

## Key Themes from BAMSA/RealBridge Teacher & Coach Conference Oct 2023

### **Classroom Environment for Teaching**

It is agreed that the system and the methods taught are not important. However, simplicity and speed is more important to get to the play of the cards quickly. Teach what is more likely to come up (opening/raises/game or no game) than rarer counts (2C), (Bainbridge). Remove 1NT opening to emphasise communication, teach a semi-forcing NT for simplicity and communication, keep it to game or not game (Marston). Teach natural system like Acol or 2/1 (Loeb)

Use of trick taking/setting contract/simple bidding/fine tune, can also use minibridge (Macura). Use of honour tricks and length tricks, not HCP (Macura). Simple value system.

Comfort in complexity is important – youth can self-pace when they want to learn more or not, such as YouTube videos for online games (Bainbridge)

Safe environment as new players struggle with insecurity and nervousness (Haarland) (Bongartz) (Rushworth). Fun and social interaction (Macura)

Need to teach emotional competence, and use junior coaches to bridge the gap (Haarland)

Praise the process not just the result, challenge whilst also comfort (Loeb)

Use of pedagogy within teaching of youth, cognitive load, retrieval practice (Rushworth)

### **Structure in Programme**

Need to have a structured programme of lessons, practice, and tournaments (Bainbridge) (Ragiazzi). Develop course materials and resources (Haarland). Youth friendly materials (Loeb). Clear pathway for youth progress and a love of the game (Shillitoe) (Barrington/Wolpert)

Online resources and tutorials to allow for asynchronous learning. Bridge-Training.com (Desmoulins). a good idea for this (Bainbridge) (Shillitoe). Bridge Gym to allow practice and problems (Ragiazzi)

Competition for all levels – prizes for top levels (Bainbridge)

Lessons should be interactive and fun, colourful visual aids, simple, and interactive such as discussions and recall tools such as Kahoot (Jenkins). Should be 30 minutes to an hour, balance depth and complexity (Rushworth). Hands on practice (Daldoul). Decisions in class (Barrington)

Use of hand diagrams and post-game analysis to improve players (Ragiazzi)

### **Recruitment of Youth**

Youth-friendly clubs, mainly U18 in a safe and known environment (schools) (Bainbridge) (Daldoul)

After-school activity as an extension of the school day, low cost and resources available from Norway (Harding). Engage and teach parents (Harding) (Bongartz) (Tucker). Strong onboarding (Rushworth)

Schools are not hard to get into, provided you have a DBS-verified volunteer (Bilde) (Desmoulins)

Churches/recreation centres/libraries/bridge clubs may be better for funding and supplies (Tucker)

Emphasise inclusiveness and benefits (Harding). Promote social aspects (Loeb)

Organise events/workshops targeted at youth (Loeb) (Barrington/Wolpert)

Recruit volunteers (Todd/Berkowitz)

Use of minibridge to bring ALL new players together from various settings. All of Edlund talk (Edlund)

Modify the format to make bridge more accessible (Punch)

Teaching bridge in schools as part of the secondary school curriculum (Imsland)

Tournaments for beginners (Imsland)

Getting teachers - are you going to pay them? (MacNab)

### **Retaining Youth Players**

Establish youth bridge clubs/teams, after school, junior camps, online activities (Bilde) (Marsden) (Barrington/Wolpert)

Online platform to take on youth centred activities, partnering with platforms to keep this going – weekly activities with dedicated supervised play (Bourne’s idea for a centralised website) (RealBridge?) (Bilde – willing to share with others)

Face to Face connection allows for prospective memory (Rushworth)

Mentorship programmes, pairing youth with experienced players (Loeb) (Todd/Berkowitz) (Barrington/Wolpert)

Offer scholarships and incentives for achievement and to keep playing (Bongartz)

Provide a clear path for progression (Bongartz)

Foster a youth community (Jenkins) (Barrington/Wolpert)

Development model, teaching relationships, optimisation of training (All of Shillitoe talk)

Rethink grading system better for youth, rank on seasons rather than life masterpoints (Rushworth)

Conviviality – part of a group sharing a passion for bridge, sense of belonging, discipline, and respect for other players (Daldoul). Teach partnership interaction and cooperation (Barrington/Wolpert)

### **Funding and Promotion**

Secure funding from foundations (Harding)

Partnerships with Scouting Association and others (Todd/Berkowitz)

In-person promotional events in public spaces (Haarland)

SEO, use of AI, YouTube/TikTok videos, influencers, encouraging liking/sharing/posting (All of Bauer’s talk) (Barrington/Wolpert)

Promote minibridge as a gateway, similar to Young Enterprise (Edlund)

Shift the image of bridge through marketing strategies, tailored to different player types (Punch)

Image change, increased visibility, get old players back - pay for news coverage (All of Imsland talk)

Website/posters/maintain online presence (Tucker)

Use of WhatsApp and Discord to keep up communication (Bauer) (Knox)

Video resources (Knox)