

District 10

2025 - 26 NORTH AMERICAN PAIRS (NAP) CONDITIONS OF CONTEST

The following, in conjunction with the ACBL Conditions of Contest, shall constitute the District 10 Conditions of Contest for 2025-2026 North American Pairs (NAP). The ACBL National Conditions of Contest may be found on the ACBL website (<http://web2.acbl.org/documentlibrary/play/NAP/CoC.pdf>)

The District 10 NAP Coordinator is: Sherrie Goodman. If there are any questions regarding the District 10 NAP contest, she may be contacted via e-mail at mamamiag@me.com , or by phone at 504-329-7411.

FLIGHT ELIGIBILITY

This is the first year that the NAP will feature four flights instead of three. Eligibility for the various flights is as follows:

1. Championship Flight Open to any player
2. Flight A Players with fewer than 6000 MPs
3. Flight B Players with fewer than 3000 MPs
4. Flight C Players with fewer than 750 MPs who are not Life Masters

CLUB LEVEL COMPETITION

ACBL sanctions NAP club level competition during June, July, and August of 2025. Clubs may hold up to two NAP Club qualifying games for each weekly sanctioned session in each of these months. Clubs which play online are also able to conduct NAP qualifying games (virtual Directors must use the +NAP+ hack.) Open Club level NAP qualifying games, if stratified, must use these limits: Open/3000/NLM<750. Limited games below 3000 mps should use Unlimited/3000/750. Limited games below 750 mps should use 750 (note - a second and third strat level may be defined below 750 if desired by the club.) At the Club level game, subject to established ACBL minimum guidelines, each club determines the conventions to be allowed in its games. There is no District surcharge for games at the Club level. All reporting is done via the Club's monthly report to ACBL. D10 will also recognize qualification of players in the virtual clubs qualifying sessions played on Bridgebase Online.

Advancement beyond club stage is top 50% of the field or 50% or better game. We are not including 60% as an option anymore (again this is for technical reasons). All players who qualified at club level are eligible for the District final. District 10 does not require Unit level competition.

DISTRICT LEVEL COMPETITION

The District Final for NAP Flights A and C will be held online (on Bridgebase Online) on Sunday, November 23, 2025. The District Final for NAP Flight Championship and B will be held online (on Bridgebase Online) on Sunday, January 4, 2026. The final for each flight will be a two-session game. The ACBL Open Convention Chart will apply in the Championship and Flight A events. The ACBL Basic+ Convention Chart applies for the Flight B and Flight C contests. NOTE – Pairs planning to play in the District Final events must pre-register their intent with the District NAP Coordinator (Sherrie Goodman). This will permit verification of qualification and residency status prior to the event. Pairs should submit an e-mail noting both member's names, ACBL numbers, BBO names and the flight(s) in which they intend to participate. Emails should be sent between October 15, 2025 and December 15, 2025. Late applicants will be considered if uneven tables occur in each Division. The top three pairs in the Championship Flight and in Flight A and the top four pairs in each of Flights B and C District 10 finals will be eligible to play representing the District in the National finals to be held at the Spring NABC in St. Louis. The eligible pairs will be notified by the ACBL Special Events Coordinator regarding any subsidy earned based on their finish in the District final. Qualifiers must play in the national level event until eliminated to receive the subsidy. No new partnerships may be formed between the District and National level competition. If a qualifying pair is unable to attend the NABC, the invitation will be passed to the next eligible pair based upon its finish in the District final.

NATIONAL LEVEL COMPETITION

The National Finals of the NAP will be held during the Spring 2026 NABC planned for St. Louis in February and March, 2026. Championship Flight and Flight A Wed/Thu February 25-26, 2026. Flights B and C will be held Sat/Sun March 7-8, 2026

In all flights the NABC Final is a four-session event played over two days. Approximately 50% of the field will qualify for day two, with carryover per ACBL formula. In the Championship flight and Flight A, day two will be an all-play-all format when possible. See ACBL C of C for more details.

FLIGHT ELIGIBILITY

This is the first year that the NAP will feature four flights instead of three. Eligibility for the various flights is as follows:

1. Championship Flight Open to any player
2. Flight A Players with fewer than 6000 MPs
3. Flight B Players with fewer than 3000 MPs
4. Flight C Players with fewer than 750 MPs who are not Life Masters

For purposes of NAP Flight Eligibility, ACBL uses the June masterpoint cycle, which runs on May 6, 2025. Points won after this cycle do not affect flight eligibility.

Partnerships consisting of players at different experience levels must compete in the flight for which the higher-rated player is eligible.

Players may participate in the District Finals in any flight for which they (and their partner) are eligible and qualified. However, a partnership may play in only one flight at the NABC Final.

Once qualified at the club level, players may play in District stage with any qualified partner. In other words, new partnerships may be formed at the District level. Qualification to the NABC final (at the District-final level) is by partnership; players will play at the NABC with the same partner they competed with at the District final. For all stages beyond the club level, all participants must be ACBL members whose dues are current.

At the District final, each flight plays separately. Each flight requires at least 5 pairs (2 ½ tables) to be considered “viable”. In flights B & C, if between 1 and 4 pairs register to play, all such pairs will be considered qualified to play at the NABC upon payment of the District’s entry fee. If fewer than five pairs register in either (or both) of the Championship Flight or Flight A, those two flights may be combined. This combined flight is not stratified for master point purposes; awards are as per the Championship Flight. The combined field is ranked with the top 3 pairs qualifying for the NABC in the Championship Flight. The top 3-eligible Flight A pairs qualify for NABC in Flight A: any such pair who Qualifies in the Championship Flight must declare in which flight they choose to advance. In the event the Flight A contest and/or the Championship Flight is undersubscribed, the D10 Special Events Coordinator may combine the two events into one event to be held on the November 23 date.

The top three pairs in each District Final in the Championship Flight and Flight A qualify for the NABC Final; the top four pairs qualify in Flights B and C.

In a stratified game at any level, players who achieve qualification in any flight also qualify in any lower flights for which they are eligible. In other words, a Flight C-eligible player who qualifies in Flight A is also qualified for Flights B and C at the next level. In a flighted game, qualification is only earned in that specific flight.

INFORMATION FOR CLUBS

Club qualifying is in June, July, and August. Each club may run up to two NAP qualifying games per month for each of their scheduled weekly sessions. Both face-to-face and virtual (VACB) clubs may run NAP qualifying games. Players in club qualifying games need not be ACBL members, but only players who are current ACBL members may advance to the next stage of the competition.

Most club qualifying games will be fully-stratified games. Clubs MUST use strat limits of Unlimited/3000/NLM 750 for a stratified game. Strats are based on the player with the most masterpoints, NOT the pair average. Stratified games use the Open Convention Chart.

Clubs may also offer fully-flight games, with each flight playing separately. Clubs need not offer all four flights in every session; for example, sessions which are normally a limited game

may choose to offer only Flight C. Flighted games are NOT stratified within the flights, with one exception: a Flight C game playing separately may be stratified using whatever limits the club deems appropriate, provided that the top strat is NLM 750. Lower strats in such a game award black points only and do not impact qualification for further stages.

Flighted games use the Convention Chart appropriate for their flight: Open in the Championship flight, Open in Flight A, and Basic+ in Flights B and C. Club qualifying games award 50% Red, 50% Black masterpoints.

ONLINE District Finals

General Conditions

1. This event will be hosted by Bridge Base Online (BBO), which is currently the only approved host. BBO will charge a fee of 25% of gross entry sales to host the event.
2. Regarding any of these conditions, the decision of the Director in Charge (DIC) will be final. The DIC is empowered to remedy any omissions in these CoC.
3. Unless specifically noted below, the Laws of Duplicate Bridge, the ACBL Convention Charts, the ACBL Alert Procedures, the CoC for the 2025-26 NAP, General CoC for Pairs events, Appendix O for Online Play and ACBL Zero Tolerance Policy shall govern this event.
4. The DIC must be an ACBL Director, with the rank of Tournament Director or higher, and shall have the authority to assign their own staff.
5. The Tournament Organizer will provide a format for the event which includes contingencies for any number of pairs in each flight.
6. If feasible, contestants in each flight will play the same deals as others within their flight.
7. Each Contestant shall have access to these CoC and the event's format (#5 above). Failure to have reviewed these conditions, or lack of proficiency with computers or the software used by the online host does not excuse any irregularity, or violation of these conditions.
 - a. Each pair must pre-register no later than one week prior to the announced date of the contest. Late entrants may be accepted for the convenience of the movement and only at the discretion of the DIC. At the time of pre-registration, pairs are required to submit the following information for each pair member: Name, ACBL Number, BBO ID, Flight in which they intend to compete, and any special needs not addressed by these CoC.
8. In the event a Contestant who, due to disability, is unable to use a computer, and in all cases where a Contestant does not have the requisite computer skills, said Contestant may appoint an Operator to relay calls, plays and explanations thereof. The Operator must be named in preregistration and is subject to the approval of the DIC.

9. Should a technical difficulty delay play for one or more tables, play in all unaffected tables shall continue and 15 minutes will be allotted to resolve the issue before play is suspended. If play is suspended for longer than 15 minutes, the decision of the DIC about the continuation of the event shall be final.

Security

Proctored sites are no longer required but may be used at District option. Players may participate from any location, provided that partners are not playing from within the same room.

Contestants are not permitted to be in possession of any electronic communication devices while they are competing. While it is impossible to monitor this directly, any evidence of communication external to BBO, electronic or otherwise, will constitute a violation. VIOLATION OF THIS CONDITION WILL RESULT IN A MANDATORY PENALTY OF ONE FULL BOARD, AND A SECOND VIOLATION WILL RESULT IN THE PAIR'S DISQUALIFICATION.

Contestants may only run the following applications during the play period:

1. Bridge Base Online app or an internet browser for the purpose of accessing BBO
2. A document reader with approved written defenses from ACBL's defense database where permitted by ACBL Convention Charts.
3. Contestants must not relay any extraneous information through chat visible to partner.
4. Suspicious calls or plays must be reported to the Director. All calls and plays are subject to review by the ACBL Recorder or his designee; this includes computer-based cheating detection software tools.

The Play

1. Contestants are required to post a complete convention card, in ACBL format, including any supplemental notes.
2. Pairs playing methods requiring a written defense must pre-alert their opponents and post a written description of their method(s) along with their convention card. Contestants opposing a pair playing such methods are permitted to access the ACBL's defense database and keep said defenses open in their internet browser.
3. The Director must be summoned electronically for any irregularity which occurs during play. Once the Director has been summoned, all play and bidding shall cease until the Director authorizes its continuation.

4. Contestants are required to alert and explain their own calls (not their partner's). When one makes an Alertable call, the bidder must give a full explanation of the agreement to their opponents (and only their opponents). Stating the common or popular name of the convention is not sufficient.
5. Any Contestant may request, but only at their turn to call or play, information concerning an opponents' methods. Such inquiries may be asked of either or both opponents but must be asked in a private chat. Replies to these inquiries must be given in a private chat.
6. Violations of conditions, thereby making available to one's partner extraneous information by a remark, a question, a reply to a question, an unexpected alert, failure to alert, special emphasis, tone, gesture, movement or mannerism (Security 4 & The Play 5 & 6), shall be rectified under the Laws of Duplicate Bridge, and are subject to procedural penalties. Contestants must report any such violations to the DIC.
7. Any deviation in tempo does convey extraneous information and is subject to rectification under the Laws of Duplicate Bridge. Any Contestant experiencing technical difficulties which may be construed as conveying extraneous information must immediately inform the Director.
8. Claims, concessions, agreement thereto and contention or cancellation thereof will be rectified under the Laws of Duplicate Bridge.
9. Unintended calls or plays will be rectified under the Laws of Duplicate Bridge. If a Contestant makes an unintended call or play they should summon the Director immediately. As in live play, undos are permitted only upon instruction of the Director.