

Entry Management

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An ENTRY is like your own personal limo ride between your hand and the dummy.

Managing your entries will greatly improve your play of the hand.

As in every bridge hand, declarer must make his plan at trick one!

Many contracts fail for not planning your needed entries early.

An entry can be a high card or a low card.

Example A

North

♠A4 ♥AQ843 ♦Q92 ♣AJ7

South

♠KJ2 ♥6 ♦KJ10643 ♣854

Contract: 3NT

The ♠6 is led.

What suit are you going to need to develop? What is your plan?

Here's the full board:

♠A4	
♥AQ843	
♦Q92	
♣AJ7	
♠Q109653	♠87
♥J97	♥K1052
♦7	♦A85
♣Q93	♣K1062
♠KJ2	
♥6	
♦KJ10643	
♣854	

If you don't make the right play at trick 1 your contract will fail. Don't be fooled into playing low at trick one to gain a spade trick. If you do, your diamond suit will be blocked.

You must win the ♠A at trick one. You need to preserve the king to enjoy the diamonds. The defenders can hold up three times in diamonds and doom you if you didn't plan your entries at trick one!

Example B

North

♠643 ♥52 ♦7653 ♣7652

South

♠KQJ9875 ♥AQ ♦J4 ♣AK

Contract: 4♠

The defense starts with three rounds of diamonds.

What suit are you going to need to develop? What is your plan?

Here's the full board:

♠643	
♥52	
♦7653	
♣7652	
♠A10	♠2
♥743	♥KJ10986
♦AKQ109	♦82
♣J109	♣Q852
♠KQJ9875	
♥AQ	
♦J4	
♣AK	

In order to make this hand you have to find East with the ♥K and you need an entry to take the finesse. It looks like you don't have any entries.

Look again! The ♠6 can be your limo ride if you ruffed the third diamond with a spade higher than the 5. Pull trump after the diamond ruff and you can get to the dummy to take the heart finesse. Entries are everything if you plan.

Example C

North

♠10842 ♥742 ♦A94 ♣Q52

South

♠A6 ♥AKQJ8 ♦762 ♣AJ103

Contract: 4♥

The ♦K is led.

You've arrived in 4♥. You count your possible losers. You may have too many. What is your plan?

Here's the full board:

♠10842	
♥742	
♦A94	
♣Q52	
♠QJ5	♠K973
♥96	♥1053
♦KQJ5	♦1083
♣9643	♣K87
♠A6	

♥AKQJ8
♦762
♣AJ10

You have two unavoidable diamond losers. You have one spade loser. You have a possible club loser.

Your only hope to make the contract is to find the ♣K on side. You only have one entry in dummy, the ♦A.

You cannot pull trump first.

You must play the ♣Q and finesse. If they duck, play another club. Now pull trump and claim! Use your entry wisely. ♣