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:

- [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 <u>create</u> blocked suits

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

<mark>S</mark>hort hand <mark>S</mark>ooner; <mark>L</mark>ong hand <mark>L</mark>ater

For example:

[c] You have • KQJ4 opposite • A3
Win with the • A first 9

To play **4 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.

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

"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] 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 **A** 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.

[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.

N E S W

1 P 1NT all pass

E S W N

3 ♥ X 4 ♥ 4 ♠

p 6 ♠ all pass

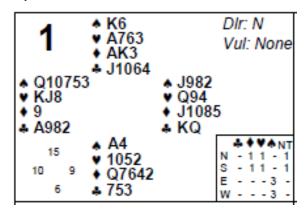
S W N E

1NT p 3NT all pass

Preserve entries in weaker hand

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

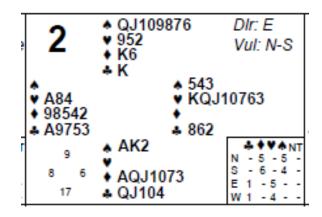
If the diamonds break evenly it won't matter but, when they don't, the ♠A is the only entry to South's hand for the fifth diamond so must not be squandered at trick 1.



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



[defence] Overtake honour to avoid blocking suit

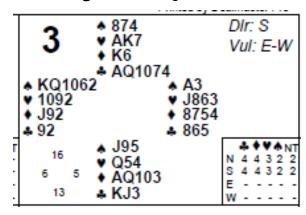
If West leads ♠K East must overtake with ♠A so the suit can run without blocking.

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.



W N E S

1NT p 3NT all pass

N E S W

2NT p 3NT all pass

Dealer E Board 6 Vul EW E S W Ν 1 🔷 1 💙 p p 2* 3 💙 p p **5** all pass 4* p

Clear blocked suits first

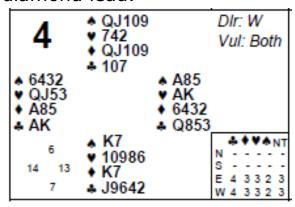
Nine top tricks but **two** suits are blocked!

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.



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.

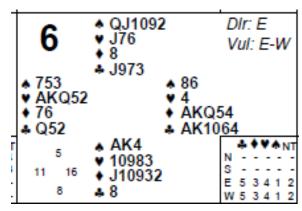
The ◆2 must be kept to enter dummy later to cash the fifth diamond.

5	 AKJ J32 KQJ2 AQ4 		DIr: N Vul: N-S
↑ 10942 ▼ A75 ↑ A ↑ 109852	~ AQT	 Q86 10986 873 KJ 	64
21 8 6 5	 ↑ 753 ▼ KQ ↑ 109654 ♣ 763 		* • V * NT N 1 4 - 1 4 S 1 3 3 E W

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.



S W N E

1 ♥ p 1 ♠ p

1NT all pass

Poard 8 Dealer W Vul none

W N E S

1 → p 1 ♥ p

1NT p 3NT all pass

N E S W

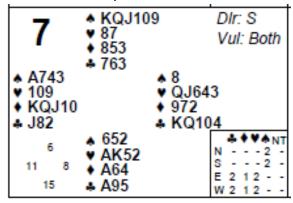
1 ↑ 2 ♥ p 4 ♥
all pass

[defence] Duck to deprive opponent's entry

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

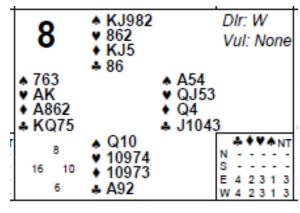
West prevents that by holding up his A twice.

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



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.

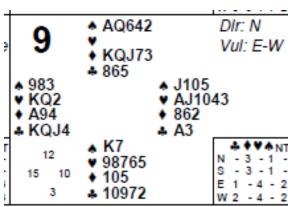


Don't block your suit

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.



N E S W

1 ♥ p 1NT all pass

E S W N

3 ★ X 4 ★ 4 ♣

p 6 ♠ all pass

S W N E

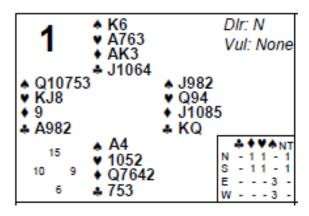
1NT p 3NT all pass

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 **AK**.

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.

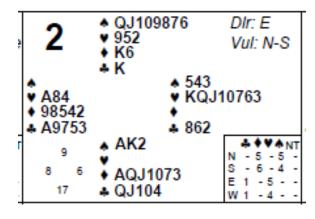


Don't block your suit

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!

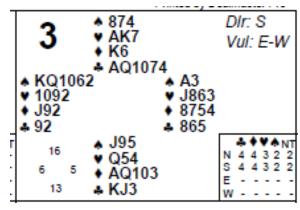


[defence] Overtake honour to avoid blocking suit

If West leads **A**K East must **overtake** with his **A**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.



Card Play 101 - Entries

W N E S

1NT p 3NT all pass

N E S W 2NT p 3NT all pass

Dealer N

Vul NS

Board 5

Board 6 Dealer E Vul EW E S W Ν 1 🔷 1 💙 p p 2* 3 💙 p p **5**♣ all pass 4% p

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 \forall AK for the \clubsuit Q, then to the \spadesuit A for the \forall 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.

4	↑ QJ109 ▼ 742 ↑ QJ109 ↑ 107		DIr: W Vul: Both
♦ 6432 ♥ QJ53 ♦ A85 ♣ AK	- 101	A85AK6432Q853	
6 14 13 7	♣ K7♥ 10986♦ K7♣ J9642		* * * * NT N S E 4 3 3 2 3 W 4 3 3 2 3

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.

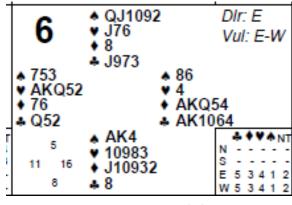
If the ◆2 is squandered declarer will not be able to enter dummy to use the last diamond.

5	 AKJ J32 KQJ2 AQ4 		DIr: N Vul: N-S
↑ 10942 ▼ A75 ↑ A ♣ 109852		 Q86 10986 873 KJ 	4
21 8 6 5	 ↑ 753 ▼ KQ ↑ 109654 ♣ 763 		♣ ♥ ♥ ♠ NT N 1 4 - 1 4 S 1 3 3 E

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

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

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.



Card Play 101 – Entries

S W N E

1 ♥ p 1 ♠ p

1NT all pass

Poard 8 Dealer W Vul none

W N E S

1 → p 1 ♥ p

1NT p 3NT all pass

N E S W

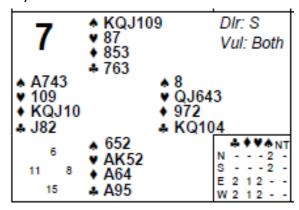
1 ↑ 2 ♥ p 4 ♥

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.

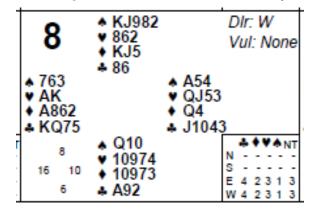
East's discard on the second spade reveals South started with three spades, so if declarer is allowed to win the first two spades he won't make any more tricks in that suit.



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 VAK so he can use VQJ later.

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



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.

