

Club Manager Incentives for 2026

Requests for reimbursements should be submitted to the Unit Secretary/Treasurer twice per year, i.e., after the conclusion of your June and December games.

1. Club Incentive Program

- a. The number of reimbursements will be limited to 6 every 6 months for special games included in the Club Incentive Program per club sanction.
- b. Reimbursement up to \$4.00 per table for holding any included ACBL Special Games which cost more than \$1.25 per table.
- c. The following types of games are **excluded**: Unit Club Championships; Local Charity Games (held in April).
- d. **GNT** and **NAP** games are reimbursed under a separate program. See below.

2. GNT and NAP games Incentive Program: per [Unit 163 Policies](#), Section 5:

- a. Per ACBL, each club may run two North American Pairs (NAP) games per sanction in June, July and August. The ISBL will reimburse each club \$5 per table per sanction for the second NAP qualifying game of the month, provided the club manager sends the table counts for both the first and second games to the Secretary-Treasurer. Games may be in person or virtual.
- b. Clubs opting to hold Grand National Team (GNT) games will be reimbursed \$2.50 per table from the ISBL by sending the table counts to the Secretary-Treasurer. Games may be in person or virtual.

3. Bridge Education Program:

- a. Purpose: to encourage continuing bridge education.
- b. Students are required to enroll in an ACBL Class.
- c. Table fees for students for up to 10 games will be reimbursed by the Unit (equal to the number of classes taken).
- d. The Unit will reimburse 50% of the table fees for mentors.

4. Bridge Mentoring Program.

- a. Purpose: to provide less experienced players with coaching and advice.
- b. Managers provide free games to ACBL mentees and 1/2 price to mentors.
- c. Table fees for mentees for up to 10 games will be reimbursed by the Unit.
- d. The Unit will reimburse 50% of the table fees for mentors.

5. Free Play at Tournaments for Unit members with fewer than 20 masterpoints.

- a. Purpose: to encourage novice players to experience Tournament play.
- b. Unit members with fewer than 20 masterpoints receive two free plays at all unit tournaments.