

## ENTRIES

**ENTRIES:** - An entry is a conveyance which allows you access from one hand (Declarer's) to the other (Dummy's) or vice versa. When one is developing extra tricks or getting rid of losers, entries, by virtue of their making it capable of access from one hand to the other, facilitate the development of tricks. Entries can be either high or low cards. In the following examples, how many entries to the dummy are there in each suit holding shown?

DUMMY:	AQ7	AK3	104	K109	KQJ
DECLARER:	K92	7	AKQJ3	AQJ65	A
	2	1	1	3	0

**Conclusion:** A sure entry is a winner on one side of the table combined with a smaller card on the other side of the table necessary for communication with the entry. Several considerations dealing with entries and their usage are important. They are as follows:

1. **CREATING ENTRIES:** When there is no quick entry from one hand to the other, it may oft times be possible to create one by (a) promoting a card into a winner, (b) establishing a winner through length, (c) using the finesse, or (d) trumping a card in a suit contract.

Whether or not one is successful in these hypothetical endeavors depends upon several possible variables. In (a), attempting to promote a card through length, success will depend upon what happens when the lead is forfeited to the opponents in order to promote the entry. In (b), attempting to establish an entry through length, success will be dependent upon the division of the opponent's holdings in the suit in question. In (c), the success of any finesse necessary to establish an entry is, of course, dependent upon the favorable location of the missing card. Finally, in (d), establishing an entry by trumping a card is, of course, dependent upon the shortness in an outside suit other than trump, and the availability of a trump with which to accomplish the attempt. In the following examples, how might one create an entry to dummy in the suit holdings shown?

DUMMY:	KQ8	K9	Q83	QJ10	9864
DECLARER:	732	84	A64	732	AK53
	Drive out A	Lead Toward K	Lead Toward Q	Drive Out A & K	Give Up One Trick

**Conclusion:** - Don't be discouraged if you require an entry and do not see an immediate solution. With a little effort and patience you can often create an entry using the techniques previously discussed; i.e., by promotion, by establishment through length, with the help of a finesse, or by trumping outside shortness.

2. **PRESERVING ENTRIES:** Because entries are so very important in the play of the hand, they can be preserved when needed by using the guidelines spoken of earlier; i.e., winning the high card from the short side first, and taking one's losses early. Suppose, for example, there are no entries in any other suit other than the ones shown in the examples below, how would you play each suit in order to take all of the tricks to which you were entitled?

DUMMY:	K6	K8754	AK63	A8732	AKJ10
DECLARER:	AQJ5	A32	QJ4	954	Q
	Play K First	Duck 1 Trick	Play Q&J First	Duck Twice	Overtake Q With A

3. **ESTIMATING THE NUMBER OF ENTRIES NEEDED:** In order to take a finesse, one or more entries are needed from the side from which the finesse originates, depending on how many times the finesse has to be taken. In the following examples, how many entries would be needed in outside suits other than the ones shown in the dummy in order to try the finesse(s) necessary to maximize the number of tricks taken?

DUMMY:	85	863	652	963	A63
DECLARER:	AQ6	AQJ	KQ7	AQ10	Q92
	1	2	2	2	0 (Use A)