

Deal 1

North Deals	♠ A J 10 8 3
None Vul	♥ A 3
	♦ A J 7
	♣ A Q 5

♠ Q 2	♠ 5
♥ K 9 5 2	♥ Q J 10 8 7
♦ Q 8 5 4	♦ 9 6 2
♣ 10 6 4	♣ J 9 7 3



20	♠ K 9 7 6 4
7 4	♥ 6 4
9	♦ K 10 3
	♣ K 8 2

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

6 ♠ by North

Lead: ♥ Q

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.

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

Deal 2
 South Deals
 None Vul

<p>♠ Q 2 ♥ Q J 10 7 ♦ K 9 6 4 ♣ J 7 4</p>	<p>♠ K 9 7 6 4 ♥ 6 4 ♦ J 7 3 ♣ Q 8 2</p>
--	---

	<p>♠ 5 ♥ K 9 8 5 2 ♦ A 10 8 ♣ 10 9 6 3</p>
---	---

<p>6 9 7 18</p>	<p>♠ A J 10 8 3 ♥ A 3 ♦ Q 5 2 ♣ A K 5</p>
--	--

<p>West</p>	<p>North</p>	<p>East</p>	<p>South</p>
-------------	--------------	-------------	--------------

<p>Pass</p>	<p>4 ♠</p>	<p>Pass</p>	<p>Pass</p>
-------------	------------	-------------	-------------

Pass

4 ♠ by South

Lead: ♥ Q

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.

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

Deal 3

North Deals

None Vul

♠ 5
♥ K 9 8 5 2
♦ J 5 2
♣ 10 9 6 3

19
4 8
9

	N	
W		E
	S	

♠ A J 10 8 3
♥ A 3
♦ A 9 7
♣ A Q 5

♠ Q 2
♥ Q J 10 7
♦ Q 8 6 4
♣ J 7 4

♠ K 9 7 6 4
♥ 6 4
♦ K 10 3
♣ K 8 2

West North East South
Pass 1 ♠ Pass 3 ♠

Pass 6 ♠ Pass Pass

6 ♠ by North

Lead: ♥ Q

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.

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

Deal 4
 South Deals
 None Vul

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



♠ A Q 10 2 ♥ 6 4 ♦ Q 7 5 ♣ 9 8 6 2

♠ 8 6 5 ♥ A Q 9 7 3 ♦ K 6 ♣ A J 5
--

<i>West</i> Pass Pass	<i>North</i> 3 ♥ Pass	<i>East</i> Pass Pass	<i>South</i> 1 ♥ 4 ♥
-----------------------------	-----------------------------	-----------------------------	----------------------------

4 ♥ by South

Lead: ♦ J

♣ Q.

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

Deal 5South Deals
None Vul

♠ 10
♥ K J 8 3 2
♦ A 5 4 2
♣ 9 7 4

10
8 8
14



♠ 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

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

4 ♠ by North
Lead: ♦ J

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
 South Deals
 None Vul

♠ —	♠ 10 6 4 3 2		
♥ J 9 8 3	♥ K 5 2		
♦ Q J 9 7 4	♦ K 8		
♣ Q 8 5 3	♣ K 10 2		
	N		
W	E		
	S		
	♠ Q J 9		
	♥ Q 10 7 6		
	♦ 10 5 2		
	♣ 9 6 4		
	♠ A K 8 7 5		
9	♥ A 4		
6 5	♦ A 6 3		
20	♣ A J 7		
West	North	East	South
			1 ♠
Pass	3 ♠	Pass	6 ♠
Pass	Pass	Pass	
6 ♠ by South			
Lead: ♦ Q			

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.

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.