

Assessing Bridge Skill: Questionnaire for Teachers & Coaches

This questionnaire covers different aspects of bridge skill and knowledge.

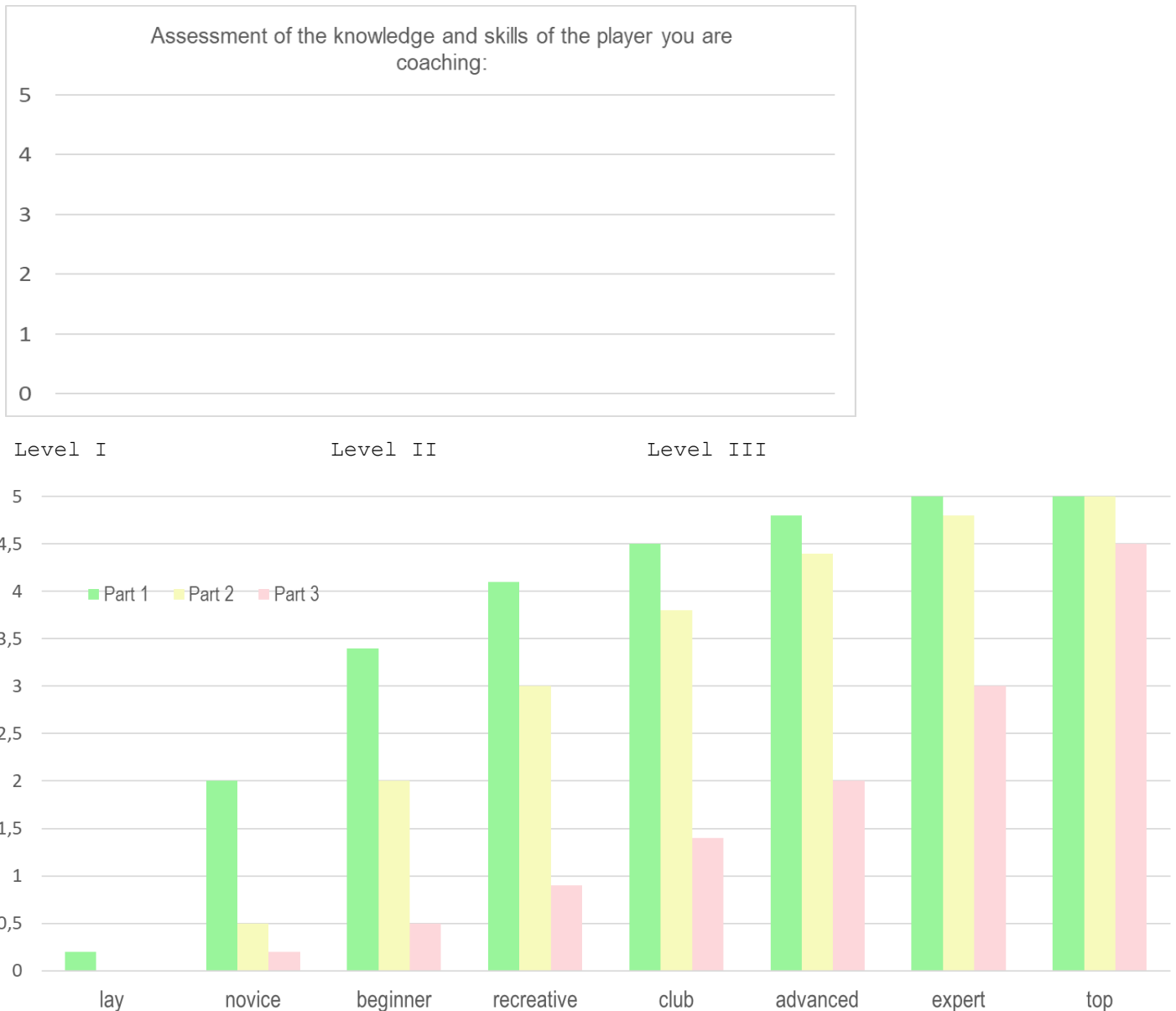
It enables assessing the level of knowledge and skill and indicates the critical issues teacher/coach should focus on.

Score for each level is calculated as arithmetic mean of all items.

Part I: Green Item 1-25 - basic
 Part II: Yellow Item 26-45 - advanced
 Part III: Pink Item 46-65 - expert

Total score provides rough general insight into the player's skill level (compared to the graph below) which is useful for forming partnerships and learning groups and to track improvement.

Detailed analysis of separate items can help teacher/coach to plan lessons and training sessions.





The coach completes the questionnaire for the player, using the following scale:

- 0 - he knows nothing about it, the concept and idea are unknown to him
- 1 - knows little, heard about it, does not apply it
- 2 - knows in theory, but rarely applies (forgets or is afraid or cannot connect theory with practice)
- 3 - knows something and sometimes applies it, often makes mistakes (uses in the wrong way)
- 4 - knows and applies, sometimes makes mistakes
- 5 - applies correctly and automatically, rarely or never making mistakes

1.	Rules of the game, function of the bidding.	0	1	2	3	4	5
2.	Basic terms (e.g. lead, contract, trick, play, bid, declarer, defense).	0	1	2	3	4	5
3.	Point counting.	0	1	2	3	4	5
4.	Diagram usage.	0	1	2	3	4	5
5.	First level openers.	0	1	2	3	4	5
6.	Basic responses to openings at the first level (e.g. support suit, bid NT).	0	1	2	3	4	5
7.	The idea (reasons) behind playing suit or NT.	0	1	2	3	4	5
8.	Basic play plan (e.g. which suit to develop, whether to trump or ruff first).	0	1	2	3	4	5
9.	The connection between bidding levels and tricks, understanding the reason for playing games and slams.	0	1	2	3	4	5
10.	The value of contracts (e.g. 2S made = 110).	0	1	2	3	4	5
11.	Calculation of penalty doubles (approximately).	0	1	2	3	4	5
12.	The idea of sacrifice (e.g. 4 spades down two non-vulnerable against the opponent's 4 hearts).	0	1	2	3	4	5
13.	To score a team match.	0	1	2	3	4	5
14.	The difference in the scoring between IMPs and MPs.	0	1	2	3	4	5
15.	The rule of playing "through the strong" and "into the weak" dummy.	0	1	2	3	4	5
16.	Rule third hand high, second hand low.	0	1	2	3	4	5
17.	Simple game techniques (e.g. suit development, finesse.)	0	1	2	3	4	5
18.	Maintaining communication.	0	1	2	3	4	5
19.	Some basic conventions (e.g. Stayman, BW)	0	1	2	3	4	5
20.	Leading from length against NT and from shortness against trump.	0	1	2	3	4	5
21.	The concept of the forcing bid, the invitational bid and sign-off.	0	1	2	3	4	5
22.	The basics of the opener's second bid (e.g. NT rebid, jump).	0	1	2	3	4	5
23.	Leads according to some standard (e.g. sequence, attitude or length or fourth best).	0	1	2	3	4	5
24.	Describe a hand (e.g. third ace, king queen doubleton).	0	1	2	3	4	5
26.	Basic overcalls and T/O doubles.	0	1	2	3	4	5
27.	Responses to overcalls and T/O doubles.	0	1	2	3	4	5
28.	Remembers a deal (both bidding and play).	0	1	2	3	4	5
29.	Weak openings (requirements and reasons behind them).	0	1	2	3	4	5
30.	Basics of signaling (e.g. show suit length).	0	1	2	3	4	5



31.	Basics of signaling (e.g. Lavinthal discards).	0	1	2	3	4	5
32.	Draws conclusions from partner's lead and follows partner's basic signals (e.g. play the suit that partner has signaled for, or to give him a ruff).	0	1	2	3	4	5
33.	Draws simple conclusions from the opponent's bidding.	0	1	2	3	4	5
34.	Draws simple conclusions from the opponent's line of play.	0	1	2	3	4	5
35.	Evaluates the result on a certain board (whether the board is good for us or not).	0	1	2	3	4	5
36.	Counts "important" cards (e.g. counting an entire suit).	0	1	2	3	4	5
37.	Counts points (e.g. declarer's points or partner's points).	0	1	2	3	4	5
38.	Estimates the shape of opponents and partner.	0	1	2	3	4	5
39.	Assess the value of a hand (how good the hand is in a specific situation).	0	1	2	3	4	5
40.	More advanced declarer techniques such as elimination, throw-in, or ducking a trick to the safe hand.	0	1	2	3	4	5
41.	The basics of slam bidding (e.g. Splinter).	0	1	2	3	4	5
42.	Some more advanced conventions (e.g. 4th suit forcing, check back).	0	1	2	3	4	5
43.	Some more advanced conventions in overcalls (e.g. two suiters, Landy).	0	1	2	3	4	5
44.	Fill out the convention card.	0	1	2	3	4	5
45.	Basics of safety-play.	0	1	2	3	4	5
46.	Playing a meaningful and rounded bidding system.	0	1	2	3	4	5
47.	Advantages and disadvantages of particular conventions.	0	1	2	3	4	5
48.	Integrates information from the bidding and the play and drawing conclusions.	0	1	2	3	4	5
49.	Signaling in different situations.	0	1	2	3	4	5
50.	Taking partner's signal into account in different situations.	0	1	2	3	4	5
51.	Dealing with different methods of opponents.	0	1	2	3	4	5
52.	Recognition of subtle indicators (e.g. absence of bids, discards).	0	1	2	3	4	5
53.	Recognizing critical moments in defense (e.g. switch, unblocking).	0	1	2	3	4	5
54.	Synchronizing defense with partner.	0	1	2	3	4	5
55.	A meaningful and unpleasant style of play for opponents (regardless of whether it is aggressive or passive).	0	1	2	3	4	5
56.	Understanding situations in which it is necessary to deviate from the standard.	0	1	2	3	4	5
57.	Setting traps. (making the play and bidding more difficult for opponents)	0	1	2	3	4	5
58.	Identifying traps. (e.g. breaking squeezes, recognizing bluffs)	0	1	2	3	4	5
59.	Coping with demanding competitive situations.	0	1	2	3	4	5
60.	Combining chances.	0	1	2	3	4	5
61.	Deceptive plays.	0	1	2	3	4	5
62.	Advanced declaring techniques such as various squeezes.	0	1	2	3	4	5
63.	Takes into account probable result at the other table(s).	0	1	2	3	4	5
64.	Reverse the match to his/her favour.	0	1	2	3	4	5
65.	Table presence.	0	1	2	3	4	5