 6
♣ A J 5

North

3 ♥

Pass

East

Pass

Pass

South

1 ♥

4 ♥

♠ A Q 10 2
♥ 6 4
♦ Q 7 5
♣ 9 8 6 2

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.