

**Elimination/Throw-in Play**

With two-way finesses usually 50% plays, wouldn't it be nice if the opponents led the suit for you and made it a 100% play.

The "Elimination/Throw-in" play helps declarer make the contract by getting a favourable lead from the opponents later on in the hand. Let's look at two such hands.

BD: 1	S-Q743	Dir: S
	H-J3	Vul: None
	D-K74	
	C-AK42	
S-T9		S-52
H-KQT74		H-9652
D-Q652		D-983
C-96		C-JT73
	S-AKJ86	
	H-A8	
	D-AJT	
	C-Q85	

**Comment [S1]:** Elimination & Throw-In Plays  
Hand 1

Contract 6S by S

Play: Op Ld – KH

Win the A, draw trump, cash all clubs, ruff 4<sup>th</sup> club. All suits except diamonds have been eliminated. Now throw-in W by exiting JH.

W must win with QH and now has two bad choices

1) lead a diamond, resolving the diamond loser

2) lead a heart, allowing a ruff-sluff (ruff in either hand, throw diamond loser from other hand)

**Components of an Elimination/Throw-In play**

- You have enough trump that after drawing all of the opponent's trumps, you still have at least one trump in each of your hands
- You have either
  - a suit in which you can throw in either opponent (does not matter which), such as Axx opposite Kxx. Cash A and K, then throw in either opponent with the 3rd small card.
  - A last card in a suit with which you can throw in a specific opponent. You hold AJ opp xx in a suit. The lead by W is K of hearts. You initially win with the Ace and later you throw in that opponent by leading the J and forcing W to win with the (assumed) Q.

- You can cash all the non-throw-in side suits, eliminating them entirely from both hands. This removes a safe exit card for the defenders

**“Frozen” suits** are suits that make more tricks if the opponents lead them rather than if you have to. Consider Qxx opposite Jxx. If you lead this suit, you probably make no tricks. If the opponents lead the suit, you make one trick for sure.

BD: 2	S-85	Dir: E
	H-QJ32	Vul: N-S
	D-K964	
	C-Q53	
S-KJ74		S-AQT63
H-A98		H-K65
D-J82		D-Q73
C-K97		C-A6
	S-92	
	H-T74	
	D-AT5	
	C-JT842	

**Comment [S2]:**  
Elimination and Throwin Plays  
Hand 2

Contract: 4S by E

Op. Ld – JC

Win CA, draw trump, Cash KC, ruff a club. You now wish to force defenders to lead diamonds (frozen suit). Cash AH, KH, and throw-in defenders with small heart. Note club and heart suits have been eliminated. Does not matter which one wins the heart exit, they have 2 bad choices

- 1) lead a suit you have none of, allowing a ruff-sluff, discarding a club loser
- 2) break the club suit, eventually giving you a club trick

(Another frozen suit)

**Comment [S3]:** Elimination & Throw-In Plays  
Partial Hand 10 as a 2<sup>nd</sup> frozen suit

### Preserving your Throw-In card

Sometimes you need to throw-in a particular opponent vs either one. This requires that that specific opponent has a certain card and hence must win the throw-in trick. You may have to play in a particular way to create this scenario.

**Comment [S4]:**  
Elimination & Throw-In Plays  
Hand 3

## The power of a 9. AQ9 holding

Holding AQ9 of a suit, with elimination/throw-in conditions, you can guarantee 2 winners using the 9's power.

xxx  
KTx                  J8xx  
AQ9

Lead small from dummy. If E plays small (should), insert the 9 (not the normal Q). W wins the Ten but now is endplayed. Assuming he has to lead the same suit, he leads small and your AQ win two tricks. E does no better putting up the J in 2<sup>nd</sup> seat, as it goes Q, K, and now your A9 are winners on return of the same suit. Notice that even if W has all 3 honours KJT, she is still endplayed to give you two tricks. Also, if E has JTxx and puts up the Ten, still works, try it! Also note that you do not make the "obvious" play of the finesse to the Q (losing) as that leaves opponents with KJT winning 2 of the 3 tricks

## Prep Work for the Throw-In

Some times you have to **create** the conditions for a successful throw-in. This could mean **losing** tricks early to eliminate a suit.

## Loser-On-Loser Play

This is a play where you play a card from one hand that is a loser and play a card in a different suit from the other hand that is also a loser. By doing so, you somehow gain a winner or avoid a loser.

- 1) Create a winner by losing a trick you don't have to (choose not to ruff the trick), but it creates two extra winners and you come out with one less loser (-1 + 2 = +1 trick).
- 2) Avoid a loser by not ruffing a trick that is going to get over-ruffed but instead throwing a loser. You can now ruff yet another card in that suit by opponents safely
- 3) Opening lead gives you a loser-on-loser opportunity. By not ruffing, you discard a loser and create a winner, for another loser discard later

**Comment [S5]:** Elimination & Throw-In Plays  
Hand 7

**Comment [S6]:** Elimination & Throw-In Plays  
Hand 8  
Op Ld AD, switch to Q Clubs  
Must draw trump, lose D, so you can ruff a D and club throw in.

Total Hands on Elim = 5

**Comment [S7]:** Loser on Loser Plays  
Hand 1 – Give up a heart trick to create two discards  
You have already lost one heart, and have two diamond losers and two club losers. That's two too many. If you play the ♠J, the defense could switch to diamonds and you will go down (losing two diamonds, a club and a heart). Win this with the ♠A. Next you can draw two rounds of trump, ending in dummy (and keeping either the ♠K or ♠A in dummy). Even if the trumps aren't 2-2, you can't play the third round, because you need that spade to get back to dummy. Now, play another heart. Throw away one of your club losers. When the defense wins this trick, they can't hurt you. You will lose two hearts and one club. In the process, you have two good hearts to throw away your diamonds on. Credit E. Kantar

**Comment [S8]:** Loser on Loser Plays  
Hand 2 – Don't ruff 3<sup>rd</sup> heart as it will get over-ruffed. Instead pitch the club loser. Note if W plays another ht, you can handle that as you can overruff in dummy.

Credit E. Kantar

**Comment [S9]:** Loser on Loser Plays  
Hand 3

Total LoserOnLoser = 3 Hands

## Miscellaneous Advance Plays

- Avoiding getting a winner trumped. When there is a chance that a winner will get ruffed, consider holding off on that winner. Assumes you can use that winner later for a discard, preserving its value as a trick.
- Scissor coup. Here your goal is to cut communication between defenders; the discard of a suit that was going to be the way the defenders got to the needed hand; usually for a ruff.
- A “Dummy Reversal” is when you make your ruffs in the long (vs usual short) trump side. You pull trump using the short trump side.

### Comment [S10]:

Declarer/Advanced Declarer Play Hands

Hand 1: Duck first 2 spade leads

### Comment [S11]: Declarer/Advanced Declarer Play Hands

Hand 2

Play 3<sup>rd</sup> spade discarding D so W cannot get in to deliver club ruff

### Comment [S12]: Hand 3 credit Wikipedia Too hard - OMIT

Ht lead ducked by RHO. KD to AD would then allow ht to A and ht for trump promotin.

Instead, play spade to dummy, KC discarding diamond to cut communication

### Comment [S13]: Declarer/Advanced Declarer Play Hands

Hand 4 Credit Bridge Bum

Total Misc 4 – omit1 = 3

Total Hands for entire lesson = 5+3+3=11