



THE SCHAPIRO SPRING FOURSOMES

PROGRAMME

**Holiday Inn Hotel
Stratford-upon-Avon**

2nd – 6th May 2014

Introduction

Welcome to the Holiday Inn, Stratford-upon-Avon and to the 2014 Schapiro Spring Foursomes. We are especially grateful for the generosity of our patron, Helen Schapiro, which means that in this event we offer larger than usual prizes. Our patron will not be playing but will be with us spectating for part of the weekend – we wish her and all of you an enjoyable weekend in Stratford-upon-Avon.

The total anticipated entry is 55 teams, a significant increase on last year, and we have an even stronger field than usual, with many strong players from around the world, including for the first time the Lavazza team from Italy. 27 teams are expected to play in triangular matches over rounds 1 & 2 (2 x 32-board matches) while the remaining 28 teams will play head-to-head matches.

At the conclusion of each triangle the winners only will be deemed to be undefeated and the other two teams will be deemed to be once defeated. Those who have played head-to-head matches will have completed two matches at that point, and so one quarter of them will be twice-defeated and will play a round robin to decide one place in the Punchbowl.

The basic format in terms of numbers

The basic format is as follows:

<i>Session</i>	<i>Undefeated</i>	<i>Once defeated</i>	<i>Punch Bowl</i>
Fri eve/Sat aft (rounds 1&2)	55	–	–
Saturday eve (round 3)	16	32	1 from 7
Sunday I (round 4)	8	24	4 from 16
Sunday II (round 5)	4	16	3 from 12
Monday I (round 6)	2	10	8 (4)
Monday II (round 7)	1 (bye)	6	2 (1)
Tuesday I (round 8)	1	3	completed
Tuesday II (round 9)	32-board final on Tuesday at 4:00pm		

Starting positions and results

Please see the separate sheet and/or notice-board for details of the Friday evening and Saturday morning matches. Thereafter, teams should refer to the main notice board for details of their next match. Match winning captains must record their results on the notice-board prior to starting each new match: on Saturday afternoon, we will require details of 1st, 2nd and 3rd place in each triangle, and the number of wins to be credited to each team.

Bridgemate scoring

For the first time in this event we will be scoring using Bridgemates. For most rounds your team name will have been pre-entered for you, so please use this to check that you are at the correct table and sitting in the right direction.

Please ensure that all boards have been entered before leaving the table at the end of a stanza, and use the list of results that is automatically displayed to check that there are no errors. Team captains please confirm that the score displayed on the monitor in the results area, as produced by your Bridgemate entries, matches your own record before you write it up on the notice-board.

Bridgemate UK is the EBU's "Official Wireless Scoring Provider".

Catering arrangements

Coffee, tea and light refreshments will be served between matches in the afternoon sessions from the hotel lounge (Terrace Lounge).

The hotel restaurant opening times for dinner have been arranged to coincide with our times of play. However, you are strongly urged to book a table (indeed, it is virtually essential), even if you are a resident already booked in on half-board terms. Non-residents are also welcome, but again prior booking is essential.

Residents on half-board terms should remember to bring their key cards with them to dinner.

Supplementary regulations

1 This is an EBU level 5 competition. All systems and conventions permitted at EBU level 4 are allowed, as is anything permitted under WBF/EBL system policy that

is not a 'HUM' or 'Brown Sticker'. WBF convention cards are permitted. You are required to have a pair of identical completed convention cards and you should exchange them with your opponents at the start of each round. If you do not have two completed convention cards, you may be provided with an EBU Simple System card and required to play it.

2 Best Behaviour at Bridge - Please be nice to your partner, be pleasant to your opponents and be polite to the Tournament Directors. Otherwise you may well be given a Disciplinary Penalty!

3 Protest time in respect of any given stanza within a match expires upon the resumption of the match. Protest time in respect of the final stanza of the match expires half an hour after the end of the match. Once protest time for a stanza has expired, no request for a ruling from that stanza and no appeal in respect of a ruling already received during that stanza will be entertained.

It follows that if a team might wish to appeal a ruling, they must consider the matter during the scoring break and notify the tournament director of their intentions one way or the other before they resume play. The fact that the appeal might not be heard until the end of the match is irrelevant for the purpose of notifying the tournament director (and your opponents) of your intention to appeal. The actual timing of the appeal will be a matter for the Chief Tournament Director to determine.

4 Please note that teams of four or five players may be extended up to a maximum of six players, but that any extra players must have been nominated prior to the commencement of round 5 on Sunday afternoon. Once round 5 is under way (or the equivalent time in the Punch Bowl on Sunday afternoon), additional players will not then be permitted, save under the most extreme circumstances or as permitted below. Under no circumstances may a player ever represent more than one team in the combined Schapiro Trophy/Punch Bowl competitions.

5 Exceptionally, when, owing to other commitments, a team of four or five reaching the Tuesday would not be able to field a team, two or one substitutes respectively may be permitted subject to the approval of the Chief Tournament Director. The substitutes must be demonstrably of no higher standard than the players they replace, and substitutions may only be made on a one-to-one basis (e.g. a single player cannot be replaced by an entirely new pair).

6 Mobile telephones and other electronic communication devices in the playing area should be switched off at all times. If you must have one on for emergencies, switch it to silent and leave the playing area before answering it. On Monday and Tuesday when matches are shown on Bridge Base Online, players who leave the

playing room for any reason before the end of a match must leave behind any such device in the playing room.

7 All conditions contained within may be varied upon the express instruction of the Chief Tournament Director in order to facilitate any unforeseen or unexpected circumstance that might arise. In particular, the pre-published draw for any event may be altered should one or more teams withdraw from, be added to, or fail to arrive at the competition in question.

A Timetable for the main event (Schapiro Trophy)

Please refer to the relevant section within this programme for times of play in the consolation events.

A1 Friday (Schapiro Trophy)

7:45pm	–	12:15am	Rounds 1 & 2 triangular matches - 32 boards
7:45pm	–	12:15am	Round 1 head-to-head match - 32boards

A2 Saturday (Schapiro Trophy)

10:30am	–	3:00pm	Rounds 1 & 2 triangular matches - 32 boards
10:30am	–	3:00pm	Round 2 head-to-head match - 32 boards
4:00pm	–	8:30pm	Round 3 - 32 boards

A3 Sunday (Schapiro Trophy)

10:30am	–	3:00pm	Round 4 - 32 boards
4:00pm	–	8:30pm	Round 5 - 32 boards

A4 Monday (Schapiro Trophy)

10:30am	–	3:00pm	Round 6 - 32 boards
4:00pm	–	8:30pm	Round 7 - 32 boards

A5 Tuesday (Schapiro Trophy)

10:30am	–	3:15pm	Round 8 - 32 boards
4:15pm	–	9:00pm	Round 9 - 32 boards

(Please note that should an unbeaten team exercise their right to play extra boards in the semi-final or the final, the finish time of the final is likely to be one hour later than scheduled above).

Teams eliminated after rounds 2, 3 or 4 enter the Punch Bowl as described below.

Teams eliminated after round 5 may enter the 'Swiss' as described below.

The starting time of the final (round 9) will be delayed by approximately 1-hour should extra boards be required in the semi-finals.

B Timetable for the first consolation event (Punch Bowl)

Please refer to the relevant section within this programme for times of play in the main event and in the Swiss.

B1 Saturday afternoon and Sunday (all day) (Punch Bowl): teams eliminated on Saturday morning

The 7 teams eliminated from the main event after two rounds will enter a 3-session round-robin event comprising 6 x 16-board rounds. The winners only will qualify for the Punch Bowl knock-out quarter-finals on Monday.

Saturday	4:00pm	–	8:10pm	2 x 16-boards
Sunday	10:30am	–	2:40pm	2 x 16-boards
	4:00pm	–	8:10pm	2 x 16-boards

Non-qualifiers may enter the Swiss on Monday; 11:30am start.

B2 Sunday (all day) (Punch Bowl): teams eliminated on Saturday afternoon

The 16 teams eliminated from the main event after three rounds will be formed into 2 groups of 8, playing a full round-robin of 8-board matches within their own group i.e. 7 rounds. The top two teams from each group will qualify for the Punch Bowl knock-out quarter-finals on Monday.

Sunday	10:30am	–	3:00pm	4 x 8-boards
	4:00pm	–	7:15pm	3 x 8-boards

Non-qualifiers may enter the Swiss on Monday; 11:30am start.

**B3 Sunday afternoon (Punch Bowl):
teams eliminated on Sunday morning**

The 12 teams eliminated from the main event after four rounds will play two rounds of single elimination 'mini knock-out' (16-board matches, played in two sets of 8). Therefore, three of the original twelve teams will qualify for the Punch Bowl quarter-finals on Monday.

Should one or more of the original 12 teams not wish to enter the Punch Bowl, then a corresponding number of triangular matches will be played instead (winners only qualify).

Sunday	4:00pm – 6:15pm	Round 1 16 boards
	6:30pm – 8:45pm	Round 2 16 boards

Teams eliminated in either round 1 or round 2 may enter the Swiss on Monday; 11:30am start.

B4 The Punch Bowl final knock-out stage

This comprises 1 team from the group eliminated after 2 rounds; 4 teams from the 3-round group and 3 teams from the 4-round group. Should an unexpected withdrawal arise after the qualifiers are complete but before play starts on Monday, the next best placed team from within the same group will take their place

The tournament is then pure knock-out comprising three rounds of knock-out on Monday. Matches are of 16 boards each, played in two stanzas of eight with a compulsory change of opponents at half-time. Please see section E3 for full details regarding 'seating rights' in these two-stanza events.

10:30am – 12:45pm	Quarter-final: 16 boards
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Teams eliminated in the quarter-final may enter the 'Swiss' — see within for details. The third Swiss match starts at 2:30pm on Monday afternoon. Carry-forward score = 28 out of 40 VPs.

1:15pm – 3:30pm	Semi-final: 16 boards
4:00pm – 6:15pm	Final: 16 boards

The Swiss event is not available to defeated semi-finalists or finalists.

C Timetable for the Hamilton Cup: Swiss teams

Please refer to the relevant section within this programme for times of play in the main event and in the Punch Bowl.

New teams to the congress, or reorganised teams from within the congress, will be permitted into the Swiss.

C1 Monday (Hamilton Cup)

The event begins with the teams eliminated from the main event and/or the Punch Bowl, plus any new teams joining the congress on Monday.

After two matches, the four teams eliminated from the Punch Bowl quarter-final may join the event with a score of 28 VPs out of 40, and will be drawn against a corresponding number of leading teams from the Swiss at that stage. Thereafter, no more teams may join the event. Refreshments will be available in the Terrace Lounge during the lunch break.

11:30am	–	1:45pm	2 x 8-board matches
2:30pm	–	7:00pm	4 x 8-board matches

D *The Schapiro Trophy*

D1 Format of the main event

This is a knock-out competition in which a team must be twice defeated (but see also special notes below) before it is eliminated. Undefeated teams meet each other in one pool, and once defeated teams meet in another. Matches are normally of 32 boards throughout, played in four stanzas of eight boards per stanza.

The first six rounds of the competition are pre-drawn by reference to team number, the full effect of which is on display. The pre-draw is expressed in terms of the lower numbered team winning any given match, and the higher numbered team losing it. Thus, should the higher numbered team win the match, it then exchanges its team number with that of its opponent.

The seeding of the top 32 teams is based entirely on the current (end of April) average number of 'Gold Points' held by the team members as a whole, with suitable adjustments being made in the case of teams containing non-English players. Thereafter (team numbers 33 or above) by random draw.

Most teams will play in two session triangular matches over Friday evening/Saturday morning, with the winning team being deemed to be undefeated (but with no team being deemed to be twice defeated). Please see the separate information sheet and the 'Introduction' in this regard.

D2 Seating rights

Seating rights in four stanza head-to-head knock-out events are determined as follows. Team captains toss a coin, and the winner of the toss may choose first or may pass that option to his opponent. The captain who chooses first selects any one stanza in which he will have seating rights (i.e. the right to seat his players after the opponents have seated theirs). The other captain then chooses any two of the remaining stanzas in which he will have seating rights. The captain who chose first then has seating rights in the one remaining stanza.

D3 Special notes

Note i): after Monday afternoon's round 6, one team only will remain undefeated, and six teams will remain once defeated. The undefeated team will receive a bye, whilst the once defeated teams compete in the quarter-finals. The draw for the quarter-finals shall be arranged so as to avoid re- matches. This will be achieved by listing the 15 possible combinations in which six teams can be drawn into three pairs, and then deleting all such combinations that involve a re-match. Those combinations that remain will be numbered 1 to n, and a single number will be drawn at random so as to determine the entire composition of the quarter-final draw. Please note that in this and in all other respects, meeting in a 16-board triangular match in the once defeated pool in round 3 does not count as having already met: therefore a re-match is perfectly possible in such circumstances.

Note ii): after Monday evening's round 7, four teams will remain, one of which is undefeated. The undefeated team has absolute choice of opponents in the semi-final, (which choice should be notified to the Chief Tournament Director by the conclusion of the Monday evening session: re-matches may be created). If the undefeated team is in arrears after 32 boards, the match will be extended to 40 boards (no seating rights in the fifth stanza — both teams write down their proposed line-up). However, if the undefeated team is still in arrears after 40 boards, then it will be deemed to have been twice defeated and therefore eliminated from the competition.

Similar considerations to those listed above apply should the undefeated team still be involved in the final, i.e. the match will be extended to 40 boards if the undefeated team is in arrears after 32, save that this right shall not apply if the relevant semi-final was also so extended (in other words, this particular right exists once only, which shall be the first occasion on which it might be required).

Note iii): the semi-finals and final on Tuesday will be played behind screens. Standard WBF screen regulations and alerting procedures apply, full details of which are available on request. There is an additional time allowance of 5 minutes per 8-board stanza over that contained in section D4 below.

D4 Slow play

The time allowed for an eight-board stanza is 65 minutes, although there is a grace period of 5 further minutes beyond that time before penalties apply. At the end of the grace period, both teams — or the guilty team — will be fined 3 IMPs for any delay of up to five minutes, and an additional 3 IMPs for any further delay of five minutes or part thereof. For a second offence by the same pair in the same match, these penalties are doubled. For substantial or repeated delays, the Director should impose a more severe penalty or may refer the facts to the Appeals Committee,

which shall have the powers to so do; any such penalty may include the requirement to withdraw the offending pair from the next stanza of the match in question (this to involve a change of partnerships in teams of four).

D5 Late arrival

One board will be removed from the match after 10 minutes of lateness and further boards removed at the rate of one per 7½ minutes thereafter. Such boards will be scored as plus and minus 3 IMPs. A more severe penalty may be awarded under aggravated circumstances or for continual offences by the same team.

D6 General

General EBU regulations as contained in the EBU's White Book apply in respect of any issue not specifically covered by these regulations. This condition applies equally in both the main event itself and in the various consolation events.

D7 Master Point awards

All awards quoted are expressed in terms of Green Points per player, provided that the player has participated in at least one-third of the total number of boards in the match in question. Any member of a team who does not play sufficient boards in any match should inform the Tournament Director.

	R1	R2	R3	R4	R5	R6	R7	R8	R9
Undefeated pool	1	1.5	2	3	4	6	N/A	8	12
Once defeated	N/A	1	1.5	2	3	4	6	8	12

Two-session triangles in rounds 1 & 2: 1 Green Point per match won.

D8 Prizes

All prizes are quoted 'per team', regardless of whether this be a team of four, five or six. Prize money will be credited directly to the team captain's EBU account, and may be redeemed at any time on application to the EBU. Separate arrangements will be made in respect of non-English visitors.

Winners	£2000
Runners up	£1000
3 rd /4 th place	£500

E *The Punch Bowl*

E1 *Format of the secondary event*

This event is open to all teams eliminated from the main event after the equivalent of two, three or four rounds. The format of the event assumes that all such teams will wish to participate. However, if a team would rather withdraw then that is permitted, provided that notice of this intention is given at the time. Should this happen it may be necessary to make certain modifications to the basic format, and the Director-in-Charge may make any necessary alterations to the format. A team may not elect to enter the event and subsequently decide to withdraw at a premature stage except that a team may play in the round-robin and then withdraw before the knock-out stage commences.

As with the main event, the entire composition of the Punch Bowl has been pre-drawn, and all details are on display.

The first group of teams to enter the competition are the 7 teams that are twice defeated after two rounds. They will play in a full round-robin over three sessions on Saturday afternoon and all day Sunday, comprising six 16-board. Each 16-board match will comprise two stanzas of eight boards, but they will be played as triples so that scoring up will only be possible after two stanzas and seating rights will operate as in the triple stages of the Schapiro Trophy. Scoring is by Victory Points (20 to 0 scale), and the winner only will qualify for the Punch Bowl quarter-final on Monday morning (see also section B4).

The second group of teams to enter the competition are the 16 teams that are twice defeated after three rounds. They will be formed into two groups of eight and will play in a full round-robin on Sunday, comprising seven eight-board matches. Scoring is by Victory Points (20 to 0 scale), and the top two teams from each group will qualify for the quarter final of the Punch Bowl, which begins with eight teams in total on Monday morning.

The third and final group of teams to enter the competition are the 12 teams that are twice defeated after four rounds. These teams will play two rounds of mini knock-out (16 board matches) on Sunday afternoon in order to produce three qualifiers for the Punch Bowl quarter final on Monday morning.

E2 *The knock-out stages of the Punch Bowl*

These are 16-board matches, played in two stanzas of eight boards per stanza.

E3 Seating rights

Two-stanza events involve a compulsory change of opponents at half-time. The winner of the toss may elect to be at 'home' or 'away'. For the first half of the match, the away team must take its places first: the home team then sit around them. For the second half of the match, the home team must take its places first. Any pair of the home team that is retained for the second half must stay at the same table (and position). The away team then take their places in such a way as to ensure that no two pairs are playing against one another for a second time in the match. In normal circumstances, this entails the away team pairs changing tables and direction, but exceptions can arise when teams-of-six are involved or when changes in partnership occur (such a change creates a new pair). The overriding consideration is that 'play-backs' cannot arise, and the away team must seat themselves accordingly.

E4 Master Point awards

All awards quoted are expressed in terms of Green Points per player, provided that the player has participated in at least one-third of the total number of boards in the match in question.

Round-robin groups: Eight board matches 0.25 Green per match won/drawn; sixteen board matches 0.50 Green per match won/drawn; there is no bonus for overall ranking.

Mini knock-out qualifying group: 0.5 Green for the winners of the first round; 0.75 for the winners of the second round. If triangular matches are required, then 0.5 Green per match won/drawn (no bonus for overall ranking).

	<i>Quarter-final</i>	<i>Semi-final</i>	<i>Final</i>
Knock-out:	1	1.5	2

E5 Prizes

All prizes are quoted 'per team', regardless of whether this be a team of four, five or six. Prize money will be credited directly to the team captain's EBU account, and may be redeemed at any time on application to the EBU. Separate arrangements will be made in respect of non-English visitors.

Winners only	£400
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F *The Hamilton Cup*

F1 Format of the Swiss teams

This is a normal Swiss teams event, comprising six matches of eight boards per match.

Teams eliminated from the Punch-Bowl on Monday morning may join the Swiss with a pre-assigned carry-forward score of 28 VPs out of 40. For their first match (round 3 of the Swiss), such teams will be drawn against a corresponding number of leading teams from the Swiss at that stage.

New teams to the congress, or rearranged teams from within it, are welcome to join the Swiss teams on Monday.

F2 Master Point awards

All awards quoted are expressed in terms of Green Points per player, provided that the player has participated in at least one-third of the total number of boards in the match in question.

Per match won/drawn: 0.25 Green

For overall ranking (bonus):

1st 4, 2nd 2.75, 3rd 1.75, 4th 1, then 0.5 to the balance of the top quarter of the original entry if relevant.

F3 Prizes (Hamilton Cup)

All prizes are quoted 'per team', regardless of whether this be a team of four, five or six. Prize money will be credited directly to the team captain's EBU account, and may be redeemed at any time on application to the EBU. Separate arrangements will be made in respect of non-English visitors.

Winners:	£400
Runners-up:	£200

Summary of times

Friday	7:45pm – 12:15am	Schapiro Trophy, round 1
Saturday	10:30am – 3:00pm	Schapiro Trophy, round 2
	4:00pm – 8:30pm	Schapiro Trophy, round 3
	4:00pm – 8:30pm	Punch Bowl qualifier 'A': 2 x 16-boards
Sunday	10:30am – 3:00pm	Schapiro Trophy, round 4
	10:30am – 3:00pm	Punch Bowl qualifier 'A': 2 x 16-boards
	10:30am – 3:00pm	Punch Bowl qualifier 'B': 4 x 8-boards
	4:00pm – 8:30pm	Schapiro Trophy, round 5
	4:00pm – 8:30pm	Punch Bowl qualifier 'A': 2 x 16-boards
	4:00pm – 7:15pm	Punch Bowl qualifier 'B': 3 x 8-boards
	4:00pm – 8:45pm	Punch Bowl mini KO (2 x 16 board matches) [ends at 6:15pm if eliminated]
Monday	10:30am – 3:00pm	Schapiro Trophy, round 6
	10:30am – 12:45pm	Punch Bowl, quarter final
	11:30am – 1:45pm	Hamilton Cup, 1–2 (Swiss)
	1:15pm – 3:30pm	Punch Bowl, semi-final
	2:30pm – 7:00pm	Hamilton Cup, 3–6 (Swiss)
	4:00pm – 8:30pm	Schapiro Trophy, round 7
	4:00pm – 6:15pm	Punch Bowl, final
Tuesday	10:30am – 3:00pm	Schapiro Trophy, round 8
	4:00pm – 8:30pm	Schapiro Trophy, round 9

Watch the final stages of
The Schapiro Spring Foursomes
Live on Monday and Tuesday
On BridgeBase Online
www.online.bridgebase.com



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