

# Come Play! Adobe-Duncan-Barr Pro-Am Mentor Game

## Third Wednesday of the Month

The Pro-Am Mentor Games give a beginning and intermediate player, called a mentee, an opportunity to play with a more advanced player, called a mentor, and receive personalized tips and coaching at the end of the game.

Please join us the third Wednesday of each month, in the morning, to play in the next mentor game.

The program coordinator, Jeanne Sholl, will pair mentees to mentors for those who need a mentor for the game.

### Mentees

Do you have less than 500 masterpoints and are not a life master? If so, this is your opportunity to be paired with an advanced player and receive personal tips on how to improve your game! Note: All mentees should have previously played on BBO several times in a competitive game.

### Mentors

Do you have more than 500 masterpoints? If so, this is your opportunity to be paired with a less experienced player and to offer them personal tips on how they can improve their game.

### How to sign up

To make a reservation, email Jeanne at [jeannesholl@gmail.com](mailto:jeannesholl@gmail.com) with the information requested below. Sign up early, as reservations are limited to the number of available mentors. You should receive a confirmation email within 72 hours of your request. In the unlikely event that you do not, please send a second request.

The following information is needed for everyone who signs up

email address, BBO Handle, masterpoints, contact phone number, and club affiliation (e.g., Adobe, Duncan, Duncan guest, member of affiliated club or unaffiliated club).

### Cost

The entry fee is \$5. The mentee pays for the mentor, so the mentee will pay a total of \$10.00 for the game. Often, we have a wonderful sponsor who helps with the cost to the mentee, so he or she pays just \$6. The game is complimentary for the mentor.

## Deadline for Sign Up

Mentees *who will bring their own mentors* should make a reservation by the **Sunday before the game**.

**All others (mentees and mentors) without a partner need to make a reservation by the Wednesday before the game (i.e., one week before the game is held).**

Several days prior to the game, you will receive an email with your pairing assignment (including your partner's BBO handle, contact phone number, email address) and additional instructions to help you prepare for the game.

## Before Game Day

Mentees should "Friend" their mentor on BBO after receiving the reservation confirmation. To do this on BBO, click the people tab, and enter the person's BBO handle in the "add friend" text field. Or you can do a search for your mentor by name and select "follow" under relationship.

Mentees should create a BBO convention card for the mentor's and mentee's use in this game. To do this, click the BBO Account tab, and you will see the convention card option at the top. Enter your mentor's BBO handle as the partner you will play with.

Mentees and mentors are encouraged to pre-arrange a time, convenient to both, to go over points of play and bidding after the game. This time can either replace or supplement Doug Couchman's zoom session (see below) which is held immediately after the game.

## Game Day

Mentees and Mentors should register for the game on BBO between 9:30 and 10:00 AM AZ time (8:30 and 9:00 AM PST).

When you see the mentor is logged on to BBO, click the Adobe-Duncan-Barr Mentor Game to "Invite" the mentor to play. Be sure to select that you will pay for your partner (mentor). Note: Because you did "Friend" your mentor, you can check to see if he/she is logged onto BBO.

After registering, if you log off BBO, please log back on at least 10-15 minutes prior to the start of the game.

**Problems?** If you have issues logging in, you may call Jeanne at 520-248-8787, and she will try to assist you.

## Post-Game Zoom Session

Doug Couchman will conduct an informative Zoom session immediately after the game for all players. He will discuss interesting boards and answer general questions. All are welcome to attend. The Zoom ID will be emailed prior to the game.