

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

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.

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.

Board 2

East Deals

N-S Vul

♠ 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

	N	
W		E
	S	

♠ A J T 8 3

♥ A 3

♦ Q 5 2

♣ A K 5

♠ Q 2

♥ Q J T 7

♦ K 9 6 4

♣ J 7 4

West

North

East

South

4 ♠

All Pass

1 ♠

Pass

4 ♠ by West

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

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

Board 3

South Deals

None Vul

♠ 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

	N	
W		E
	S	

♠ 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

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

6 ♠ by South

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.

Baker Eliminations 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

Board 4

West Deals

Both Vul

♠ 8 6 5
 ♥ A Q 9 7 3
 ♦ K 6
 ♣ A J 5

♠ 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

West	North	East	South
1 ♥	Pass	3 ♥	Pass
4 ♥	All Pass		

4 ♥ by West

Baker Eliminations 4

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.

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
			1 ♣
Pass	1 ♠	Pass	2 ♠
Pass	4 ♠	All Pass	

4 ♠ by North

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

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.

Board 6

East Deals

E-W Vul

♠ T 6 4 3 2

♥ K 5 2

♦ K 8

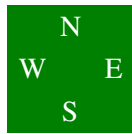
♣ K T 2

♠ 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

♠ -

♥ J 9 8 3

♦ Q J 9 7 4

♣ Q 8 5 3

West

North

East

South

3 ♠

Pass

1 ♠

6 ♠

Pass

All Pass

6 ♠ by East

Baker Eliminations 6

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.