

Play Lesson 5: Entries

General Rule: Preserve entries to both hands

Take a look at the following deal. You are in a 3NT contract and West leads the ♣Q.

<p>Contract: 3NT Lead: ♣Q</p>	<p>♠ 10 2 ♥ J 6 3 ♦ K J 10 7 4 ♣ A 7 6</p>		<p>♠ Q 8 6 5 4 ♥ K Q 10 7 ♦ 6 5 ♣ 5 4</p>									
<p>♠ J 9 ♥ 9 5 ♦ A 9 8 3 ♣ Q J 10 8 2</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ A K 7 3 ♥ A 8 4 2 ♦ Q 2 ♣ K 9 3</p>	
	N											
W		E										
	S											

General Rule: Lose a trick early that must be lost

Developing Long Suits

You need to develop a long suit to make your contract, and you must be careful to watch your entries.

<p>Contract: 3NT Lead: ♠Q</p>	<p>♠ 9 4 ♥ A 8 5 ♦ 10 7 4 ♣ A K 6 4 2</p>		<p>♠ 6 5 3 2 ♥ 10 9 6 ♦ K Q ♣ Q J 10 9</p>									
<p>♠ Q J 10 8 ♥ J 7 4 3 ♦ J 9 6 3 ♣ 5</p>	<table border="1" style="border-collapse: collapse; width: 40px; height: 40px; margin: auto;"> <tr><td></td><td>N</td><td></td></tr> <tr><td>W</td><td></td><td>E</td></tr> <tr><td></td><td>S</td><td></td></tr> </table>		N		W		E		S		<p>♠ A K 7 ♥ K Q 2 ♦ A 8 5 2 ♣ 8 7 3</p>	
	N											
W		E										
	S											

Play Deal #13 (5-2):

East (D)

Bidding: 1NT-P-2♣-P-2♦-P-2NT-P-P-P

Dealer:	♠ A 9 7 2
East	♥ 7 5
	♦ J 10 8 6
	♣ A 9 8
♠ K J 6 5	♠ Q 10 3
♥ A 8 6 3	♥ K 2
♦ 9 5	♦ A K Q 4
♣ J 4 2	♣ Q 7 6 3
	♠ 8 4
	♥ Q J 10 9 4
	♦ 7 3 2
	♣ K 10 5

Lead: ♥Q

Count Winners, Must preserve entry to spades!

Play Deal #14 (5-3):

South (D)

Bidding: 1♦-P-1♠-P-2NT-P-3NT-P-P-P

Dealer:	♠ J 9 6 2
South	♥ 10 4
	♦ 7 3
	♣ A K 8 6 3
♠ 8 4 3	♠ Q 10 7 5
♥ K J 5	♥ Q 9 8 2
♦ Q 10 8 6 5	♦ J 9
♣ J 9	♣ Q 10 5
	♠ A K
	♥ A 7 6 3
	♦ A K 4 2
	♣ 7 4 2

Lead: ♦6

Count Winners, Duck first Club to preserve entry!!

Play Deal #15 (5-4):

West (D)

Bidding: 1♥-P-3♥-P-4♥-P-P-P

Dealer:	♠ 10 8 4 2
West	♥ K 3
	♦ 8 7 4
	♣ Q J 10 9
♠ A K	♠ Q 7 5
♥ J 9 6 5 4	♥ Q 10 8 7
♦ 10 9 5	♦ K Q J
♣ A K 3	♣ 8 6 2
	♠ J 9 6 3
	♥ A 2
	♦ A 6 3 2
	♣ 7 5 4

Lead: ♣Q

Count Losers, Must Discard ♣ first, Clear ♠'s, create ♦ entry,
Only Then Pull Trumps!