

FACE TO FACE GAMES – NAP 2022:

- (1) Masterpoint® Awards will be in accordance with the [Masterpoint Book](#). Please refer to the [NAP Conditions of Contest](#) for further details. The awards will be 50% red and 50% black.
- (2) The extra per-table sanction fee for these games will be \$4.00 (total \$5.00 per table to ACBL).
- (3) Your club may hold two games per sanctioned session, in June, July and August.
- (4) Setup the game in ACBLScore® normally until you get to the “Select Event Rating” section:
 - a. Select #5 North American Pairs or Teams (Club or Unit Level).
 - b. Select #1 North American Pairs - Club Level.
 - c. If stratified, select two strata or three strata – by the player with the most MP – as applicable.
 - d. Indicate one session. Then select the strata using the NAP STRATA: **None / 2500 / NLM <500**. These numbers are very specific and must be exact.
 - e. You may hold NAP games as two strata, 2500/500, (the “B flight” games). You can also run standalone “C flight” games, upper limit NLM.
 - f. For the C level in any game, select NLM as the upper masterpoint limit. Ensure players are stratified properly by updating the ACBLScore database. *Use a member roster acquired before June 6th*. You may order the roster file through your MyACBL portal. Finish the game setup, making all the appropriate selections.
- (5) The first way a player earns a qualification in these games is to achieve 50% or greater. This applies to ALL FLIGHTS. Any player in any flight with a 50% or higher score will qualify.
- (6) The second way a player can qualify is to score in the top half of their stratum. *Note that if a field has 2 or fewer pairs, both pairs will qualify.*
- (7) As the Q’s will not display on Live for Clubs, please notify your players of their qualification after the game is over. (They are shown in ACBLScore.)

IMPORTANT IN-PERSON NOTES:

- No “short game,” using fewer than 18 boards, will be considered for NAP qualification.
- See the [NAP Conditions of Contest](#) for clarification on any aspect of your game.
- For questions or help with your face-to-face game, please send an email to specialevents@acbl.org

VIRTUAL CLUB GAMES on BBO – NAP 2022:

- (1) All NAP qualifying games held virtually will award 50% red, 50% black, at double regular club masterpoints.
- (2) The extra per-table sanction fee for these games will be \$4.00 (total \$5.00 per table to ACBL).
- (3) Your physical club can hold two games per sanctioned session, in each of the months June, July and August. However, since Virtual Club sanctions are not required, please hold two games per “regularly-scheduled virtual club sessions,” as that pertains to your club (in the same months).
- (4) To designate the games as NAP qualifying games, please add the game hack **+nap+** to the description field. **IMPORTANT:** do not attempt to run NAP games during Virtual Club global special events. The **+nap+** hack will be ignored during [THESE EVENTS](#).
- (5) NAP qualifying games are VERY specific, and you must follow these rules carefully:
 - a. Open NAP qualifying games have no upper limit.
 - b. Flight B NAP games have an upper limit of 2500 masterpoints. No variations.
 - c. Flight C NAP games have an upper limit of 500 masterpoints. No variations.
- (6) The first way a player earns a qualification in these games is to achieve 50% or greater. This applies to ALL FLIGHTS. Any player in any flight with a 50% or higher score will qualify.
- (7) The second way a player can qualify is to score in the top half of their stratum.
- (8) ACBL will run monthly reporting, the results of which will trigger ACBL emails to players who qualified, confirming their status. This is how those whose qualification via the “top half of the stratum” will be notified, (monthly), as well as all who achieved 50% or higher. (These reports will run the beginning of July for June, the beginning of August for July, etc.)
- (9) **NO ROBOTS as partners are allowed.** **Robot Partners must be toggled OFF for all games where the NAP hack is used.** There should be at most 2 robots in any virtual NAP game. *If you have 2 robots, they're partnered together to fill a hole. If you have 1 robot, you added a sub and gave the sub a robot partner. (Anyone with a robot partner will be ineligible.)* Also, if a player with > 500 points tells you that they are not a Life Master, but they had < 500 points as of the May 6th reporting, please admit them to your “C” standalone games. Edit the game to remove the MPLIMIT hack, allow them to register, reinsert the hack, and modify again. If any slip through the cracks, ACBL’s monthly reports will find them. If they qualified in your game illegally, we will remove the qualification and rescore the game. All qualifying players will be notified by ACBL after the monthly reports is completed.

IMPORTANT VIRTUAL CLUB NOTES:

- No “short game,” using fewer than 18 boards, will be considered for NAP qualification.
- No NAP games allowed during The Longest Day weekend, or other Virtual Club events.
- See the [NAP Conditions of Contest](#) for clarification on any aspect of your game.
- For questions or help with your Virtual Club game, please send an email to VACB@acbl.org