A throw-in is the concession of a trick, usually deliberate, for strategic gain. Typically the opponent thrown in is forced to lead from an honor at the cost of a trick, or provide an entry that you lack to the hand opposite. This category includes plain throw-ins only; no squeeze element exists (except the unique one-suit squeeze) and no trump suit is involved.

### 1. Establishment or stepping-stone

#### Trick 1
- **Lead**: S
- **2nd**: A
- **3rd**: J
- **4th**: K

#### Trick 2
- **Lead**: S
- **2nd**: A
- **3rd**: J
- **4th**: K

#### Trick 3
- **Lead**: S
- **2nd**: A
- **3rd**: J
- **4th**: K

### 2. Finesse throw-in

#### Trick 1
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

#### Trick 2
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

#### Trick 3
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

### 3. Forced duck finesse throw-in

#### Trick 1
- **Lead**: S
- **2nd**: A
- **3rd**: J
- **4th**: Q

#### Trick 2
- **Lead**: S
- **2nd**: A
- **3rd**: J
- **4th**: Q

#### Trick 3
- **Lead**: S
- **2nd**: A
- **3rd**: J
- **4th**: Q

### 4. Strip finesse throw-in

#### Trick 1
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

#### Trick 2
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

#### Trick 3
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

### 5. Duck strip finesse throw-in

#### Trick 1
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

#### Trick 2
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

#### Trick 3
- **Lead**: S
- **2nd**: 2
- **3rd**: 3
- **4th**: 4

Any throw-in may require strip maneuver prior.
6. Duck strip combined finesse throw-in

7. Deep finesse throw-in

8. Duck throw-in

9. Repeat duck throw-in

10. Unblock duck throw-in

11. High throw-in
12. Duck double throw-in

South leads

auto? bi

13. Middle duck throw-in

South leads

14. Overtake throw-in

With North on lead would be “undertake” throw-in.

15. Unblock throw-in

16. Squash throw-in

17. Repeat throw-in

Throw-In 6 by Richard Pavlicek
18. Two-suit throw-in NT

- Win 2
- Auto bi

1. S ♥3! 4 2 A
2. W ♥10 Q! A 6
3. S ♥4

10 9
♥ 4
♦ —
♣ —

South leads

19. Preparatory finesse two-suit throw-in NT

- Win 3
- Works equally well with ♥ A and ♥ K switched.

1. S ♠ Q! K A 4
2. N ♥3! K 2 A

♠ K 8 6
♥ A
♦ —
♣ —

♠ Q J 7
♥ 2
♦ —
♣ —

South leads

20. Suit freeze throw-in NT

- Win 3

1. W ♠ Q? 2! 5 A
2. S ♥ Q!

♠ K 3 2
♥ 3 2
♦ —
♣ —

♠ Q J 7
♥ A 4
♦ —
♣ —

♠ A 10 8
♥ Q J
♦ —
♣ —

West leads

21. Secondary suit freeze throw-in NT

- Win 3

1. W ♠ 10 Q! A 6
2. E ♥ K A 5 2
3. S ♥ 4

♠ Q 9 2
♥ 3 2
♦ —
♣ —

♠ K 7 6
♥ A 4
♦ —
♣ —

West leads

22. Either-or finesse throw-in NT

- Win 3

1. S ♠ Q! 5 3 7
2. S ♥ K! A ♥ K ♥ 8

♠ A 9 3
♥ —
♦ K
♣ —

♠ 10 8 7
♥ —
♦ A
♣ —

South leads

23. Transfer throw-in NT

- Win 3

1. S ♠ Q! K A 10
2. N ♠ 3 J 2 9

♠ A 3
♥ A 3
♦ —
♣ —

♠ J 10
♥ K J
♦ —
♣ —

South leads
24. Double throw-in

Trick  Lead  2nd  3rd  4th
1. S  H2!  A

Works equally well with H A and H K switched.

25. Sequential throw-in

Trick  Lead  2nd  3rd  4th
1. S  H K!  A  H 4 2
2. W  H 9 10  J 2!

Play based on assumption that East has H K.

26. Repeat throw-in

Trick  Lead  2nd  3rd  4th
1. S  H K!  3  2  A
2. E  H 7  2  6  8
3. N  H Q!  K  3  H 4

If you thought West had H K, lead H K instead.

27. Winkle throw-in

Trick  Lead  2nd  3rd  4th
1. S  H 2!  Q  3!

28. Decision throw-in

Trick  Lead  2nd  3rd  4th
1. S  H Q!  4  3  K

29. Penultimate throw-in

Trick  Lead  2nd  3rd  4th
1. S  H 2!  4  K  8
2. N  H 3!  9  J  Q

If West unblocks, win H J then lead a low spade.
30. Jettison throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ 2</td>
<td>♠ 9</td>
<td>♠ A</td>
<td>A! A</td>
</tr>
<tr>
<td></td>
<td>♦ 9</td>
<td>♣ —</td>
<td>♣ A K</td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ K J</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♦ 2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

South leads

31. Establishment jettison throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
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</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ K</td>
<td>♠ 2</td>
<td>♠ A</td>
<td>A! A</td>
</tr>
<tr>
<td></td>
<td>♥ 2</td>
<td>♣ Q 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ A K Q</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ K J</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♦ 2</td>
<td></td>
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</tr>
</tbody>
</table>

South leads

32. Establishment repeat jettison throw-in

<table>
<thead>
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<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♠ A Q</td>
<td>♥ Q!</td>
<td>♦ J</td>
<td></td>
</tr>
<tr>
<td></td>
<td>♦ K Q</td>
<td>♣ A 10 9</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ A 10 9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ K J</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♦ 2</td>
<td></td>
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</tbody>
</table>

South leads

33. Entry duck throw-in

<table>
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<th>Lead</th>
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<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ 4!</td>
<td>Q 2!</td>
<td>♦ J 10 9</td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ K 2</td>
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</table>

South leads

34. Entry or tempo gain throw-in

<table>
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<th>Lead</th>
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<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♠ K!</td>
<td>4 3</td>
<td>♦ J 4</td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ A 8</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ 2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ A 1 0 2</td>
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</tbody>
</table>

South leads

35. Establishment or stepping-stone

<table>
<thead>
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<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♠ J!</td>
<td>3 7</td>
<td>♦ 4 3</td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ A 9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>♣ 2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

South leads
36. Establishment or winkle NT
Trick  Lead  2nd  3rd  4th
1. S ♠ J!  2  7  4
2. S ♠ K  3  8  5
3. S ♥ 2!
Also works with spades 3-3 (then hearts 2-2).

37. Forced stepping-stone NT
Trick  Lead  2nd  3rd  4th
1. S ♠ K!

38. Blocked stepping-stone NT
Trick  Lead  2nd  3rd  4th
1. S ♠ K!  A  3  8

39. One-suit squeeze throw-in NT
Trick  Lead  2nd  3rd  4th
1. S ♣ A!  3  2  ♠ J
2. S ♠ 2  10  K!  A

40. One-suit squeeze double throw-in NT
Trick  Lead  2nd  3rd  4th
1. S ♠ 3!  A  2  ♠ 7
2. W ♦ 9  8!  10  2

41. One-suit squeeze block throw-in NT
Trick  Lead  2nd  3rd  4th
1. S ♠ A!  ♠ J  2  ♥ 2
2. S ♠ K!

Throw-in  13  by Richard Pavlicek
♠ A 10 9 8 7  NT
♦ —  win 4
♣ —  auto bi
♥ —

Throw-in  14  by Richard Pavlicek
♠ K 9 5  NT
♦ —  win 2
♣ —  auto bi
♥ —

Throw-in  14  by Richard Pavlicek
♠ A  Q J 8
♥ —
♦ —
♣ —

Throw-in  14  by Richard Pavlicek
♠ K 9 4
♥ —
♦ —
♣ —

Throw-in  14  by Richard Pavlicek
♠ A
♥ —
♦ —
♣ —
42. Throw-in or strip stepping-stone

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ A!</td>
<td>10</td>
<td>2</td>
<td>J</td>
</tr>
<tr>
<td>2. S</td>
<td>♥ A!</td>
<td>J</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>3. S</td>
<td>♥ 3</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

If East unblocks ♥ K West is thrown in at Trick 2.

43. Finesse-duck throw-in or throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
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</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♠ A!</td>
<td></td>
<td></td>
<td></td>
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</tbody>
</table>

Auto status presumes you know spade/heart layout.

44. Establishment or double throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♠ 2</td>
<td>6</td>
<td>Q</td>
<td>4</td>
</tr>
<tr>
<td>2. N</td>
<td>♥ 2</td>
<td>K</td>
<td>A</td>
<td>3</td>
</tr>
<tr>
<td>3. S</td>
<td>♥ 10</td>
<td></td>
<td></td>
<td></td>
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</table>

45. Exit retention duck double throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ 2!</td>
<td>J</td>
<td>4</td>
<td>10</td>
</tr>
<tr>
<td>2. W</td>
<td>♥ 10</td>
<td>J</td>
<td>Q</td>
<td>A</td>
</tr>
<tr>
<td>3. S</td>
<td>♦ 3!</td>
<td></td>
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</tbody>
</table>

46. Sequential three-suit throw-in

<table>
<thead>
<tr>
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<th>Lead</th>
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<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ K!</td>
<td>3</td>
<td>2</td>
<td>A</td>
</tr>
<tr>
<td>2. E</td>
<td>♠ 6</td>
<td>9</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>3. S</td>
<td>♦ K!</td>
<td>A</td>
<td>2</td>
<td>♠ 7</td>
</tr>
</tbody>
</table>

Note that leading ♦ K first fails.

47. Tempo duck one-suit squeeze throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ 3!</td>
<td>10</td>
<td>2</td>
<td>7</td>
</tr>
<tr>
<td>2. W</td>
<td>♥ K</td>
<td>♠ 3</td>
<td>♠ J</td>
<td>A</td>
</tr>
<tr>
<td>3. S</td>
<td>♠ K!</td>
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</tbody>
</table>

Throw-In 16 by Richard Pavlicek
48. Entry, stepping-stone or throw-in

<table>
<thead>
<tr>
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<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
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</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♠ Q!</td>
<td>4</td>
<td>3</td>
<td>10</td>
</tr>
<tr>
<td>2. S</td>
<td>♠ A!</td>
<td>5</td>
<td>J</td>
<td>K</td>
</tr>
<tr>
<td>3. S</td>
<td>♦ 2!</td>
<td></td>
<td></td>
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</tbody>
</table>

♠ J 3 NT
♥ A K Q
♦ —
♣ —

♠ 8 6 5 4
♥ —
♦ A
♣ —

♠ K 10 2
♥ 3 2
♦ —
♣ —

♠ A Q 9 7
♥ —
♦ 2
♣ —

South leads

49. Repeat unblock double throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♦ A!</td>
<td>2</td>
<td>♠ 9!</td>
<td>♥ 9</td>
</tr>
<tr>
<td>2. S</td>
<td>♠ 2!</td>
<td>Q</td>
<td>10!</td>
<td>J</td>
</tr>
<tr>
<td>3. W</td>
<td>♥ Q</td>
<td>3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

♠ 10 9 3 NT
♥ K 3
♦ —
♣ —

♠ J
♥ A J 10 9
♦ —
♣ —

♠ A 8 2
♥ 2
♦ A
♣ —

South leads

50. Penultimate throw-in anti one-suit squeeze

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ J!</td>
<td>♠ 3</td>
<td>2</td>
<td>Q</td>
</tr>
</tbody>
</table>

♠ 7 6 5 4 3
♥ —
♦ —
♣ —

♠ K 9 2
♥ K Q
♦ —
♣ —

♠ 10
♥ A J 10 9
♦ —
♣ —

South leads

51. Repeat jettison throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
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</thead>
<tbody>
<tr>
<td>1. S</td>
<td>♥ A</td>
<td>2</td>
<td>♠ A!</td>
<td>3</td>
</tr>
</tbody>
</table>

♠ K 3 2 NT
♥ A
♦ —
♣ A

♠ A Q
♥ Q 6
♦ 3
♣ —

♥ K J 10
♦ A
♣ Q leads

52. Winkle jettison throw-in

<table>
<thead>
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<th>Lead</th>
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<th>3rd</th>
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<tbody>
<tr>
<td>1. S</td>
<td>♦ 2</td>
<td>A</td>
<td>♠ A!</td>
<td>K</td>
</tr>
<tr>
<td>2. W</td>
<td>♠ K</td>
<td>♠ 2</td>
<td>♠ J</td>
<td>2</td>
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</tbody>
</table>

♠ K 3 2 NT
♥ —
♦ A
♣ —

♠ A Q J
♥ K
♦ —
♣ —

♥ Q 10 2
♦ 2
♣ —

South leads

If West plays ♥ 9 or ♥ 9 North keeps ♥ A.

53. Gambit unblock throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
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<tbody>
<tr>
<td>1. S</td>
<td>♦ A</td>
<td>J</td>
<td>K</td>
<td>10</td>
</tr>
<tr>
<td>2. S</td>
<td>♠ 3</td>
<td>Q</td>
<td>2</td>
<td>♦ K</td>
</tr>
</tbody>
</table>

♠ K 2 NT
♥ —
♦ 4 3 2 bi
♣ —

♠ 10
♥ K J
♦ A K
♣ —

♠ A 3
♥ A Q 10
♦ —
♣ —

South leads
54. Duck anti throw-in

Trick | Lead | 2nd | 3rd | 4th
--- | --- | --- | --- | ---
1. W | ♠7 | ♦3 | Q | 2!

1087 | ♠KQ6 | ♠A2 | ♠West leads

55. Second-hand high anti throw-in

Trick | Lead | 2nd | 3rd | 4th
--- | --- | --- | --- | ---
1. W | ♠7 | J | ♠987 | ♠K54

Assumes West is dummy to be meaningful.

56. Second-hand middle anti throw-in

Trick | Lead | 2nd | 3rd | 4th
--- | --- | --- | --- | ---
1. W | ♠2 | 9! | ♠1032 | ♠K54

Queen necessary if South had A-J-10 but unlikely.

57. Unblock anti throw-in

Trick | Lead | 2nd | 3rd | 4th
--- | --- | --- | --- | ---
1. W | ♠J | ♦5 | A | K!

58. Crocodile anti throw-in

Trick | Lead | 2nd | 3rd | 4th
--- | --- | --- | --- | ---
1. W | ♠7 | ♦Q | ♠A65

2. E | ♠5 | K!

Assumes West is dummy to be meaningful.

59. Anti finesse exit anti throw-in

Trick | Lead | 2nd | 3rd | 4th
--- | --- | --- | --- | ---
1. W | ♠4 | 2 | 3 | A

2. S | ♦Q!

NT win 3

NT win 2
60. Unblock gambit anti throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
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<th>3rd</th>
<th>4th</th>
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</thead>
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<tr>
<td>W</td>
<td>♥ Q</td>
<td>3</td>
<td>A</td>
<td>K!</td>
</tr>
<tr>
<td>E</td>
<td>♠ 9</td>
<td>2</td>
<td>J</td>
<td>4</td>
</tr>
</tbody>
</table>

West leads ♠ Q J
♥ 6 5 4
♦ —
♣ —

♠ A 1 0 9
♥ K 7
♦ —
♣ —

♠ K 2
♥ A Q J
♦ —
♣ —

West leads

61. Exit retention anti throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>♠ 7!</td>
<td>3</td>
<td>2</td>
<td>10</td>
</tr>
<tr>
<td>E</td>
<td>♠ A</td>
<td>8</td>
<td>J</td>
<td>K</td>
</tr>
<tr>
<td>E</td>
<td>♠ Q</td>
<td>K</td>
<td>♦ Q</td>
<td>♠ A</td>
</tr>
<tr>
<td>S</td>
<td>♥ 2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

East leads ♠ Q K 10
♥ 3
♦ —
♣ —

♠ K 9 8 7
♥ 2
♦ —
♣ —

South leads

62. Duck gambit anti entry throw-in

<table>
<thead>
<tr>
<th>Trick</th>
<th>Lead</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
</tr>
</thead>
<tbody>
<tr>
<td>W</td>
<td>♠ J</td>
<td>4!</td>
<td>8</td>
<td>2</td>
</tr>
</tbody>
</table>

West leads ♠ A J 7
♥ K 2
♦ —
♣ —

♠ 1 0 9 8
♥ 4 3
♦ —
♣ —

♠ 3 2
♥ A Q J
♦ —
♣ —

West leads