FACE TO FACE GAMES:

(1) Masterpoint® Awards:
  a. Flight A awards at an Open Club are as a Club Special Game Class II (200% of Standard Masterpoint® rating), divided evenly between red and black masterpoints®.
  b. Flight B awards at an Open Club are 70% of the awards as a Club Special Game Class II, divided evenly between red and black masterpoints®.
  c. Flight C awards at an Open Club are 50% of the awards as a Club Special Game Class II, divided evenly between red and black masterpoints®.
  d. Flight C (NLM) may be a "stand-alone" stratified event with the club selecting its own limits for lower strats. These (D and/or E) strata do not qualify for later stages, and will award black masterpoints® only. The (C) stratum will still award half red/half black.
  e. At an Invitational Club, the masterpoint® awards are 80% of the awards at an Open Club, all black masterpoints®.

(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) Setting up the game in ACBLScore®, once you get to the "Select Event Rating:"
  a. Select North American Pairs or Teams (Club or Unit Level).
  b. Select North American Pairs - Club Level.
  c. If stratified, select two strata or three strata, as applicable.
  d. Indicate one session. **Then select the strata using the NAP STRATA of None/2500/NLM<500. (Must use player with the highest masterpoints® for Strata designation.) These numbers are very specific and must be exact.**
  e. If your game includes the C level, select NLM for the upper masterpoint® limit. Ensure players are stratified properly by updating the ACBLScore database by using 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:

(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 club will be able to hold two games per sanctioned session, in each of the months June, July and August.

(4) Once you decide when to hold these qualifying games in your Virtual Club, designate them as NAP by adding **+nap+** to the description field (with the rest of your game hacks).

(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, etc.)

(9) Fine print: **NO ROBOTS will be allowed in NAP qualifying games.** Please toggle the robot partners OFF in all NAP qualifiers. *If the ACBL gets a file from BBO that shows a robot, the partner will not be able to qualify.* 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, you do not have to police this when you hold a "C" standalone game. Please edit the game to remove the MPLIMIT hack, allow them to register, and 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 virtual games will be allowed during The Longest Day weekend, or Stardust Week.*
• *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*