



Mentoring Program

Guidelines for Mentees

You want to play better bridge. That's why you have asked to be a part of our Mentoring Program. The purpose of our Mentoring Program is to provide experienced players (Mentors) who will help less experienced players learn to play better bridge. With the help of your Mentor, you will learn new skills and receive guidance that will help advance your playing skills and enjoyment of duplicate bridge.

As a Mentee, your responsibilities are to:

- * Respect your Mentor's time and effort.
- * Commit to learning the conventions and skills you and your Mentor agree upon.
- * Agree to play in a "Pro-Am" game and at least once a month for 6 months.
- * Review your play with your Mentor after each game.
- * Agree learning is more important than earning points when playing with your Mentor.

The Nuts and Bolts of Being a Mentee

Introduce Yourself. Before you play your first game with your Mentor, they should contact you and introduce themselves. But, if you are comfortable in doing so, you can reach out to them, thank them for offering to be your Mentor and introduce yourself. Having done this, you and your Mentor should set up a time to meet before your first game together to discuss your preferred convention card. That is the card that you and your Mentor will play the first time you play.

The First Game you play with your Mentor will most likely be a "Pro-Am" game in either Knoxville or Oak Ridge. This will be a time for you to observe your Mentor's play as well as that of others. You should pay attention to their bids, leads and play during the hand. You should make notes of questions that you have about each hand so that you can discuss them after the game. Discussion about the hands should be kept to a minimum during the game. Most likely, your first game together will be a shortened game. Time will be provided at the midpoint and at the end of the game for discussions.

After the first Game, you should plan on playing at least one game per month with your Mentor. Before each game, you and your Mentor should review your card and any new conventions and skills that you have mutually agreed that you will learn. While you may ask brief questions during the game, detailed questions and comments should be reserved for discussion at the end of the game. Your questions should be as specific as possible and focus on what is needed to strengthen your game. Be as open as possible. The point of the discussion is to help and encourage you.

Each successive game you play with your Mentor should focus on strengthening your existing skills and learning new skills. After a game, when you review your play with your Mentor, you should discuss new skills that will help you to improve your game. This is the time when you and your Mentor should identify a new skill of convention for you to learn. Remember, you don't want to try and learn more than one convention at a time. It's better to learn each skill and learn it well rather than learn several skills poorly. Before your next game with your Mentor, you should devote time to learning the agreed upon convention or skill.

Preferred Bidding and Defensive Skills

The following list represents the preferred bidding and defensive skills that your Mentor could ask you to learn. The specific skills should be selected by mutual agreement between you and your Mentor.

Bidding

- * 2/1 and 1 NT Forcing
- * New Minor Forcing
- * Cue bids
- * Reverses (Bergen, Reverse Bergen)
- * Bergen bids
- * Jacoby 2NT
- * Drury or 2-Way Reverse Drury
- * Western Cue Bid
- * Support Doubles
- * Inverted Minors
- * 1430

Defense

- * Discards (Standard, Upside Down, Odd/Even, Lavinthal), Attitude and Count
- * Leads
- * Penalty Doubles, Negative Doubles and Redoubles
- * Michaels and Unusual 2NT
- * NT Defense (Cappelletti, Landy, Modified Cappelletti)