

## 2011 MENTORING PROGRAM

### I. GENERAL:

- A. PURPOSE: The purpose of the VCC Mentoring Program is to enhance the enjoyment of duplicate bridge for VCC members by providing a mentor for partnership and individual development in the various aspects of the game, with emphasis on beginning (20+ masterpoints) and intermediate-levels.
- B. BENEFITS: Participants in the Mentor Program gain confidence, and improve results as their duplicate bridge understanding grows through interaction with their mentor. As a result, learning and playing the game becomes more fun and they tend to play more often.
- C. PROGRAM OVERSIGHT: The Mentoring Committee will oversee and coordinate the program and appoint any necessary subcommittees to accomplish the following tasks:
  - 1. Advertise the program and encourage participation
  - 2. Select mentors
  - 3. Post a twice yearly student sign-up list
  - 4. Coordinate student pairings whereby four students play hands at one table with one mentor and publish the mentor and student assignments
  - 5. Publish and distribute guidelines for mentors and students
  - 6. Schedule and coordinate mentoring sessions and associated mini lessons
  - 7. Coordinate the mentoring schedule with the Director of Education and the Club and Game Managers.
  - 8. Monitor the program, recognizing that it will evolve; revise it as needed
  - 9. Issue free play certificates as a thank you for mentors
  - 10. Develop and prepare boards and hand records for mentoring sessions, each session to cover a general educational topic supported by the hands played, all tables playing the same hands in the same sequence
  - 11. Adjust pairings mid-program if practical to do so
- D. TERM: The term of each mentoring program shall be 3 months, twice monthly, 2-3 hours.

### II. MENTORS:

- A. SELECTION. The Mentoring Committee shall invite selected VCC members to serve as mentors. The general requirements for mentorship are:
  - 1. Be a current ACBL and Village Card Club member
  - 2. Be a Life Master or have earned 500 master points to mentor non-Life Masters; have 1500+ masterpoints to mentor Life Masters
  - 3. Have the requisite temperament and flexibility to be a successful tutor
  - 4. Be an experienced bridge teacher
- B. RESPONSIBILITIES:

1. Check the posted Mentor/Student assignment list and contact all four of your mentees before the first session.
2. Provide detailed tutoring on duplicate bridge bidding, play, and defense to the students. Use hand records provided to aid your analysis. After each hand has been played, share the printout of the deal and initiate discussions. Comment on rules and etiquette as appropriate.
3. Focus primarily within the system agreements already played by the pairs. Do not attempt to change their general system approach, but do recommend the best critical agreements or conventions necessary to communicate within the system they play.
4. Keep your comments appropriate for the skill level of the players you are mentoring.
5. Be available for all 6 twice-monthly sessions during the mentoring term.
6. When asked by the Mentoring Committee, provide a 15-minute mini-lesson, with handouts, on a selected topic at a mentoring session.
7. By the end of the mentoring term, suggest specific follow-up VCC classes that would be beneficial to the students and partnerships.

C. BENEFITS:

1. Opportunity to give back to the game and help your club grow
2. Satisfaction from seeing your mentees enhance their skill and enjoyment of the game

III. STUDENTS:

A. REQUIREMENTS: To qualify to be a student in the mentoring program a person must:

1. Be a current ACBL member and a Village Card Club member
2. Have earned at least 20 masterpoints
3. Have a strong desire to improve your game and that of your partnership

B. SELECTION. Students wishing to participate will be asked to sign up.

1. Enter their names on the student sign-up sheet posted prior to each term
2. Regular partnerships are encouraged to sign up together, but singles are welcome.
3. Pairs will be matched up with other pairs of similar experience and ability with one highly qualified mentor assigned to work with them. A pair may request to be matched up with another specific pair.
4. The Mentoring Committee may take student mentor preferences into consideration when preparing the mentor group assignments.

C. RESPONSIBILITIES. A student in the VCC mentoring program should:

1. Plan to participate in all of the twice monthly mentoring tutoring sessions
2. Ask questions or seek explanations from the mentor regarding duplicate bridge rules, etiquette, bidding, play of the hand or defense
3. Exercise consideration in seeking the mentor's time for tutoring beyond the six tutoring sessions
4. Do not be overly sensitive to constructive criticism

5. If your mentor is not as helpful as you had hoped or your personality does not mesh with that of your mentor, you should contact the Mentor Committee to help work out a solution.

D. BENEFITS:

1. Learn play of the hand techniques
2. Become more proficient with the conventions you already play
3. Selectively learn and practice new conventions
4. Solidify bidding understandings to avoid misunderstandings
5. Feel more comfortable “playing up”
6. Recognize your own weaknesses and gain new strengths
7. Recognize your own strengths and receive encouragement
8. Gain knowledge, confidence and assistance to enjoy playing bridge even more
9. Understand table etiquette and proper behavior
10. Understand director rulings and appropriate behavior towards the director

IV. MENTORING SESSIONS:

- A. OBJECTIVE: The goal of our mentoring sessions is for students to play with their partners, using the mentor to provide coaching on any area of improvement within the scope of the system agreements played by the pair.
- B. PARTICIPATION: The student pairs will participate in mentoring play as follows:
  1. Twice monthly mentoring sessions at the VCC on the designated nights
  2. The sessions will provide the student pairs a less competitive atmosphere where duplicate play and mentoring occur concurrently
  3. Players may refer to convention cards during play
  4. Time will be allowed for discussions between hands, as long is necessary for all student questions to be answered. There is no clock or time limit for each hand.
  5. The Mentor Committee will match, as well as possible, pairs of the same approximate experience and/or ability, and they will play against each other during the 3-month mentoring term.
  6. Masterpoints will not be awarded.
  7. There will be no fee.
  8. The first thing to do is for pairs to prepare a convention card starting with simple agreements, proceeding toward more complex agreements as the partnership matures.
  9. The pairs may use this time as an opportunity to form an outline of the areas upon which they want the mentor to focus.
  10. Individual scores only will be kept.

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