

Entries



The Declarer's Plan

What Do We Mean By Entries

- An entry consists of a winning card in one hand and a card of the same suit, in the other hand, which can be played to reach that winning card.
- Developing and using entries is an important part of the declarer's plan.
- As declarer, before playing to trick one, consider entries to your hand and dummy.

Consider the Following Hand

Dummy

♠ 4 3 2

♥ Q 2

♦ 5 3

♣ K Q J 10 9 3

Declarer

♠ A K 9 7

♥ A K 4 3

♦ K J 10 9

♣ 3

♥ J

Contract 3 no trump.

You need to develop dummy's clubs and then have an entry to cash the tricks. If you carelessly play the heart queen on truck one, you will never reach the club suit once it is established.

Watching the Link Card

- Usually a declarer will use a low card, as the link card to reach an entry
- Sometimes it is necessary to use a high card, a winner in its own right as the link card.

High Card as Link Ex-1

Dummy

♠ K J 8

♥ Q 9 3

♦ 8 4 3

♣ 10 8 7 5

♦ K

Declarer

♠ A Q

♥ J 10 8 7 5 4

♦ A 10 6

♣ A K

Contract 4 ♥.

Once the ace of diamonds is played, you will have 4 losers. Two hearts and two diamonds.

High Card as Link Ex-2

Dummy

♠ A J 10 9

♥ 7 5 3

♦ 5 4 2

♣ A 7 3

♦ 3

Declarer

♠ K

♥ A 6 4 2

♦ A 9 7 5

♣ K 8 6 4

Contract 1 no trump.
You need to develop dummy's spades, in order to come to 7 tricks and you need an entry to the spades, once they are developed. You must use your spade king as an link card.

Preserving Entries for When You Need Them

- When planning a hand,. Declarer must make sure an entry is available when it is needed.
- Before playing to trick one, declarer must consider entries.

Preserving Entries Ex-3

Dummy

♠ A 8 6

♥ A 9 7 5 4 3

♦ A 9 2

♣ A

Contract 6 ♠.

East opens the bidding with 1 ♥ and your partner get to 6 spades.

♦ 3

Declarer

♠ K Q J 10 9 7

♥ 6 2

♦ K 9

♣ 9 8 6

Preserving Entries Ex-4

Dummy

♠ 7 5 3

♥ K Q

♦ 8 5 2

♣ K Q J 10 9

♥ 10

Declarer

♠ A 8 2

♥ A J

♦ A K Q J 7 4

♣ 6 5

Contract 3 no trump.

You are happy you did not get a spade lead.

Now don't mess it up.

Preserve your entry to dummy's clubs. .

Sometimes An Entry Can Be a Low Card. If You are Not Careful You Might Miss it.

- Most of the time, we think of entries as aces or kings or maybe queens.
- But on certain hands an entry might be a relatively low card.
- And if you don't look carefully you might miss it altogether.

Low Cards as Entries

Dummy

♠ 9 3

Imagine you are declaring a contract and spades are trump.

You need a quick entry to dummy.

Declarer

♠ A K Q J 10 4 2

It would be easy to overlook the nine as an entry to dummy.

A Low Card as Entry Ex-5

Dummy

♠ 7 5 3 2

♥ 10

♦ A 9 8 5 2

♣ 10 9 4

♣ K

Declarer

♠ K Q 2

♥ A K Q J 9 4 2

♦

♣ A 6 5

Contract 4 ♥.

You can see 2 spade losers and 2 club losers. If you look carefully, you can see the heart 10 is an entry which will allow you to pitch a club loser on dummy's diamonds.

Play High Cards From the Hand With the Fewest Cards in that Suit First

- You may already know that, but you need to make doing so a part of your plan for the hand.
- Forgetting or carelessness, can sometimes leave you blocked from some good tricks.

Consider The Following Suits



K

5

6

a



A

Q

7

dummy



K

5

b



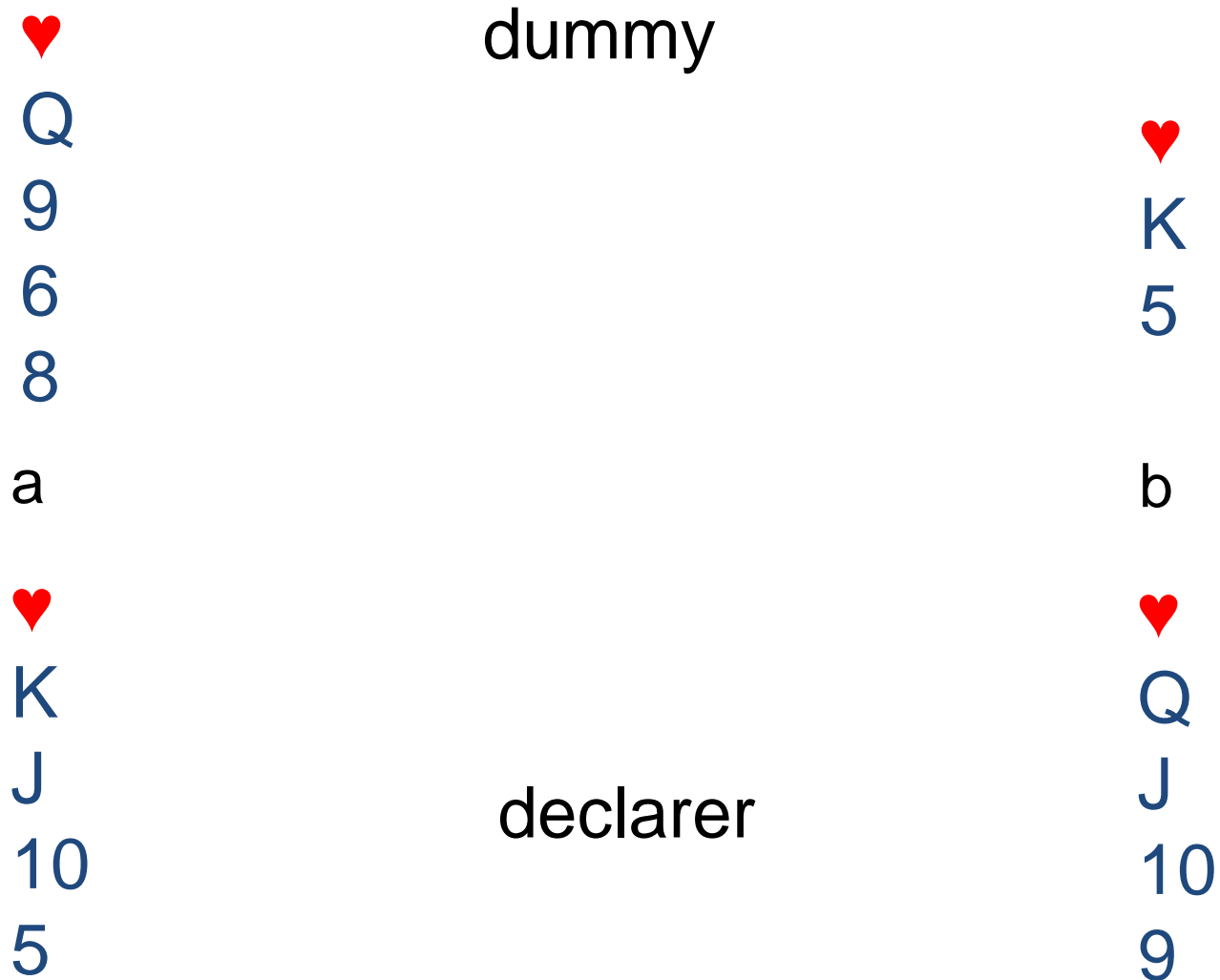
A

Q

7

declarer

Some More Examples



Play Honors From the Short Side

First Ex - 6

Dummy

♠ K J 10 4

♥ K Q 6 4

♦ 5 4

♣ 9 8 4

♦ 2

Declarer

♠ Q 2

♥ A J 2

♦ A 8 7 4

♣ A 6 5 3

Contract 3 no trump
You have 9 tricks, but you must play carefully in order to collect them. Win the diamond, play the ace-jack of hearts, saving the 2 as the link to dummy. Now play the queen of spades.

Play Honors From the Short Side

First Ex - 7

Dummy

♠ A 8 7

♥ 6 4

♦ 6 5 4 3

♣ Q J 9 4

♥ 5

Declarer

♠ J 2

♥ A K

♦ A K Q 3

♣ K 10 3

Contract 3 no trump
You open 2 nt and partner bids 3 nt. The heart 5 looks like a 5-card suit, so you can only lose the lead 1 time. You must win the heart and start clubs with the king, followed by the 10 to establish 3 club tricks.

Take Losses Early to Preserve an Entry

- When trying to develop a long suit for extra tricks, you often must concede a trick to the opponents.
- When you must lose a trick in a suit in order to establish the suit, it is usually best to lose that trick as early in the hand as possible.

Consider This Suit



dummy

A

K

Q

6

4



declarer

5

3

Lose Tricks Early Ex - 8

Dummy

♠ 9 7

♥ Q 6

♦ 9 7 4 3

♣ K 8 6 5 3

♠ Q

Declarer

♠ A K 6

♥ J 8 5 4

♦ A K Q

♣ A 7 4

Contract 3 no trump.

You open 2 no trump,
partner bids 3.

The spades are a
danger, so you can
only lose the lead only
1 time. If the clubs are
3-2 you can make 9
tricks. but you must
lose a club to establish
the suit.

Lose Tricks Early Ex - 9

Dummy

♠ K Q J

♥ A 8 7 4

♦ 9 7

♣ A 6 5 3

Contract 2 ♠. Partner opens 1 ♣, you bid 1 ♠, partner bids a no trump, you bid 2 ♦ (NMF), partner bids 2 spades.

♦ K

Declarer

♠ 10 9 8 6 4

♥ Q 6 3

♦ A 8 3

♣ Q 7