

Entries

Funbridge Masterclass

- Planning your entries
- Creating new entries
- Managing your entries

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Planning your entries – steps

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2. Work out which hand you should be playing each suit from
3. Count how many entries you have in each hand.
4. Create more entries if possible and necessary.

This will lead you to a plan where you cross to the correct hand in order to play a suit which might produce more tricks for your side.

Planning your entries – finesse

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Planning your entries – use them wisely

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This will give you maximum value out of your entries.

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Declarer: AQ5

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Dummy: ♥ K7 ♦ KQJT9

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Win in hand first.

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Creating new entries

- Overtake a winner

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Dummy: A432

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Creating new entries

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Overtake the K with the A to reach the dummy.

Creating new entries

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If you hold a winner (especially from the base hand) that is not providing useful discard:

- it will not cost a trick to ruff it;
- ruffing it will provide you with an extra entry to the other hand.

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Managing your entries – right hand, right time

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Win the ♥A on Trick 1 and play a diamond.

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Allowing the K to hold will allow the ♦ to run from the second round.

Now go to the
Entries tournament
and try the practice hands!