



BridgePartner Program Overview

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BridgePartner

Our goal at BridgePartner is to improve your child's math proficiency, critical thinking and social skills through the game of Bridge while having fun.

Bridge is a stimulating and challenging game. While making new friends and having fun, children learn and practice valuable educational skills such as math, critical thinking and social skills. In particular, they practice algebra, data analysis, statistics and combinatorics. They exercise their short term memory, concentration and problem solving skills. Recent research states that learning the game of bridge has shown to improve children's math scores (paper enclosed). However not all is about math and logic. Children also develop self-confidence by learning to make decisions and to take responsibility. They learn to respect, trust and support their partners while resolving conflicts in a constructive manner.



Our program includes both beginners and advanced classes. The curriculum for the beginners' program includes 13 lessons of 70 minutes each. Our goal is that by the end of the program children will play a complete game of Bridge at beginners' level. The advanced class teaches more complex concepts of the game and opens the opportunity for the child to play bridge at a competitive level.

Bridge is a lifelong fun learning experience. We encourage parents to share this learning experience with their children and enjoy the game of bridge themselves as the game is as enjoyable and challenging for adults as it is for children.

We provide a starter kit, which includes a deck of cards, tutorial of the game and a free CD, sponsored by the American Contract Bridge League and BridgeBase Inc. to encourage parents to learn and enjoy the game as well. Adult courses will be available from BridgePartner in the near future.

About Duplicate Bridge

Few games - including physical sports, intellectual games, and other card games - can match the lifetime of fascination and rewards provided by the game of bridge. BridgePartner is proud to introduce a program for schools which benefits youth profoundly in terms of academic improvement, personal development, life-long learning, and pure enjoyment.

What is Bridge?

Bridge is a card game of skills where four players form two partnerships (sides). The partners sit opposite each other and each player is dealt 13 cards. The game consists of two main parts - bidding (or auction) and the play. The bidding ends with one partnership making a commitment to win a specific number of cards. During the actual play of the cards, the goal of the declaring partnership is to win cards and fulfill its commitment while the goal of the other partnership is to defeat the contract.

What is Duplicate Bridge?

The basic feature of duplicate bridge (also known as Tournament Bridge) is that all competing players in the same position hold identical cards throughout the game. Typically, each player also retains the same partner during the entire game. The winner is not the player who holds the biggest cards or who accumulates the most points but the one who obtains the best relative result with the cards which he has at his disposal.

Obviously in a duplicate game, a good player will show a greater profit with good cards compared to a weaker player holding the identical good cards; a good player holding poor cards will show a smaller loss with bad cards than will a weaker player holding the same bad cards. It's how well you exploit resources that were bequeathed to you that serves as the criterion as to whether you end up a winner or a loser. Being dealt good cards is in itself of no significance whatsoever. The payoff is based on "to each according to his ability".

This is what is so exciting about duplicate bridge. It is a game for everyone, always. Duplicate bridge allows a player the opportunity to play against and learn from players who are better than oneself. It is an inexpensive means of recreation. Since you will usually compete against players of all classifications, you can rate your game and easily measure the progress you are making. The duplicate player learns to exercise care and concentration to a high degree. Duplicate Bridge is an exciting and exhilarating contest. You fight and strive to excel and outwit. Sometimes you succeed, sometimes you fail. It is great fun.

How will your child benefit from the program?

Socially

- Have fun with friends and family
- Make new friends.
- Develop a sense of responsibility by incurring the consequences of making decisions.
- Learn to trust a partner and to provide support in success and failure.
- Connect to the community through competitions.

Academically

- Bridge has been proven to increase short term memory and raise standardized math scores. <http://www.acbl.org/documentlibrary/news/statisticallyspeaking.pdf>
- Improve math and critical thinking skills.
- Develop problem solving practices.
- Improve concentration capabilities.

The program incorporates the following of Gardner's Multiple Intelligences:

- Logical-Mathematical intelligence.
- Spatial intelligence.
- Inter- and Intrapersonal intelligence.

<http://www.infed.org/thinkers/gardner.htm>;
http://www.education-world.com/a_curr/curr054.shtml

Most importantly, your child will have fun and will gain a lifetime opportunity to participate in a challenging and enjoyable activity.

Our Bridge program vs. National Educational Standards

Mathematics Standards (National Council of Teachers of Mathematics) ¹	How does Bridge meet the standards?
Numbers and Operations	Counting points (hand, opponents, distribution, quick tricks, winners, losers). Strengthens short term memory.
Algebra	Spatial reasoning and visualization of the partner's and opponent's hands.
Data Analysis and Probability	Probability of plays. Analysis of scoring.
Problem Solving	Students solve problems during play, bidding and defense of the hand. Problems arising during play require re-evaluation and must be acted upon.
Reasoning and Proof	Making claims and defending these claims. Setting up the play of the hand before the first trick, using the expected outcome to support or reject the plan.
Communications	Communication between partners in bidding and defense is both verbal and through accepted symbols. Lines of reasoning must be explained and defended.
Representation	Bridge hands can be communicated on paper using a universally-accepted set of symbols.
Social Skills (Social Skills Asset Inventory/Search Institute) ²	How does Bridge meet the standards?
Empowerment	Bridge provides a safe alternative to other activities and continues to do so throughout a person's lifetime.
Boundaries and Expectations	Duplicate bridge is a game of rules! Consequences of your own play behavior as well as management of your emotional behavior are clearly stated.
Constructive Use of Time	Bridge is a creative activity which provides educational opportunities. Children are able to play bridge at home, in local clubs and tournaments.
Commitment to Learning	Children are motivated to play without realizing the educational benefits!
Positive Values	Children have an opportunity to defend their play of a hand and their bidding, in a calm non-confrontational way.

¹ <http://standards.nctm.org/document>

² <http://www.search-institute.org/assets>

Social Competencies	Children quickly learn that it is their own ability and not the perception of others that help them succeed in the game of bridge. Tournaments can also motivate to compete.
Positive Identity	Children actively engage in building skills regardless of their game level, which provides a sense of purpose for everyone involved.
Critical Thinking Skills (National Council for Excellence in Critical Thinking) ³	How does Bridge meet the standards?
Clarity	Clarity is inherent in the bidding, defense and play of the hand.
Accuracy	Players are instantly rewarded for good thought processes. If they do not succeed by a given line of play, they can go through the process of correction based on factual assessment.
Precision	Bridge players are faced with the complexities of bidding and ensuring that their partners have the most precise information that they are able to give them about their hand.
Relevance	Students must show that the statement is relevant to the play of the hand or prove that it is not.
Depth	Questions cause players to think more carefully and analyze problems down to their root.
Breadth	Bridge play problems can sometimes be solved in different ways and each way can be tested.
Logic	Bridge forces players to constantly re-evaluate their play of the hand, their bidding and the defense against the opponent's hand.

³ <http://www.criticalthinking.org>



School and community: A perfect partnership

One of the unique aspects of our bridge program is the opportunity for the children participating in the program to connect with their community. Starting summer 2007, BridgePartner will organize tournaments for children in the Bay Area. We also encourage children, especially in middle school and older, and their parents to get involved in the public bridge community. There are over 3,200 bridge clubs, 300 units and 25 districts in North America. Many clubs are located in the Bay Area, including at Stanford University. Children will have the opportunity to play at local clubs and it is our aspiration that parents will be involved in the process and be able to share this wonderful learning opportunity together with their children. For this reason, we provide starter bridge information for children to take home and introduce their family to the program curriculum. For children who are interested in Bridge club activity, we will help find a mentoring opportunity.

How can you help your children in this Program?

One of the most important things you can do with your children is to practice and learn to play the game with them. This will reinforce their skills as well as provide meaningful opportunities for your family to learn and play together. We are confident that you will find the game as exciting as your children will.

Starter kit:

On the first day, your child will receive a starter kit with the following contents:

- Parent Pamphlet including Bridge tutorial.
- A Deck of Cards.
- CD with the “Learn to play Bridge” software by the ACBL and Fred Gitelman.

Additional Resources:

- Check out our web site: www.bridgepartnerschool.com
- The American Contract Bridge League (ACBL) is the governing organization in the United States for Duplicate Bridge: www.acbl.org
- BridgeIsCool by ACBL: www.bridgeiscool.com

Recommended reading with your child:

- “Teach me to Play Bridge” by Jude Goodwin and Don Ellison, 1988.
- “Easybridge and Easybridge Lite” by Edith McMullin



Beginners class – Curriculum overview

Lesson 1 – Introduction to the Deck and Tricks

Lesson 2 – Leads and Discards, 4-person PBJ

Lesson 3 – High Card Points – Estimating Tricks

Lesson 4 – Introduction to Trumps

Lesson 5 – Introduction to Partnership Bridge

Lesson 6 – Strategies for Declaring and Defending

Lesson 7 – Contracts

Lesson 8 – Games, Slams and Scoring

Lesson 9 – Introduction to Standard American Yellow Card (SAYC) Bidding System

Lesson 10 – SAYC continued – Trump bidding

Lesson 11 – Putting it all together

Lesson 12 – Let's have fun – practicing Bridge

Lesson 13 – Let's compete and win Prizes

Please be assured that our program is flexible and therefore may be dynamically adjusted to fit the specific class needs.