

Board 1

North Deals
None Vul

♠ 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

	N	
W		E
	S	

♠ 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

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

4 ♠ by South

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

Baker Eliminations 5

South is to play 4♠. West leads the ♦ J, covered by the ♦ Q and ♦ A. East 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 West is the one who has to play a ♣ you need to insert the ♣ T or ♣ J from dummy.

Board 2

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 ♠ 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.

Board 3

South Deals

None Vul

♠ K Q 9 4 2
♥ 5
♦ Q 8 2
♣ 9 6 5 3

♠ 8 3
♥ K Q T 8 2
♦ K 9 5
♣ K T 2

N
W
E
S

♠ A 7 6
♥ 9 7 3
♦ T 6 4 3
♣ Q 8 7

♠ J T 5
♥ A J 6 4
♦ A J 7
♣ A J 4

West	North	East	South
			1NT
Pass	2♦	Pass	2♥
Pass	3NT	Pass	4♥
All Pass			

4♥ by South

If you try the two finesse instead you MIGHT make an overtrick, but you also might go down 1.

Decide for yourself!

Baker Eliminations 7

North first transfers you to ♥s, then gives you a choice of which game to play. Knowing you have an 9-card trump fit, you choose 4♥.

South is to play 4♥. The defenders start with ♠K, ♠Q, ♠A.

Ruff the ♠A with dummy's ♥T and pull trumps (three rounds).

Eliminate ♦s by playing ♦K, ♦A, ♦J. If you are REALLY lucky the ♦Q will fall doubleton, but more than likely a defender will win the third ♦. He won't be happy about it, though.

Whichever defender wins the ♦Q is end-played. If he plays a ♦ or a ♠ you will ruff in one hand and discard a ♣ loser from the other. But if he leads a ♣ instead you no longer have a ♣ loser.

However, it also guarantees that you will not make an overtrick.

Board 4

North Deals

None Vul

♠ Q J T 5 3
♥ Q 8 7 2
♦ 3
♣ J 8 5

♠ A

♥ A K 6

♦ A K Q 9 7 4

♣ A Q 9

	N	
W		E
	S	

♠ K 9 7 4
♥ T 9 5 4
♦ 8 2
♣ K T 2

♠ 8 6 2
♥ J 3
♦ J T 6 5
♣ 7 6 4 3

West	North	East	South
	2♣	Pass	2♦
Pass	3♦	Pass	4♦
Pass	6♦	All Pass	

6♦ by North

dummy's ♣Q. If East can win with the ♣K he will once again be end-played, forced to either play a ♣ back to dummy's ♣A 9, or give you a ruff-sluff.

As you see, A Q 9 actually works just as well.

Baker Eliminations 8

You naturally respond 2♦ to North's strong 2♣ opener. Before you know it you are playing a slam - with your mighty 2-point hand ♠A Q 9 plays 6♦. West leads the ♠Q.

Win the ♠A, play the ♦4 to the ♦T, and ruff a ♠ with the ♦Q. Both opponents followed to the trump.

Play the ♦7 to the ♦J and ruff the last ♠ with the ♦K.

Having eliminated the ♦s and ♠s, now remove the ♥s. Play ♥A, ♥K, and ruff a ♥.

At last it is time to play ♣s. Lead a ♣ from your hand and play dummy's ♣9 if West plays low. East will win the trick but will be end-played, forced to either play a ♣ back to dummy's ♣A Q, or give you a ruff-sluff.

If West puts on either the ♣T or ♣J you play dummy's ♣Q. If East can win with the ♣K he will once again be end-played, forced to either play a ♣ back to dummy's ♣A 9, or give you a ruff-sluff.