

Bright Leaf Unit 191

MENTORING PROGRAM MISSION

The long-term objective is to design a multi-level program that will meet the needs of members at different stages of their development (newcomers, beginners, and intermediate).

CORE OBJECTIVES recommendations

1. Facilitate the transition of newcomers to duplicate bridge.
2. Enable the growth of beginning players who are serious about improving their game.
3. Offer advancing players the opportunity to continue developing their skills

GUIDING PRINCIPLES

1. Mentorship

Create a “buy-in” in the program across the spectrum of skill levels by asking a mentee to become a mentor of a player at a lower skill level.

2. Giving Back

Encourage players who previously benefited from the program to give back their time and expertise by participating in the program.

3. Commitment

Define the responsibilities of both Mentors and Mentees to create mutual commitment to learning.

4. Continuity & Standardization

Create a road map of knowledge and skills to help Mentors and Mentees plan for improvement.