# 2 - Set Contracts - Teacher's notes

**Objectives**

The mechanics of dummy play;
planning the play;
signalling;
introduce trick points.

**Subsidiary teaching points**

Reinforce everything:-

opening leads;
returning partner's suit;
2nd player plays low

**Planning the play.**

An approach to 'planning the play will be found on the summary sheet.
Although the emphasis on planning the play tends to fall on declarer, stress that both defenders should also be thinking along similar lines:-

how will I get him down?
what does partner's lead tell me?
what will I do if he leads such and such a suit?

**Signalling**

This first introduction to signalling uses 'attitude' signals.
Typically 7,8, or 9 says I like the suit and 2,3,or 4 show a preference for something else.
5 or 6 indicate a lack of strong feelings on the matter.

These can be used by any player on the first occasion when partner leads a new suit.

Stress that when signalling you can only do the best you can with the cards you hold - sometimes you will have no option other than to lie.
Stress that you don't signal with a card which might be important later.
and, in particular, stress that there's no point in signalling unless **partner is looking out for such a signal**.

**Implementation**

Play 1 or 2 hands stating declarer and contract as in the commentary just to get the procedure right - emphasise dummy's role in laying down his hand, playing his own cards as instructed, and collecting his card after each trick - but nothing else.

After 1 or 2 hands insist on a pause for thought after dummy has been faced, and make an attempt to formulate a plan. It's a big ask at this point, but it is a habit to get into - see 'planning the play' (above).

**Elementary scoring**

Introduce simple scoring (ignoring vulnerability and game bonuses )in the form of trick points(40, 30, 20, -50).

Most learners' groups will want to spend most of a session on this topic, before starting on bidding next time.