

Subject Matter of Motion	Silver Point Club Games during online silverpoint games/tournaments.
Issue Statement	Online silver point games/tournaments serve the needs of online players to earn silver points. However, there is no reason why these games should compete with face-to-face clubs and their regularly sanctioned games. Indeed, these online silver point games/tournaments tend to draw players away from face-to-face play, a result no one wants.
The motion:	We move that the ACBL allow F2F and VACB clubs to run silver point games (same rating) when online silver point games are running.
Material impacts	In-person clubs will lose fewer players and players who prefer in-person games will have the same opportunity to earn silver points as those playing online. There is no reason why silver points should be offered online only when F2F clubs could do the same. This expands the base of players (both online and in-person) at the same time. We need to have online and in-person bridge work together.
Reasons why the Advisory Council should adopt the motion	This levels the playing field for F2F clubs and is similar to their ability to run STaCs, but without all the added cost and support (no Unit-wide or District-wide TD to compare scores among games run at the same time). The lack of an additional table fee for the silver point clubs games during these online tournaments is an incentive for club owners working to rebuild their player base post-Covid-19.
Risk if the motion is not approved	Clubs will lose money and not have a level playing field for competing with online offerings.

Respectfully Submitted,
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Chair, Teachers and Club Managers Committee
ACBL Advisory Council