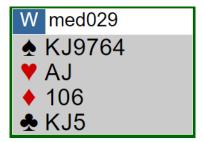
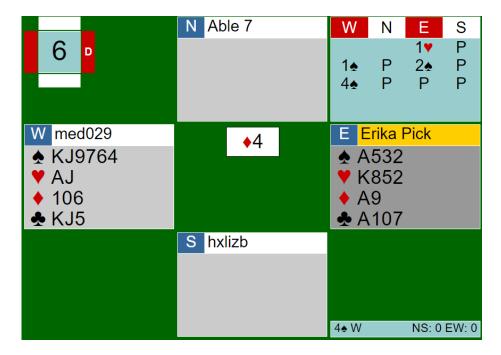
## 09/08/2021 Hand of the Week 72: Managing entries



After East opens 1♥ and rebids 2♠, West has to settle for game

Actually the hands mesh very well, and there is a good chance of a slam-lets imagine we are in 6 and want to guarantee the contract:

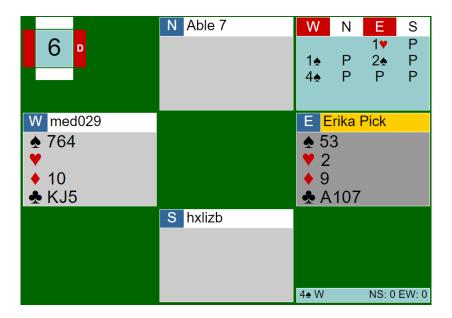


When you try spades you find they split 2-1. There is a play to guarantee 6 \( \blacktriangle \)- but it involves managing your entries properly. You have a loser in diamonds- after drawing trumps what are the options?

You can try and get rid of you diamond loser with a finesse in hearts, and then throwing a diamond from hand on the K♥ if the finesse works.

Alternatively you can play for no club losers, but you can take the finesse either way, and there is no clue from the bidding about how to play it.

The safest way to take a finesse is to let the opposition play it! There is a 'strip and throw' play here, but it relies on you playing the spades correctly! Win the A •, then play 2 rounds of spades, taking care to retain the 4 • in hand. Now play A •, K •, heart ruff- this should be the position:



If you have kept the correct spades you can now lead 4 from hand to the 5 on table and ruff your last heart. Now lose the diamond and the opposition will have to either lead into your club finesse, or give you a ruff and discard!

