

Mentor/Mentee Game Guidelines

Our goal with Mentor/Mentee games is to give mentor/mentee pairs an opportunity to play in a regular duplicate game environment, but with the opportunity to learn. Several of you have provided feedback about our first M/M game that was helpful.

In order to give more time for discussion after each hand, we will play fewer hands and provide more time for discussion immediately after each hand. Remember to keep your voice lowered during these discussions.

The bidding and play of each hand should proceed without discussion between the mentor and mentee. You will have time for a short discussion after each hand--but remember to do so quietly.

A few of our players are just beginning their bridge journey. To accommodate these players, we will allow beginning players to use a few index cards to help with bidding. Mentees can use these cards for a quick reminder, but we don't want to slow the game down too much.

Convention cards. All M/M pairs should fill out a convention card within the next month. Mentors--remember to introduce new conventions slowly. As Larry Cohen says, "The Road to Hell is Paved with Good Conventions."