

GENERAL INSTRUCTIONS for GNT Club-level qualifiers, for both platforms, and ACBLScore setup:

1. Masterpoint® Awards: At an Open in-person club, awards 81.8% sectional-rated, divided evenly between red and black masterpoints. At an Invitational Club, the masterpoint awards are 80% of the awards at an Open Club, all black.
2. The extra ACBL per-table sanction fee for in-person games will be \$1.25 (total \$2.25 per table). **Please check with your District GNT Coordinator, as some Districts charge additional fees.**
3. At the club level the events may be flighted or stratified. Stratified, the Open Championship and Flight A must be combined for play and masterpoint awards. In a stratified field at the club level:
 - a. All teams are eligible for qualification to the Open Championship Flight.
 - b. All teams are eligible for Flight A qualification with the exception of a team with a member over 6000 masterpoints.
 - c. All teams are eligible for Flight B qualification with the exception of a team with a member over 2500 masterpoints.
 - d. All teams are eligible for Flight C qualification with the exception of a team with a member over 500 masterpoints or one who has achieved the rank of Life Master.
 - e. Teams may have 4, 5, or 6 members.
4. Qualification at the club level is by player, not by team. In other words, a player need not have the same teammates in the District final as in club final.
5. Club qualifying games may be run between September 1, 2023 and February 29, 2024. If a District does not require Club-level qualification for participation in the District final, it may nonetheless permit clubs to hold GNT “qualifier” games as a fundraiser. Such games must be team games. The [ACBL Conditions of Contest](#) allow all clubs to hold as many club-level GNT qualifiers as they wish, but **please check with your individual Districts!**
6. Setting up the game in ACBLScore®, choose type 2, “Team,” then Victory Points as the scoring method, then Swiss pairing by computer. When you get to the “Select Event Rating:”
 - a. Select North American Pairs or Teams (Club or Unit Level).
 - b. Then select Grand National Teams - Club Level.
 - c. If stratified, select two strata or three strata, as applicable. (In a stratified event, the Open Championship and Flight A must be combined for play and masterpoint awards.)
 - d. Indicate one session. For an open game, use the GNT strata of None/2500/NLM. For a Flight “B” game, use the strata of 2500/NLM. For a standalone Flight “C” event, select NLM for the upper masterpoint® limit.

You must use the player with the highest masterpoints® on the team to determine Strata designation. NOTE: choosing NLM will display the stratum as 500. Choosing NLM instead of 500 is important, though, as this NLM choice will also check the players for their Life Master status. If a player with < 500 points is found to be a Life Master, the pair will be elevated to the “B” 2500 stratum.
- e. Select qualifying field size as 50% of contestants, unless you are advised otherwise by your District. **Your District should have its own [Conditions of Contest](#) specific to this year, so please be sure to read them.**
7. [Generally](#), for a team to earn a Qualification to the next level, the team must (1) win 50% of the matches, or (2) finish in the top 50%* of the field. **(Some Districts allow this to be 60%. Check with your District).**
8. ACBL will run reporting, and the qualifying players for both platforms will be listed by District [on this page](#).

9. Flight eligibility will be established by ACBL's September masterpoint cycle (produced on August 6, 2023). Masterpoints won after this cycle will not impact flight eligibility for these events.
10. No short game, using fewer than 18 boards, will be considered for GNT qualification.
11. For questions or help with your face-to-face game, please send an email to tony.greene@acbl.org, or call the Help Desk at 663-253-3181, Option #1. Or join the Zoom Chat help team at <https://www.acbl.org/zoomchat>, during its hours of operation. (At this writing, those hours are 3:30pm – 5:30pm Eastern.)

Specific instructions for Virtual Club GNT games:

1. All GNT qualifying games held virtually will award 50% red, 50% black, at double regular club masterpoints.
2. The extra ACBL per-table sanction fee for online games will be \$4.00. **Please check with your District GNT Coordinator, as some Districts charge additional fees.**
3. Your club will be able to hold as many virtual GNT qualifying games as you wish, from September 1, 2023 through February 29, 2023.
4. In order to designate them as GNT, (for the enhanced masterpoints and so we will consider them for scoring/qualifying purposes), add **+GNT+** (or **+gnt+**) to the tournament description.
5. VACBs will not be able to set the correct GNT strats in a BBO stratified game. However, VACBs **must set an upper limit** according to the GNT requirements: either Open (no limit), or 2500 (flight B), or 500 (flight C). GNT qualifications will be calculated by ACBL post-game. **There must be no variation in the upper limits.**
6. VACBs will not be able to run GNT games during global Virtual Club events. This means your games will default to the following events, overriding your GNT hacks. Refer to this page for the [online special events](#), and during the ones that do not require a game hack, (the “global” ones), you cannot run GNT games.
7. **NO ROBOTS** should be allowed to register as players' partners in GNT qualifying games. Please toggle the robot partners OFF in all GNT qualifiers. Also, there should be NO ROBOT TEAMS, which means that you should either ask teams to sign up (so you ensure that you have an even number of teams), or you should prepare them that it will be possible to have a sit-out. **If a game shows a robot partner, the team will not be able to qualify, and if the game has a robot team, the game will be re-rated.** Also, if a player with > 500 points tells you that they are not a Life Master, and they had < 500 points as of the August 6th reporting, you do not have to police this. 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.