

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. *Note that if a field has 2 or fewer pairs, both pairs will qualify.*
- (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. Also, it may be difficult to "police" players who have fewer than 500 masterpoints®, but are Life Masters, when you hold a "C" standalone game. Thanks for what you can do to prevent this. 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.

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