

- 1** Treat your partner like royalty. Praise your partner. It increases confidence. A confident, happy partner always plays better. Be understanding; we all make mistakes. When you make yours, you will want reassurance, not criticism.
- 2** Unnecessary conversation is distracting (to you, too — think about what is happening at the table). It is irritating to see your partner looking around the room, bored with the game and talking about other things.
- 3** Unpleasant behavior of any kind has no place at the bridge table. Dirty looks, criticism, etc., make everyone feel uncomfortable.
- 4** Bridge is a partnership game; leave your ego out of it. No one enjoys playing with a “hand hog.”
- 5** Complaining about “bad cards” is useless. Everyone has them at times; it evens out. Sore losers and complainers are not invited back.
- 6** Do not give lessons at the table. If you should be asked, keep the answers short. Postmortems should be held after the session, not after each board.
- 7** As dummy, do not put your cards on the table until the opening lead has been made. To do so gives the defense a real advantage; it tells the opening leader whether or not to lead a trump.
- 8** When you become the dummy, do not ask your partner “to pass his hand across the table” for you to see. It may make partner nervous, delays the game and also forfeits your dummy rights.
- 9** If you are declaring a hopeless contract, look confident. Maybe your opponents will make a mistake. Never give up!
- 10** Pay attention, watch, listen and learn. When you are dummy (as well as when you play), practice counting how many cards have been played in every suit. Start with the trump suit or a long suit in notrump. “Read” your opponents; do they usually underbid? Overbid? Play slowly when they have a certain kind of problem? Knowing your opponents can be a great advantage.
- 11** Although it is okay to “read” your opponents, it is not okay to read your partner’s hesitations or listen for voice inflections. (This is not allowed by the bridge laws.) Bidding and playing “in tempo” without “telling hesitation” will make you an ethical and, therefore, popular player.
- 12** When you are dummy, you are still in the game. It is dummy’s responsibility to make sure that partner follows suit. If partner shows out, you may ask, “No hearts, partner?” Be sure partner plays the cards from the correct hand. Dummy may point out, “You are in the dummy, partner,” if declarer attempts to lead from his hand when the lead is in dummy. Dummy’s conversation during the play of the hand is limited to those two comments.

- 1 The Law of Positive Environment**
Create a positive environment where potential and motivation are encouraged and options discussed.
- 2 The Law of Developing Character**
Nurture a positive character by helping to develop not just talent, but a wealth of mental and ethical traits.
- 3 The Law of Independence**
Promote autonomy; make the mentee independent of you, not dependent on you.
- 4 The Law of Limited Responsibility**
Be responsible to them, not for them.
- 5 The Law of Shared Mistakes**
Share your failures as well as your successes.
- 6 The Law of Inspection**
Monitor, review, critique and discuss potential actions. Do not just expect performance without inspection.
- 7 The Law of Small Successes**
Use a stepping-stone process to build on accomplishments and achieve great success.
- 8 The Law of Direction**
It is important to teach by giving options as well as direction.
- 9 The Law of Risk**
A mentor should be aware that a mentee's failure may reflect back upon him. A mentee should realize that a mentor's advice will not always work.
- 10 The Law of Communication**
The mentor and the mentee must balance listening with delivering information.
- 11 The Law of Fun**
Make mentoring a wonderful experience—laugh, smile and enjoy the process.

Adapted from Mentoring - A Success Guide...
(Wickham & Sjodim, 1977)

