



2016-2017 NORTH AMERICAN PAIRS

ACBLscore AND YOUR UNIT LEVEL NAP GAME

IF YOU REPORT THE UNIT LEVEL NAP GAME VIA A CLUB'S MONTHLY REPORT, DO THE FOLLOWING

The game should be run in ACBLscore Club Mode as opposed to ACBLscore Tournament Mode.

1. The game file(s) will be DBADDED to the monthly report.
2. During the DBADD process you will be asked (when DBADDING the final session of a two-session event or DBADDING the only session of a one-session event) the following question: **"ADD group codes to players in database who Q'd to the next level?" ANSWER "Y" to this question. This will allow you to produce a list of qualifiers to the next level.** (SEE THE FINAL SECTION OF THIS APPENDIX – **AFTER THE GAME.**
3. ACBLscore will calculate the fees due (\$7.00 per table per session).
4. The amount due will be reflected on the club's monthly report (the financial part) and included in the total amount due.
5. Payment will be made when the monthly report is sent to ACBL.
6. Masterpoints will be posted when the monthly report is received and processed electronically.
7. Use the PCON Command to produce qualifying slips for the qualifiers.

IF YOU DO NOT REPORT THE GAME VIA A CLUB'S MONTHLY REPORT, DO THE FOLLOWING:

1. The version of ACBLscore used to score the game is of no consequence.
2. Using Tournament Mode or Club Mode is of no consequence.
3. Masterpoints will be posted by hand-keying the necessary data.
4. DO send hard copy of all sessions of your unit final, making sure that masterpoint section awards are shown if you had two or more sessions.
5. SEND the hard copy or game file version and payment of \$7.00 per table per session to the ACBL.
6. Since this game will not go through the DBADD process, print an extra copy of the press (making sure that qualifiers are indicated) and send this press sheet to the District NAP Coordinator.
7. Use the PCON Command to **PRINT QUALIFYING SLIPS** for the qualifiers to the next level of play.

SETTING UP THE GAME – ONE-SESSION UNIT FINALS

When you get to the “Select Event Rating” Screen:

1. Select North American Pairs or Teams (Club or Unit Level), then
2. Select North American Pairs – Unit Level.
3. If stratified, select 2 strata or 3 strata, whatever is applicable.
4. Indicate 1 session; select the strats using the NAP strats of None/2500/NLM.
5. If your game includes the C level, select NLM for the upper masterpoint limit. After entering the players’ names, use SStrat command to check the masterpoint holding of the C pairs. If anyone has over 500 masterpoints, you need to change them to the B level.
6. Continue, making all the appropriate selections.

SETTING UP THE GAME - TWO – SESSION UNIT FINAL

If your unit is running a two-session unit final, it is important that whoever is directing and/or setting up the game have some experience in dealing with a two-session event. A “Crossover” must be done (in the first session game file) which tells the players where they will sit the second session. When the second session is set up an “XOV” must be done to connect the 2nd session to the 1st session so that masterpoints will be calculated correctly and carryover scores done properly. The following instructions will walk you through the setup:

THE FIRST – SESSION GAMEFILE

When you get to the “Select Event Rating” screen:

1. Select North American Pairs or Teams (Club or Unit Level), then
2. Select North American Pairs – Unit Level.
3. If stratified, select 2 strata or 3 strata, whatever is applicable.
4. Indicate 2 sessions.
5. Indicate you’re setting up Session 1.
6. Note the Event Code – you will need it later.
7. Always select the NAP Strat Limits: Open\2500\NLM for the strats included in the game you’re running. (For example, if you’re running a stratified A & C event, choose 2 strats with limits of OPEN\NLM). **If your game includes the C level, select NLM for the upper masterpoint limit. After entering the players’ names, use SStrat command to check the masterpoint holding of the C pairs. If anyone has over 500 masterpoints, you will need to change them to the B level.**
8. Select the % of the field qualifying to the next level (per your district’s Conditions of Contest.
9. Fill in the tournament data screen.
10. If the game is run by a director assigned by the ACBL, the sanction number will be a number assigned by the ACBL headquarters.
11. If the game is being run by a local director, the sanction number will be the letter “U” followed by the Unit number.
12. Use an event name that clearly identifies the event, such as “Unit XXX NAP final.”
13. Proceed with entering the names of the players as usual.
14. At the command line use “EDX” (F11 in windows version) to do the Edit the Crossover (indicating where pairs will sit in the second session).
15. At the first screen you will see a small box at the top of the screen and your cursor will be sitting in an area with a default entry A.E. Leave this as is and TAB over to the next spot and enter A.N.

16. Hit the F9 key to edit the individual X-overs
17. Now your screen displays the N – S field on the left and the E – W field on the right with starting positions indicated to the right of names and strat.
18. Leave N – S Pair 1 as 1.N. Arrow down to N – S Pair 2 and hit the F5 key. You will see that N – S Pair 2 has now been “SWAPPED” to 2.E which will be this pair’s starting position for the second session.
19. Continue through the N – S field using the F5 key to SWAP every other pair in the N – S field.
20. Repeat the same procedure for the E – W field, leaving E – W Pair 1 as 1.E and starting the SWAP with E – W Pair 2 and continuing to SWAP every other Pair in the E – W field.
21. Enter your scores and produce the Recap at the end of the session. Seating assignments for the second session will appear on the RECAP sheet.
22. If the game will be reported via a club monthly report, DBADD the game and answer YES to the following question: **“ADD Group codes to the player in database who Q’D to the next level?” This will allow you to produce a list of qualifiers to the next level.** SEE THE FINAL SECTION OF THIS APPENDIX – **AFTER THE GAME.**

THE SECOND – SESSION GAMEFILE

When you get to the “Select Event Rating” screen:

1. Select Number 5, North American Pairs or Teams (Club or Unit Level), then
2. Select Number 2, North American Pairs – Unit Level.
3. If stratified, select 2 strata or 3 strata, whatever is applicable.
4. Indicate 2 sessions.
5. Indicate you’re setting up Session 2. (So far all these steps are the same as for the first session.)
6. Be sure the proper event code is showing as the default (see number 6 in the First – Session Instructions.)
7. Select the strat limits.
8. Select “N” to the question regarding Overall Awards and number of tables in this file unless you have allowed some “walk-in” to play in the second session as “ineligible for overall awards.”
9. Continue selection of the Strat Limits.
10. Select “N” to the question regarding Flighted Event.
11. Select the % of the field qualifying to the next level (per your district’s Conditions of Contest.)
12. Fill in the Tournament Data screen. (Use the same event name you used for the 1st session.)
13. You will now be back at the COMMAND LINE. TYPE “XOV” (F-11 in windows version).
14. Select your 1st Session game file and enter.

15. The next screen should give you a message that the Crossover is OK, or it will give you an error report.
16. If all is well, press Enter and you will be back at the COMMAND Line and ready to enter scores.
17. There is no need to enter names again as they have come across from the 1st Session file.

AFTER THE GAME

1. May provide the qualifiers with qualifying slips to the next level of play. Use the "PCON" command to print qualification slips for the players.
2. You must provide the District NAP Coordinator with a list of qualifiers to the District Final (or the next level of play).
3. If the game will not be reported via a club's monthly report, follow the instructions on the previous page.
4. If the game was DBADDED to a club's monthly report and you followed the instructions on the previous page regarding Group Codes, then you can produce a list of qualifiers from ACBLscore.
5. Go to DATA BASE at the screen with the Main Menu.
6. Select REPORTS/EXPORT.
7. Select #13, List of Qualifiers
8. Tag the groups to include 6NA, 6NB,6NC for 2016. Hit F9.
9. Answer the remaining question appropriately.
10. Call 662-253-3143 if you need assistance.