

Lesson 5: Dummy and Declarer

General

Today's topic will be challenging for some. Think about how you can stay ahead of the problems. Is there anyone who seems to be struggling? Can you pay extra attention to them today?

Plan for the day

1. Set the mood: What sets bridge apart from other card games?
2. Repeat term: Honour points. How many honour points do we count for an ace? A king? Set the stage for mastery: Give time for everyone to think. Accept that some people will not answer. Tricks. Stairs. Which suit is it a good idea to choose as a trump? Discuss.
3. Today's theme: Dummy. [Video link](#) (2:22 mins). Feel free to pause at 1:32 and show with the demonstration deck how the dummy is laid down on the table. Talk about what you do: Place them on the table, sorted so that the declarer can see the cards (not yourself).

4. Explain the rules for dummy: Notice that the dummy said "Good luck" and that the declarer said "Thank you very much". We are always polite to a partner, and show that we are on the same team. From now on, the dummy is the declarer's "servant". Dummy's only task is to play the cards as the declarer instructs.

Declarer has full control over the partner's cards, and plays both hands. Dummy cannot make any independent choices, or give any hints or advice. He/she can't in any way try to influence the game/help your partner, but must remain completely calm and play the cards that are instructed. Dummy gives players a better overview of the game, and is what distinguishes bridge from all other card games.

Message: Today we will try to play with a dummy.

5. Divide into tables of 4. Think about: Are there any students who seem very insecure? Place them preferably as West, the player who has no special role in the very first game.
6. Play the hands. Register points and play with a dummy. Use the stairs simplified variant.
7. Beware: Everyone leaves their cards on the table until they agree on the number of tricks.
8. Extra tasks (if someone finishes early). For example, task on FunBridge (it is free to use). Open up the FunBridge App then select: Get started/Practice – Minibridge – Making Tricks – Chapter 3: Playing with Dummy
9. Wrap up and summarise the lesson. Praise them, they have now crossed a large threshold.

Tip of the day for assistants

Dummy is a big upheaval. Be patient. Don't expect them to be able to see their own cards in connection with the dummy's right away. Expect and allow them to make jokes about being the 'dummy'. Advanced - they can try to figure out what their partner is trying to do whilst they are dummy.

Ending

Make sure you have a good summing up. Thank you for today.