



NORTH AMERICAN PAIRS 2023 Face-to-Face Games

- Masterpoint® Awards will be in accordance with the [Masterpoint Book](#). Please see the [NAP Conditions of Contest](#) for further details. Awards will be 50% red and 50% black, 81.8% sectional-rated. *(Just 2 NAP games/session are allowed in June-July-August.)*
- The extra per-table sanction fee for these games will be \$4.00 (total \$5.10 per table to ACBL).
- Setup the game in ACBLScore® according to [this detailed document](#). Be sure to use a member roster acquired before June 6th. You may order the roster file through your MyACBL portal. Strata must be exact, and *choosing any other strata will result in illegally stratifying your game.*
- 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.
- 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.*
- Earning a qualification in any club-level NAP game in any District qualifies a player for his/her own District NAP finals. 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.)
- ACBL will capture the qualifiers from these games and [report them here](#).
- No “short game” using fewer than 18 boards will be considered for NAP qualification.
- For questions with your face-to-face game, please send an email to specialevents@acbl.org.

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Virtual Club Games

- All virtual NAP qualifying games award 50% red, 50% black, at double regular club masterpoints. Awards will be 50% red and 50% black, 81.8% sectional-rated. Strata must be exact. Each club is allowed 2/sanctioned session in June, July, August.
- The extra per-table sanction fee for these games will be \$4.00 (total \$5.10 per table to ACBL). No “short game” using fewer than 18 boards will be considered for NAP qualification.
- 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](#).
- NAP qualifying games are VERY specific. Although BBO will stratify as it normally does, for NAP purposes ACBL will re-stratify your virtual games according to NAP Conditions of Contest.
 - 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.
- 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.
- 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.* Earning a qualification in any club-level NAP game in any District qualifies a player for his/her own District NAP finals.
- ACBL will capture the qualifiers from these games and [report them here](#).
- **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 reporting will find them. If they qualified in your game illegally, we will remove the qualification and rescore the game.
- For questions with your VACB game, please send an email to VACB@acbl.org.