Some Thoughts About Entries



Citing Audrey Grant's Declarer Play Series

Entries

- An entry is a card that allows a declarer or defender to chose the hand from which the lead will come.
- Finding need entries is a necessary part of an effective declarer's or defender's plan
- Therefore, entries are a very important part of a declarer's or defender's plan for the hand.

Elements of An Entry

- An entry has two components.
 - A winning card in the hand you want to place on lead.
 - A low card in the other had that allows you to lead to the winning card.
- Most of the time the winning card will be an ace, king or queen, but sometimes lower card can serve.

3 nt - Need an Entry

- **4** 4 2
- **AK732**
- ♦ KJ95
- **9** 3
- **A** 7 5
- Y
- 8643
- A K Q J 10 2

A High Card as the Link

 Sometimes you must use a high card as the link card.

Dummy ♠ A K J 5
Declarer ♠ Q

- In order to win 4 tricks with this suit, you need an entry to dummy in another suit.
- Lacking that entry, declarer must use the queen as link in order to cash three tricks.

3 nt in the South

- **AJ109**
- 732
- **642**
- **A** A 7 3
- **♠** K
- **A** K 9 5
- A 10 9 3
- **K** 8 6 4

Lead



4 Hearts In the South

- ♠ KJ8
- **Q**93
- **♦** 842
- **10875**

Lead ◆ K

- A Q
- J 10 8 7 6 4
- **A** 10 6
- A K

Keep Entries In the Right Hand

- An important part of a declarer's plan must be to maintain entries where they are needed.
- Think carefully before you call a play to the first trick. Opening lead the

 J.

Dummy VKQJ10

♦ K 7

Declarer 7 3 2

A 10 6 4

6 Spades In the South

753KQ

♦ KQJ107

J 10 4

♠ AKQJ98

A 3

6 5

A A Q 2

Lead 🗡 J

Keep Entries Where You Want Them

10 2

9 J 6 3

♦ KJ 10 9 7

♣ K 7 6

Lead 🖺 J

3nt.

♠ A K 7 3

A 8 4 2

Q 2

A 4 9 3

High Cards From the Short Side

- When playing a suit in which you have winners in your hand and dummy,
- If the suit is evenly divided between the hands,
- It usually does not matter which hand you play first.

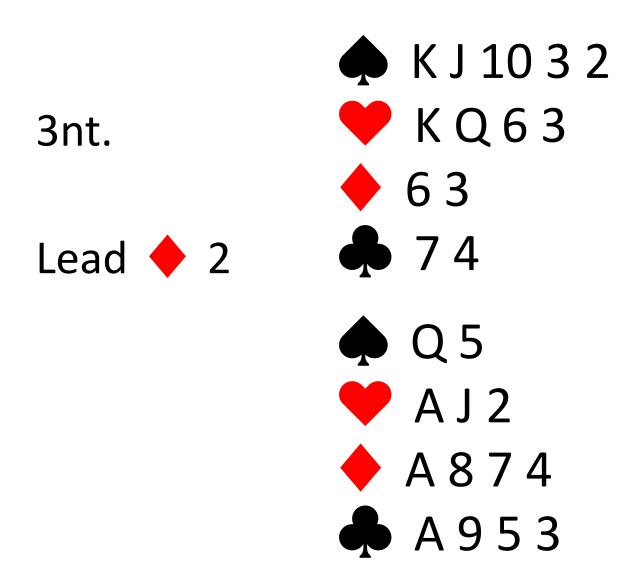
High Cards From the Short Side

- When the suit is unevenly divided, it is usually best to play the high cards from the short side first.
 - Keeps you from blocking the suit,
 - Stranding winners in a suit.

Dummy V K 7

Declarer A Q 4

Play High Cards From Short Side First



Play High Cards From Short Side First

♣ A K 2

♠ K 10 9 5 K632 3nt. **1086 7** 4 Lead 7 4 Q J 7 **A** 7 2 A K 7 4

Take Necessary Losses Early

- When you must lose a trick in order to establish a suit, it is usually best to lose that trick early.
- This will happen under two conditions.
 - When you attempt to promote tricks by driving out the opponent's high-card winners.
 - When you attempt to establish a long side suit.

Dummy AK9752
Declarer 43

Take Losses Early 6



AJ965

862

4 3

Lead • Q

QJ 10 9 7 6 2

4 2

A K

A Q

Sometimes You Can Force an Entry

- When dummy (or your hand) has no certain entry you can often force an entry if the cards are laying right.
- Imagine this layout:

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Dummy VQ 2
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Declarer \forall A 5 3

Dummy V K 2

Declarer 7 5 4 3

Forcing a Dummy Entry

♠ KQ95

Q 5 6

♦ 862

9 4 3

3nt.

Lead 🔷 5

A

A 7 4 2

AKQ

A Q

Practice Hand

♠ K 6 2

753

10974

A A 6 3

Contract 3 nt



AQ5

AK42

♦ A Q

♣ K 9 4 2