

# MORRINSVILLE BRIDGE CLUB - CARD PLAY 101

A series of elementary card play tuition sessions at Morrinsville

## Entries

*Avoiding Problems of Access from one Hand to Another  
And Countering them when unavoidable  
And Creating Such Problems for the Opponents*



### Contents:

- Page 2: Notes to be handed out (and talked about) at the start of the session (red numbers refer to the board which demonstrates this point)
- Pages 3-5 Travellers to go with the boards (a set of 9).  
Place these on top of the board with the bottom folded up so only the bidding can be seen.  
Play the hand then open up the travellers and discuss the comments there
- Pages 6-8 Hand records with expanded comments to be handed out at the end

## CARD PLAY 101 – ENTRIES

The word “Entry” in Bridge means the same as in English.

It is a “way in”; a means of winning a trick in a particular hand when it is necessary.

Many a contract has failed because one hand has winning cards, but no way to get the lead in that hand to use them.

Sometimes nothing can be done about it but with foresight and optimum management of entries the problem can often be avoided.

### Some Tips

#### [1] Watch out for blocked suits

A suit is **blocked** if the hand with fewer cards has only top cards. For example:

[a] ♠ K Q J 4 opposite ♠ A (alone), or

[b] ♥ A K opposite ♥ Q J 5 3 ④ ⑧

Your first task will often be to clear the blockage.

That is **first** lead ♠ A in [a] and ♥ A K in [b].

#### [2] Don't create blocked suits

When running a suit always play the high card(s) from the *hand with fewer cards* first. ②

### Short hand Sooner; Long hand Later

For example:

[c] You have ♣ K Q J 4 opposite ♣ A 3

Win with the ♣A first ⑨

To play ♣ 3 first will create the same problem as in Example [a] above.

[d] You have ♥ K Q 2 opposite ♥ A J 10 4 3

Win with the ♥K and ♥Q first ⑨

[e] You have West: ♣ Q 5 2 East: ♣ A K 10 6 4

It appears you could win with the ♣A and ♣Q in either order but ♣A then ♣Q is best. If South discards on the ♣Q you will be in the correct hand to take the marked finesse of the ♣10. ⑥

“Short hand first” also applies if your “high” cards are not winners.

[f] You have ♦ K Q J 2 opposite ♦ 10 9 6 5 4

Play the ♦K on the first round (even if that means playing it **after** an opponent's ♦A!) ⑤

“Short hand first” also applies if you are defending.

But that is harder because defenders can't see each other's cards. You might need to play an honour on partner's honour to avoid blocking. ③

#### [3] Try to destroy your opponents entries

This is often achieved by taking your only winner in the suit at the right time.

If you are playing in NT and a spade is led with you having ♠ A 5 4 in your hand and ♠ 7 6 3 in dummy: *Let the opponents win the first trick.* Then, if one opponent started with only two spades, he can't lead the suit back to his partner. ⑧

The same stratagem is available to the defenders. If dummy has ♠ K Q J 10 9 and no other entry the defender with ♠A can cut declarer off dummy by holding off his ♠A until the 2nd or 3rd round. ⑦

#### [4] Preserve entries in the weaker hand

Suppose you have, in opposite hands, the Ace and King in the suit the opponents have led. In the absence of any other considerations you should win in the *stronger hand*. If there is any unforeseen entry problem it will be in the weaker hand. ①

Board 1      Dealer N      Vul none  
**N**      **E**      **S**      **W**  
**1♥**      p      **1NT** all pass

Board 2      Dealer E      Vul NS  
**E**      **S**      **W**      **N**  
**3♥**      X      **4♥**      **4♠**  
p      **6♠**      all pass

Board 3      Dealer S      Vul EW  
**S**      **W**      **N**      **E**  
**1NT**      p      **3NT** all pass

**Preserve entries in weaker hand**

Declarer must win the likely spade lead in the stronger hand (**North**).

If the diamonds break evenly it won't matter but, when they don't, the ♠A is the only entry to South's hand for the fifth diamond so must not be squandered at trick 1.

<b>1</b>	♠ K6	Dir: N
	♥ A763	Vul: None
	♦ AK3	
	♣ J1064	
♠ Q10753	♠ J982	
♥ KJ8	♥ Q94	
♦ 9	♦ J1085	
♣ A982	♣ KQ	
15	♠ A4	♠♦♥♣NT
10	♥ 1052	N - 1 1 - 1
6	♦ Q7642	S - 1 1 - 1
	♣ 753	E - - - 3 -
		W - - - 3 -

**Don't block your suit**

Declarer must trump the likely heart lead with a **high** trump in dummy.

The ♠2 needs to be retained to enter the North hand to draw the last trump should three rounds be necessary

<b>2</b>	♠ QJ109876	Dir: E
	♥ 952	Vul: N-S
	♦ K6	
	♣ K	
♠ A84	♠ 543	
♥ 98542	♥ KQJ10763	
♦ A9753	♦ 862	
9	♠ AK2	♠♦♥♣NT
8	♥ AQJ1073	N - 5 - 5 -
17	♣ QJ104	S - 6 - 4 -
		E 1 - 5 - -
		W 1 - 4 - -

**[defence] Overtake honour to avoid blocking suit**

If West leads ♠K East must overtake with ♠A so the suit can run without blocking.

Declarer has plenty of tricks as soon as he gets the lead. *How do you know that?*

Count the points!

West has only 5-7 points including his ♠KQ.

<b>3</b>	♠ 874	Dir: S
	♥ AK7	Vul: E-W
	♦ K6	
	♣ AQ1074	
♠ KQ1062	♠ A3	
♥ 1092	♥ J863	
♦ J92	♦ 8754	
♣ 92	♣ 865	
16	♠ J95	♠♦♥♣NT
6	♥ Q54	N 4 4 3 2 2
13	♦ AQ103	S 4 4 3 2 2
	♣ KJ3	E - - - - -
		W - - - - -

Board 4 Dealer W Vul all  
**W** N E S  
 1NT p 3NT all pass

**Clear blocked suits first**

Nine top tricks but **two** suits are blocked!

And a spade **or** diamond lead will remove **one** vital entry.

If a spade is led the hearts are only entry to dummy left so **first** lead to the ♣AK.

Then lead to ♥AK for the ♣Q, then to the ♦A for the ♥QJ.

The problem is mirrored on a diamond lead.

<b>4</b>	♠ QJ109	Dir: W
	♥ 742	Vul: Both
	♦ QJ109	
	♣ 107	
♠ 6432		♠ A85
♥ QJ53		♥ AK
♦ A85		♦ 6432
♣ AK		♣ Q853
	♠ K7	
	♥ 10986	
	♦ K7	
	♣ J9642	
		♣♦♥♠NT
		N - - - - -
		S - - - - -
		E 4 3 3 2 3
		W 4 3 3 2 3

Board 5 Dealer N Vul NS  
**N** E S W  
 2NT p 3NT all pass

**Don't block your suit**

On the likely heart lead declarer wins in dummy on the first or second round and leads a diamond.

When ♦A appears declarer must drop a *high* diamond from hand.

The ♦2 must be kept to enter dummy later to cash the fifth diamond.

<b>5</b>	♠ AKJ	Dir: N
	♥ J32	Vul: N-S
	♦ KQJ2	
	♣ AQ4	
♠ 10942		♠ Q86
♥ A75		♥ 109864
♦ A		♦ 873
♣ 109852		♣ KJ
	♠ 753	
	♥ KQ	
	♦ 109654	
	♣ 763	
		♣♦♥♠NT
		N 1 4 - 1 4
		S 1 3 - - 3
		E - - - - -
		W - - - - -

Board 6 Dealer E Vul EW  
**E** S W N  
 1♦ p 1♥ p  
 2♣ p 3♥ p  
 4♣ p 5♣ all pass

**Don't block your suit (and plan ahead!)**

The correct play in clubs is ♣A (or ♣K) first then ♣Q.

Then, when South discards, declarer can lead up to ♣10 and *know* it will win.

<b>6</b>	♠ QJ1092	Dir: E
	♥ J76	Vul: E-W
	♦ 8	
	♣ J973	
♠ 753		♠ 86
♥ AKQ52		♥ 4
♦ 76		♦ AKQ54
♣ Q52		♣ AK1064
	♠ AK4	
	♥ 10983	
	♦ J10932	
	♣ 8	
		♣♦♥♠NT
		N - - - - -
		S - - - - -
		E 5 3 4 1 2
		W 5 3 4 1 2

Board 7 Dealer S Vul all  
**S** W N E  
 1♥ p 1♠ p  
 1NT all pass

*[defence] Duck to deprive opponent's entry*

South can make an overtrick if he can make four tricks with dummy's spades.

West prevents that by holding up his ♠A *twice*.

East's discard on the second spade reveals South started with three spades.

<b>7</b>		♠ KQJ109	Dir: S
		♥ 87	Vul: Both
		♦ 853	
		♣ 763	
♠ A743		♠ 8	
♥ 109		♥ QJ643	
♦ KQJ10		♦ 972	
♣ J82		♣ KQ104	
6		♠ 652	♠♦♥♣NT
		♥ AK52	N - - - 2 -
11	8	♦ A64	S - - - 2 -
		♣ A95	E 2 1 2 - -
15			W 2 1 2 - -

Board 8 Dealer W Vul none  
**W** N E S  
 1♦ p 1♥ p  
 1NT p 3NT all pass

*Duck to deprive opponent's entry AND*

*Clear blocked suit early*

West must duck the likely spade lead once then clear ♥AK so he can use ♥QJ later.

Then lead a club to set up three tricks in that suit not neglecting to cash ♥QJ some time while in dummy.

<b>8</b>		♠ KJ982	Dir: W
		♥ 862	Vul: None
		♦ KJ5	
		♣ 86	
♠ 763		♠ A54	
♥ AK		♥ QJ53	
♦ A862		♦ Q4	
♣ KQ75		♣ J1043	
8		♠ Q10	♠♦♥♣NT
		♥ 10974	N - - - - -
16	10	♦ 10973	S - - - - -
		♣ A92	E 4 2 3 1 3
6			W 4 2 3 1 3

Board 9 Dealer N Vul EW  
**N** E S W  
 1♠ 2♥ p 4♥  
 all pass

*Don't block your suit*

Declarer must avoid blocking both hearts and clubs.

He leads ♥KQ first and must lead all five hearts (but that doesn't matter)

After that he runs the clubs without blocking by leading ♣A first.

<b>9</b>		♠ AQ642	Dir: N
		♥ KQJ73	Vul: E-W
		♦ 865	
♠ 983		♠ J105	
♥ KQ2		♥ AJ1043	
♦ A94		♦ 862	
♣ KQJ4		♣ A3	
12		♠ K7	♠♦♥♣NT
		♥ 98765	N - 3 - 1 -
15	10	♦ 105	S - 3 - 1 -
		♣ 10972	E 1 - 4 - 2
3			W 2 - 4 - 2

Board 1 Dealer N Vul none  
 N E S W  
 1♥ p 1NT all pass

Board 2 Dealer E Vul NS  
 E S W N  
 3♥ X 4♥ 4♠  
 p 6♠ all pass

Board 3 Dealer S Vul EW  
 S W N E  
 1NT p 3NT all pass

**Preserve entries in weaker hand**

At first glance it looks like eight tricks are easy, ♠AK, ♥A and five diamonds. But the 4-1 diamond split means there are only four diamond tricks **AND** it is essential for declarer to win the likely opening spade lead in the stronger hand, that is with North's ♠K. South's ♠A must be kept as an entry to declarer's hand for the last diamond after he has lost a diamond trick to East.

<b>1</b>		♠ K6	Dir: N
		♥ A763	Vul: None
		♦ AK3	
		♣ J1064	
♠ Q10753		♠ J982	
♥ KJ8		♥ Q94	
♦ 9		♦ J1085	
♣ A982		♣ KQ	
15		♠ A4	
		♥ 1052	
10	9	♦ Q7642	
		♣ 753	
6			
		♠♦♥♣NT	
		N - 1 1 - 1	
		S - 1 1 - 1	
		E - - - 3 -	
		W - - - 3 -	

**Don't block your suit**

Declarer must trump the likely heart lead with a **high** trump in dummy. The ♠2 needs to be retained to enter the North hand to draw the last trump should three rounds be necessary. To win first with the ♠2 blocks the suit and declarer will need to enter the North hand to draw the last trump. And when he attempts to do that East will trump the ♦K and cash two more hearts!

<b>2</b>		♠ QJ109876	Dir: E
		♥ 952	Vul: N-S
		♦ K6	
		♣ K	
♠ A84		♠ 543	
♥ 98542		♥ KQJ10763	
♦ A9753		♦ 862	
9		♠ AK2	
		♥	
8	6	♦ AQJ1073	
		♣ QJ104	
17			
		♠♦♥♣NT	
		N - 5 - 5 -	
		S - 6 - 4 -	
		E 1 - 5 - -	
		W 1 - 4 - -	

**[defence] Overtake honour to avoid blocking suit**

If West leads ♠K East must **overtake** with his ♠A so West can run the suit without blocking. Declarer has plenty of tricks as soon as he gets the lead. *How do you know that? Count the points!* Dummy has 16, East has 5, South has 12 to 14 so West has at most 7 and *that includes the known ♠KQ*. Declarer must have ♣K and ♦A and nine sure tricks as soon as he gets the lead.

<b>3</b>		♠ 874	Dir: S
		♥ AK7	Vul: E-W
		♦ K6	
		♣ AQ1074	
♠ KQ1062		♠ A3	
♥ 1092		♥ J863	
♦ J92		♦ 8754	
♣ 92		♣ 865	
16		♠ J95	
		♥ Q54	
6	5	♦ AQ103	
		♣ KJ3	
13			
		♠♦♥♣NT	
		N 4 4 3 2 2	
		S 4 4 3 2 2	
		E - - - - -	
		W - - - - -	

Board 4 Dealer W Vul all  
**W** N E S  
 1NT p 3NT all pass

**Clear blocked suits first**

Nine top tricks but **two** blocked suits!  
 And a spade **or** diamond opening lead will remove **one** vital entry.

If a spade is led the hearts are only entry to dummy left so declarer must lead to the ♣AK **first**.

Then lead to ♥AK for the ♣Q, then to the ♦A for the ♥QJ.

If a diamond was led the ♥AK must be unblocked first as the ♥QJ can now only be reached by way of the clubs.

Also, though it doesn't matter here, South should unblock his K on partner's lead of the Q of that suit.

<b>4</b>	♠ QJ109	Dir: W
	♥ 742	Vul: Both
	♦ QJ109	
	♣ 107	
♠ 6432	♠ A85	
♥ QJ53	♥ AK	
♦ A85	♦ 6432	
♣ AK	♣ Q853	
	♠ K7	
	♥ 10986	
	♦ K7	
	♣ J9642	
		♣♦♥♠NT
		N - - - - -
		S - - - - -
		E 4 3 3 2 3
		W 4 3 3 2 3

Board 5 Dealer N Vul NS  
**N** E S W  
 2NT p 3NT all pass

**Don't block your suit**

East is likely to lead a heart and West win and return the suit. Declarer wins in dummy and leads a diamond.

When the ♦A appears declarer must play a *high* diamond from hand.

To throw the ♦K under the opponent's ♦A is **not** "wasting a high card" because the ♦2 is a vital entry card to dummy.

If the ♦2 is squandered declarer will not be able to enter dummy to use the last diamond.

<b>5</b>	♠ AKJ	Dir: N
	♥ J32	Vul: N-S
	♦ KQJ2	
	♣ AQ4	
♠ 10942	♠ Q86	
♥ A75	♥ 109864	
♦ A	♦ 873	
♣ 109852	♣ KJ	
	♠ 753	
	♥ KQ	
	♦ 109654	
	♣ 763	
		♣♦♥♠NT
		N 1 4 - 1 4
		S 1 3 - - 3
		E - - - - -
		W - - - - -

Board 6 Dealer E Vul EW  
**E** S W N  
 1♦ p 1♥ p  
 2♣ p 3♥ p  
 4♣ p 5♣ all pass

**Don't block your suit (and plan ahead!)**

The correct play in clubs is ♣A (or ♣K) first then ♣Q.

Now, when he sees South discard, he is in the right hand to lead up to ♣10 which he knows will win. If South had four clubs 5♣ would be unmakeable.

<b>6</b>	♠ QJ1092	Dir: E
	♥ J76	Vul: E-W
	♦ 8	
	♣ J973	
♠ 753	♠ 86	
♥ AKQ52	♥ 4	
♦ 76	♦ AKQ54	
♣ Q52	♣ AK1064	
	♠ AK4	
	♥ 10983	
	♦ J10932	
	♣ 8	
		♣♦♥♠NT
		N - - - - -
		S - - - - -
		E 5 3 4 1 2
		W 5 3 4 1 2

Board 7 Dealer S Vul all  
**S** W N E  
 1♥ p 1♠ p  
 1NT all pass

**[defence] Duck to deprive opponent's entry**

South has four top tricks and can make another four with dummy's spades unless he can be prevented from reaching them. West can do that by holding up his ♠A *twice*.

East's discard on the second spade reveals South started with three spades, so if declarer is allowed to win *the first two spades* he won't make any more tricks in that suit.

<b>7</b>		♠ KQJ109	Dir: S
		♥ 87	Vul: Both
		♦ 853	
		♣ 763	
♠ A743		♠ 8	
♥ 109		♥ QJ643	
♦ KQJ10		♦ 972	
♣ J82		♣ KQ104	
		♠ 652	
		♥ AK52	
		♦ A64	
		♣ A95	
		♠♦♥♣NT	
		N - - - 2 -	
		S - - - 2 -	
		E 2 1 2 - -	
		W 2 1 2 - -	

Board 8 Dealer W Vul none  
**W** N E S  
 1♦ p 1♥ p  
 1NT p 3NT all pass

**Duck to deprive opponent's entry AND**

**Clear blocked suit early**

West must duck the likely spade lead in case North has five of them (which would mean South has only 2 spades). West's first task is to unblock the ♥AK so he can use ♥QJ later.

A club lead then sets up three tricks in that suit. West must remember to cash ♥QJ some time while in dummy.

<b>8</b>		♠ KJ982	Dir: W
		♥ 862	Vul: None
		♦ KJ5	
		♣ 86	
♠ 763		♠ A54	
♥ AK		♥ QJ53	
♦ A862		♦ Q4	
♣ KQ75		♣ J1043	
		♠ Q10	
		♥ 10974	
		♦ 10973	
		♣ A92	
		♠♦♥♣NT	
		N - - - - -	
		S - - - - -	
		E 4 2 3 1 3	
		W 4 2 3 1 3	

Board 9 Dealer N Vul EW  
**N** E S W  
 1♠ 2♥ p 4♥  
 all pass

**Don't block your suit**

Declarer has ten tricks in top cards but must avoid blocking both hearts and clubs.

He starts with trumps, leading ♥KQ first, and when he sees South has all five he needs to use up all his own hearts (but that doesn't matter)

After that he runs the clubs, again avoiding blocking that suit, by leading ♣A first.

<b>9</b>		♠ AQ642	Dir: N
		♥ KQJ73	Vul: E-W
		♦ 865	
♠ 983		♠ J105	
♥ KQ2		♥ AJ1043	
♦ A94		♦ 862	
♣ KQJ4		♣ A3	
		♠ K7	
		♥ 98765	
		♦ 105	
		♣ 10972	
		♠♦♥♣NT	
		N - 3 - 1 -	
		S - 3 - 1 -	
		E 1 - 4 - 2	
		W 2 - 4 - 2	