

## Card play technique ...

You will read tales of bridge derring do in the Telegraph and such papers every week ; mention will be made of "Throw-ins" and "Endplays" and other exotic plays. {{I've always liked the one called the Striped Tail Ape double but that's another story }}.

These things are very much the province of the expert but there are allied plays that the student can learn to use.

We are going to look at a slightly dumbed down version of a Throw -in.

(declarer)	(dummy)
AK7643	QJ52
AK3	1037
AQ	876
54	983

In 4Sp the opponents play three rounds of clubs and you trump the third round. You draw two rounds of spades and are left with these cards:

(declarer)	(dummy)
K76	Q5
AK3	1037
AQ	876
void	void

You have lost two clubs and it is pretty certain that you will lose a Heart too. There may seem nothing for it but to take the diamond finesse.

Well , before doing that we are going to try our luck with a version of a "throw -in ".

What you should do is play the Ace Hrts; then the K Hrts ; finally , you should lead a Hrt which you know an opponent will win. You are said to be *throwing-in* the opponents. Now if you are lucky then it will be the left hand opponent who wins the third Hrt and who may have to lead diamond for you , straight into your AQ.

Here are the cards again, this time with one of the opponent's hand being shown.

(opponent)
109
QJ4
K7652
J107

Put simply -you led a card {a Hrt} that you knew the opponents would win ; you hoped that when they won the lead they would have to lead something to your advantage.

*You gave the opponent's the lead - .  
you threw them in.*

AK7643	QJ52
AK3	1037
AQ	876
54	983

This technique -of giving an opponent the lead { of throwing them in } is a useful play ( or ploy ?) to try when you are in trouble.

