

Club Manager Update, June 19

FOR BOTH PLATFORMS

North American Pairs club-level qualifying games

June-July-August - two times per sanctioned session in each month

- Face-to-face clubs, [instructions for setting up your games](#).
- VACBs [instructions for setting up your games](#).
- BOTH be sure to stratify it EXACTLY according to the codification. Any illegally stratified games must be corrected and reposted.
- VACBs may not have robot partners in an NAP game. VACBs cannot hold an NAP game during a Virtual Club Global event. The +nap+ hack will be ignored, and you will run the global event.
- BOTH must play a minimum of 18 boards.
- BOTH qualifying players are [listed here](#) - this page updates often.

FOR FACE-TO-FACE CLUBS

-1- The Longest Day event for face-to-face clubs will be Sunday, June 18 through Sunday, June 25, 2023. Please choose one session on one day in that week in which to hold these games. You may hold multiple short games if you wish, and have one right after the other. Any club can edit the extra \$4/table donation to be higher. Go to Live for Clubs Management area and click Pay Game Fees to find it.

-2- Summer Digital Instant Matchpoint Game!

Don't forget to register for ACBL-wide Summer Instant Matchpoint Game (using digital materials only), on July 10, 2023. Do this soon and advertise it to your players. The analysis is going to be fun, with Robert Barrington and Gavin Wolpert creating the materials. We heard a buzz about possible YouTube videos, too. Get your players excited for this event. [REGISTER NOW](#).

FOR VIRTUAL CLUBS

-1- VACB Payments were initiated today.

Check your OnPay account for completion either this afternoon or tomorrow.

-2- Robots in Virtual Club Games

In an effort to provide the best player experience online, ACBL is instituting a new policy.

- **There should be no more than one robot pair in any virtual game.** If we see a game with more than one robot pair, the game will be deleted without notification, and any masterpoints awarded will be removed.

- You may hold games where each pair is a robot and a human, (i.e., Robot Challenge-like games), but a minimum of 6 humans must be present.
- Every virtual game that involves robots partnered with humans must have at least 10 human players in order for that game to count toward your tables for Visitor Policy calculation purposes.

-3- Game setup not quite right? Any virtual game that does not finish -- (either because you killed the game, or because there was a systemwide malfunction and it wasn't able to complete) -- will ultimately not charge the players. Any entry fees deducted from players' accounts for one of these games will auto-refund back to the players upon the game's demise. So, if you experience a mishap with the game setup, or the game starts with an undesired movement, you have a fix.

1. Announce to the tournament that you're making another game file, and they should just continue to play "for fun" till you get it done.
2. Create another game while this one is running. Set it to begin in 10 minutes, and you can move that up if needed.
3. Announce to the existing tournament that game #12345 is ready, and to please leave this game and go register for the other one. Tell them that you will kill this game in 30 seconds, and that the system will immediately refund their entry fees so that they can register for the new one.

You could just wait to kill the game until they all move over, but the timing part of this that might matter to a player. If the money will not be refunded into their account until the game is actually killed, and they don't have enough left before the refund to ALSO register for the new one, then they won't be able to register.

-4- Longest Day Weekend for VACBs will be this weekend, June 24-25. 2x regular club points, 100% black, extra \$4 per table charge. Your NAP hacks WILL NOT FUNCTION this weekend. All games will be Longest Day rated.

-5- Silver Linings week is scheduled for August 7-13. [Check the schedule](#) and plan accordingly. You will want to advertise this one.

-6- ACBL is opening up our VACB909994, and we will hold the first **ACBL Community Games for 0-50 and 0-20**, TOMORROW, Tuesday June 20, starting at 5PM Eastern! Please use this opportunity to send your newcomer players to another fun event. There will be a Star Player after the session, offering up short commentary on hands they played! Point your players to **VACB909994** tomorrow. They will be able to register anytime after 3PM Eastern.