

# Some Thoughts About Entries



Citing Audrey Grant's Declarer Play Series

# Entries

- An entry is a card that allows a declarer or defender to choose 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 2

♥ A K 7 3 2

♦ K J 9 5

♣ 9 3

♠ A 7 5

♥

♦ 8 6 4 3

♣ 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

♠ A J 10 9

♥ 7 3 2

♦ 6 4 2

♣ A 7 3

Lead

♦ 4

♠ K

♥ A K 9 5

♦ A 10 9 3

♣ K 8 6 4

# 4 Hearts In the South

♠ K J 8

♥ Q 9 3

♦ 8 4 2

♣ 10 8 7 5

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  K Q J 10

 K 7

Declarer  3 2

 A 10 6 4



# 6 Spades In the South

♠ 7 5 3

♥ K Q

♦ K Q J 10 7

♣ J 10 4

Lead ♥ J

♠ A K Q J 9 8

♥ A 3

♦ 6 5

♣ A Q 2

# Keep Entries Where You Want Them

♠ 10 2

♥ J 6 3

♦ K J 10 9 7

♣ K 7 6

Lead ♣ J

♠ A K 7 3

♥ A 8 4 2

♦ Q 2

♣ A 9 3

3nt.

# 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 ♥ K 7





Declarer ♥ A Q 4





# Play High Cards From Short Side First

|      |   |            |
|------|---|------------|
|      |    | K J 10 3 2 |
| 3nt. |    | K Q 6 3    |
|      |    | 6 3        |
| Lead |    | 2          |
|      |    | 7 4        |
|      |    | Q 5        |
|      |   | A J 2      |
|      |  | A 8 7 4    |
|      |  | A 9 5 3    |

# Play High Cards From Short Side First

3nt.  
Lead  4

|   |          |
|---|----------|
|  | K 10 9 5 |
|  | K 6 3 2  |
|  | 10 8 6   |
|  | 7 4      |

|   |         |
|---|---------|
|    | Q J 7   |
|   | A 7 2   |
|  | A K 7 4 |
|  | A K 2   |

# 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  A K 9 7 5 2

Declarer  4 3

# Take Losses Early 6

 A K 5

 A J 9 6 5

 8 6 2

 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:

Dummy ♥ Q 2


Declarer ♥ A 5 3





Dummy ♥ K 2


Declarer ♥ 5 4 3

# Forcing a Dummy Entry

3nt.

Lead  5

 K Q 9 5  
 Q 5 6  
 8 6 2  
 9 4 3

 A  
 A 7 4 2  
 A K Q  
 A Q

# Practice Hand

♠ K 6 2

♥ 7 5 3

♦ 10 9 7 4

♣ A 6 3

Contract 3 nt

♠ J

♠ A Q 5

♥ A K 4 2

♦ A Q

♣ K 9 4 2