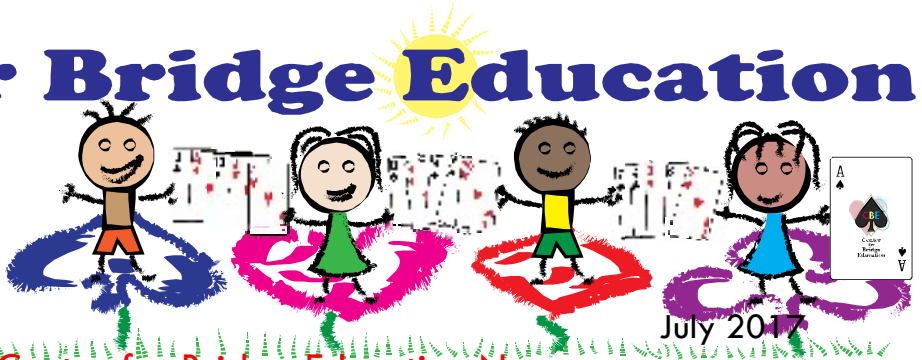


Center for Bridge Education



Teaching us to hold hands

Center for Bridge Education News

Cardology Kidz Entices Young Players Away from Video Games

CBE, IN CONJUNCTION WITH Cardology Bridge Club, has started a youth Handz™ lesson every Saturday right after the regular adult game. It is called Cardology Kidz.



Adults watch kids learn Handz™

met him at his house, and showed up the very next night with her friend and their two sons at a training for Handz™ teachers at Deborah Drysdale's house. It was perfect: the brand new Handz™ teachers got to "practice" on the moms and their boys. The boys loved it, and ended up playing Handz™ late into the night. (The moms were pitted against the boys: the boys won and wanted to play again!)

The two moms had a good time too, and promised they could eventually fill 4 tables with kids. Edmund Wu offered the Cardology space, Richard promised to deliver healthy snacks, and Deborah set about recruiting teachers. Elaborate flyers were created by a third mom, in English and Chinese, sent to their network of friends, and posted at various SF public libraries.

Who knew what would happen??!! It was a gamble, and Richard brought lots of food.

The first Cardology Kidz game took place in mid-June, with two tables

of kids, and six teachers. One 14-year old boy came in grumbling, bee-lined for a corner, and made no attempt to interact with anyone. But instructor, Jess Chao, was having none of that. He went over and started talking to him. The young man told Jess that he was only there because his father had made him come; he did not want to be there. Undeterred, Jess persisted, realized the youngster might have a talent for the game, and encouraged him to give it a try. When play began, the fellow quickly caught on, made good decisions, and even began coaching both his partner and opponents. By the second week the group had grown to four tables. The reluctant

young man was back, greeted the instructors with a smile, and was eager to play again. He was proud of his Handz™ prowess.

By the third week, the group had grown to six tables and our reluctant hero was back again, grinning and eager to play. He coached some "newbies" at his table and, at the end of the session, chattily volunteered the following comment to a teacher, "Bridge and chess are both good and bad. It makes me really mad when people call bridge a game and not a sport." It is hard to recognize this kid as the very one who



Chinese and English flyers

been dragged to the first class by his father.

The third week, a quiet 9-year old girl and her mom showed up. By the end of the session, the girl was explaining the game to her mom in Chinese. She asked if could she please take some Handz™ materials home so she could teach her dad and six-year-old sister how to play.

(continued on Page 2)

Designer's Letter by Richard Bellerose

TEN YEARS AGO, A FEW OF US FORMED CBE and went marching off to public schools with great



expectations—we learned a lot. For instance, bridge is hard; hard to learn and even harder to teach. We are proud of our successes, embodied in a group of fine players under 30, but tilling the vineyards of

bridge produces too few bottles from too many grapes.

There are many books, manuals, and online sources for teaching, but bridge instructional

advice does not vary much. We have embarked on a different road.

Three insights comprise our approach. First, the use of bids to communicate with partner is too complex for early lessons. Second, the placement of high cards and the importance of distribution are hard to visualize, so we make them explicit. Third, few people want to work for weeks or months before playing.

Handz™ is not bridge. It is its own game. Most start playing in 15 minutes. Play proceeds in stages, which we call "levels." The reward for mastering a level is promotion to the next level where new concepts are introduced. It takes six levels of play to learn the rules and scoring, which are consistent with bridge. Only after the rules and rudiments of card play are absorbed

are players introduced to bidding as communication. When players have finished the ten levels of play, they will be ready to play duplicate bridge. If Handz™ students are a convention behind those who started with bidding, they are an endplay ahead in card play.

The board of CBE has supported the Handz™ project from the start and there are too many people who have contributed to its development to list them here. Regrettably one, in particular, is leaving.

Gail Gabiati has provided moral support and exceptional generosity from the start. Without her help, it's hard to know where our project would be. We regret that Gail has had to retire from the board for personal reasons, but we all hope that her absence will be short.

Handz™ Goes on Sale

CBE'S NEW BRIDGE-LIKE GAME, Handz™ has made its official debut. It is available on our website center4bridge.org and through Calvin at regionals and some sectionals. We are working to have the games sold at NABC's and through various game vendors.

Handz™ focuses on play of the hand. At the lower levels, players fill out a "fact sheet" that shows distribution and a rough assessment of hand strength. The players bid for the contract,



starting simply [1-7] without the strain.

Once the player reaches level 5, strain is introduced.

The high bidder becomes declarer and

names the "super suit" or "no super suit". Play then proceeds as in bridge with the opening lead made by the declarer's LHO. Scoring starts sim-

ple, 30 points per trick, and adds partial, game, and slam bonuses, and vulnerability last.

Difficulty increases at a pace determined by the players. Just as in a video game, they move to the next level when they master the one they are on. As players progress, the amount of information available on the fact sheets becomes limited. By the tenth and final level, players are ready to migrate to bridge. Bidding is easier to comprehend when players know what it takes to make various levels of tricks.

CBE has big plans for Handz™. Work on an online version of the game has begun. William Zhu, a CBE grad from Lowell High and Vassar College, will lead the project. Handz™ will become a feeder for online bridge worldwide. It is an ambitious goal, but we

believe in it.

Unlike bridge, Handz™ lends itself to 3-player tables. At level 6, Handz™ tables can team with bridge players for those who want to include their children or grandchildren in head-to-head competition. (Handz™ gives the inexperienced advantages over bridge players on many deals.)

If you have ever wanted to introduce friends and family to bridge but could not face the daunting task of explaining bridge (or nuclear fusion), Handz™ is the way to go.

Handz™ sells for \$39.95 + tax and shipping. If you buy it from Calvin there is no

shipping cost. Additionally, if you contact a CBE board member, we can arrange to meet you at a club with a copy in hand.



Fact Sheets

CBE Adds Two New Schools

CBE INITIATED TWO NEW ELEMENTARY school programs in spring 2017. Stuart Hall, a girls' private school, and Moscone Elementary began bridge clubs.

Both new schools used Handz™ to introduce the



Moscone students

kids to the game. Attendance averaged 5 tables at Moscone, and 2 at Stuart Hall. At Moscone, the kids were introduced to doubles and redoubles. It resulted in a 7 heart contract redoubled. Down 4. Both school clubs will continue next academic year.

Teacher Coordinator

DEBORAH DRYSDALE IS OUR indefatigable Teaching Coordinator. In addition to investing hours of time introducing Handz™ to children at many venues, she has rounded up volunteers and opened her home for recruitment and training. She keeps supplies organized for each venue. Her early belief in the game has pushed this project forward. She owns the success of Handz™ in San Francisco.

Deborah has established games apart from the typical school clubs. Clubs have limited time, spotty attendance, and low priority, with lots of scheduling conflicts. By concentrating on devoted programs sponsored by the schools, time and attendance are fixed and steady. By the end of 2017, we plan to have 6-table duplicate Handz™ games every week.

Cardology Kidz (continued)

Cardology Kidz, unlike many beginning bridge classes, is growing exponentially. The moms are skilled community organizers and have spread

Handz™ is easy to teach, easy to learn, and good for math and social skills. The main goal is that the kids have fun, take tricks, and beat their opponents. Handz™ goes straight to the play of the hand, skipping over the difficult to learn aspects of bidding.



Six tables play the third week

the word. They expect at least five new kids by week four.

With seven plus tables, we need teachers!!!! Continuity is really important ... one of the 9-year olds was bummed out when Cardology Kidz was closed the Saturday of the Firecracker Tournament. In particular, we are desperate for volunteers during the NABC when several of our regulars will be away. Richard Bellerose and William Zhu will be there and are looking for assistance!

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