

## What does a Mentee do?

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- ◆ A mentee should have gained 5-200 masterpoints already. If you are just learning to play, wait a while. A Mentor can help the less experienced—not the totally inexperienced.
- ◆ Respect the Mentor's time. Your mentor will allow time prior to each session to fill out a new convention card with you. This helps you review your current agreements and add new ones. Your mentor will also spend a reasonable amount of time after the game to discuss what you did right. Bring up one or two major problems that came up. Ask questions. Listen to the answers.
- ◆ Act on your Mentor's suggestions and information. Don't be too sensitive to constructive criticism. You want to improve, right?
- ◆ Appreciate your Mentor's efforts. Work to resolve conflicts. Your Mentor Project Coordinator can help you if you have a problem.
- ◆ Pass on the gift of mentoring by taking on a less experienced player as your very own Mentor Project.

To become a Mentee, contact  
Chuck Goudey 720.560.4636  
cegoudey@comcast.net

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Or visit [www.denverbridge.com](http://www.denverbridge.com)

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## What does a mentor do?

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- ◆ A mentor has enough skill and expertise to have earned the title of "Life Master." You don't have to be a professional player. The Mentor Project Coordinator will discuss a few other criteria with you after you sign up.
- ◆ Make a commitment to play at least six times between January and June with your Mentee. To make an impact on their bridge career, you must invest time.
- ◆ Share your expertise willingly. Think back to when you had five masterpoints. What is the most important thing you know now that you wish you knew then? Share it.
- ◆ Give your time generously. Arrive a half hour early and fill out a new convention card together each time. Start with simple agreements and add a new idea or two each time you play. Discuss the game, pointing out what the new player did right, and bringing up one or two problems. Answer questions.

To become a mentor, contact  
Shirley Heinsohn 303-475-6690  
sheinsohn@q.com

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Or visit [www.denverbridge.com](http://www.denverbridge.com)

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## Denver Unit 361 Mentor Project

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January—June 2016

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Sign up to be a  
mentor or mentee by  
visiting  
[Denverbridge.com](http://Denverbridge.com) or  
completing the form  
on the back. For  
more information,  
call  
Carolyn Newcomb at  
303.979.9409



American Contract  
Bridge League

**The Denver Mentor Project  
January—June 2016**

Sponsored by Unit 361 of  
The American Contract Bridge League

## Why should you have a Mentor?

- ◆ Mentoring provides coaching and advice on setting goals and gaining skills.
- ◆ Mentoring enhances social interaction as the Mentor introduces you around.
- ◆ Mentoring reduces the frustration level experienced by many newer players.
- ◆ Mentoring increases your success and improves your results.
- ◆ Mentoring boosts your satisfaction.
- ◆ Mentoring is fun!



## Why should you be a Mentor?

- ◆ Mentoring keeps you sharp!
- ◆ Mentoring forces you to set an example (which enhances your performance).
- ◆ Mentoring increases your value to others.
- ◆ Mentoring encourages your creativity.
- ◆ Mentoring provides a way for you to give back to the bridge community.
- ◆ Mentoring helps build our membership ensuring continuity of this game we love.

**Don't  
Forget**

**Sign up: Mentees contact  
Chuck Goudey  
720-560-4636  
cegoudey@comcast.net**

**Mentors contact  
Shirley Heinsohn  
303-475-6690  
sheinsohn@q.com**

## Denver Mentor Project Guidelines

The Unit 361 Board of Directors ("UBOD") approved the sponsorship of a Mentor Project to support the Newcomers Program, the transition of "party/rubber" bridge to duplicate, and the rapid development of newer players. The Project focuses on players with less than 200 master points. Implementation is achieved by assigning Mentors coordinated by the Mentor Project Committee.

The Committee consists of

Carolyn Newcomb Chairman  
Shirley Heinsohn Mentor Coordinator  
Chuck Goudey Mentee Coordinator

- ◆ The Mentor Project will begin effective January 2, 2016.
- ◆ Mentors must be members of Unit 361. Mentees will be asked to join ACBL, if not already a member of Unit 361.
- ◆ Mentors will be asked to play with a Mentee 6 times over six months, ending June 30, 2016.
- ◆ Mentors will play for free and may play in any Unit 361 club game for which they qualify.
- ◆ Mentees are asked to have some duplicate bridge experience, with no fewer than 5 masterpoints nor more than 200 masterpoints at the beginning of the Program.
- ◆ Mentors will be matched with mentees by the Committee. Mentors and Mentees may NOT select their own partner, except to continue an existing mentor/mentee relationship.
- ◆ Mentees may be asked to be released and reassigned if they find they are not enjoying the experience.