



# ***THE SCHAPIRO SPRING FOURSOMES***

**PROGRAMME**

**Hilton  
Warwick / Stratford-upon-Avon  
4<sup>th</sup> – 8th May 2018**

## **Introduction**

Welcome to the Hilton Warwick / Stratford-upon-Avon and to the 2018 Schapiro Spring Foursomes. We are grateful for the continued generosity of our patron, Helen Schapiro, which means that in this event we offer larger than usual prizes. We are hoping that she will be with us to watch the final day and I know she wishes all of you an enjoyable weekend in Stratford-upon-Avon.

As usual we have a very strong field: the total anticipated entry is 51 teams. We expect 39 teams to play triangular matches in rounds 1 & 2 (2 x 32-board matches) while the remaining 12 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 three teams will be twice-defeated. The three twice-defeated teams will play off on Saturday night to join different groups in the Punchbowl round robins on Sunday. Four places in the Punchbowl will come from the round robins played by the 19 teams eliminated by the end of Saturday, and other four places are determined by a series of triangular matches among four groups of three teams, from those teams eliminated after one session on Sunday. If there are more than 51 teams originally, the first four (or more) twice-defeated teams will play for one place, the next 16 twice-defeated teams will play for four places and the last 12 twice-defeated teams will play for the remaining three places.

There are board requirements for the winners of this event: a member of the winning team must play at least half the boards scheduled throughout the entire event and at least one-third of the boards scheduled for the final day, in order to be considered as a “Winner of the Schapiro Spring Foursomes” and to have their name on the trophy.

## **The basic format – in numbers**

<i>Session</i>	<i>Undefeated</i>	<i>Once defeated</i>	<i>Twice defeated</i> <i>Punchbowl</i>
<b>Fri eve/Sat aft</b> (rounds 1&2)	51	–	–
<b>Saturday eve</b> (round 3)	16	32	3
<b>Sunday I</b> (round 4)	8	24	4 from 19
<b>Sunday II</b> (round 5)	4	16	4 from 12
<b>Monday I</b> (round 6)	2	10	8, then 4
<b>Monday II</b> (round 7)	1 (bye)	6	2
<b>Tuesday I</b> (round 8)	1	3	complete
<b>Tuesday II</b> (round 9)		Final	

## **Starting positions and results**

Please see the separate sheet and/or notice-board for details of the Friday evening and Saturday morning matches. After that, teams should refer to the main notice board for details of their next match.

## **Bridgemate scoring**

Once again this event will be scored using Bridgemates. Team names will be used in Bridgemates and it is the players' responsibility to ensure that they are seated at the correct table in the correct orientation. Names must be recorded correctly on the lineup sheets provided.

Please ensure you enter all scores for your match and use the Recap facility before leaving the table at the end of the match to ensure they have all been put in correctly. Team captains please confirm that the score displayed on the monitor, as produced by your Bridgemate entries, matches your own record before you start to play the next match. **It is an offence to attempt to access the TD screen or change a score in the Bridgemate without calling the TD.**

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

## **Catering arrangements**

Coffee, tea and light lunches will be available between matches in the afternoon sessions.

The hotel restaurant opening times for dinner will coincide with our times of play. The restaurant will open early on Friday and provide a carvery, including an inexpensive one-plate option. However, you are advised to book a table, even if you are a resident already booked in on half-board terms. Non-residents are also welcome, but again prior booking is recommended.

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 required to fill them out on the spot and to score -3 IMP for any boards you are unable to play due to the time taken to do this.

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 a) Protest time in respect of any given stanza in 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.

b) 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 the team's opponents) of their intention to appeal. The actual timing of the appeal will be a matter for the Tournament Director in charge 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 Punchbowl on Sunday afternoon), additional players will not then be permitted, save under the most extreme circumstances with the permission of the Tournament Director in charge. Under no circumstances may a player ever represent more than one team in the combined Schapiro Trophy/Punchbowl competitions.

**5 There is now a requirement that for a player to be called a winner of the Schapiro Spring Foursomes and to have their name engraved on the trophy, they must play at least half of the boards in the event, apart from extra boards played for tie-breaking purposes. Additionally, they must play one-third of the boards schedule to be played on Tuesday.** There is no requirement to play any extra boards played for tie-breaking purposes or extra boards played as of right by an undefeated team. **The regulation that previously allowed teams to replace a player in certain circumstances for the Tuesday matches no longer applies and teams that might need a new player on Tuesday must ensure that they are registered in time as required in note 4 above.**

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. Texting or any other use of electronic communication devices is strictly prohibited in the playing area. Electronic cigarettes may not be used in the playing area.

7 All these conditions may be varied by the Tournament Director in charge 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 in 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 (32 boards)

#### **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	–	3:30pm	Round 8 (32 boards)
4:30pm	–	9:30pm	Round 9 (32 boards)

(Please note that should an unbeaten team exercise their right to play extra boards in the final, the finish time of the final is likely to be at least one hour later than scheduled above. **The regulation that used to allow the unbeaten team to extend the semi-final in the same way no longer applies.**)

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

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

## **B Timetable for the first consolation event (Punchbowl)**

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

### **B1 Saturday afternoon and Sunday all day (Punchbowl):**

#### **Teams eliminated on Saturday morning**

The three teams eliminated from the main event after two rounds will play a triangular match on the Saturday afternoon. The winners will play in the 9-team group on Sunday, the other two teams will play in the 10-team group.

If there are four teams eliminated from the main event after two rounds, they will play a round robin of three 32-board matches on Saturday afternoon and Sunday for one place in the Punchbowl.

### **B2 Sunday afternoon (Punchbowl):**

#### **Teams eliminated on Saturday evening**

On Sunday, the 19 teams eliminated by the end of the third round split into groups of 9 and 10 teams. Each group will play a two-session round robin event comprising nine 6-board matches. The top two teams from each section will qualify for the Punchbowl knockout quarter-finals on Monday.

If the teams eliminated on Saturday morning play a separate round-robin (B1) then the 16 teams eliminated at the end of the third round, split into two groups of 8 teams. Each group will play a two-session round robin event comprising seven 8-board matches. The top two teams from each section will qualify for the Punchbowl knockout quarter-finals on Monday.

Teams that fail to qualify may enter the Swiss Teams on Monday; 11:30am start.

### **B3 Sunday afternoon (Punchbowl):**

#### **Teams eliminated on Sunday morning**

The 12 teams eliminated from the main event after four rounds will be divided into four groups of three teams and will play 2 x 12-board triangular matches.

If the teams eliminated on Saturday morning play a separate round-robin (B1) then the 12 teams eliminated from the main event after four rounds will be divided into three groups of four teams and will play two mini-knockout matches of 16 boards, played in two stanzas of eight with a compulsory change of opponents at half-time.

The winners of each group only will qualify for the Punchbowl knockout phase on Monday. Should one or more of the original 12 teams not wish to enter the Punchbowl, then a corresponding number of 2 x 12-board triangular matches will be played instead.

Teams that fail to qualify may enter the Swiss Teams on Monday; 11:30am start.

### **B4 The Punchbowl knockout stage**

This comprises the top team from the round robin of four teams that were eliminated after two rounds; two teams from each of the round robins of eight teams, composed of the teams eliminated after three rounds; and three teams from the group of 12 teams eliminated after four rounds, who play mini-knockout matches in three groups of four for qualification to the Punchbowl. Should an unexpected withdrawal arise after the qualifiers are complete but before play starts on Monday, the next best placed team from in the same group will take their place.

The tournament is then pure knockout comprising three rounds 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

Teams eliminated in the quarter-final may enter the Hamilton Cup Swiss Teams – see below 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 Teams is not normally available to defeated semi-finalists or finalists.

## **C Timetable for the Hamilton Cup: Swiss Teams**

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

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

### **C1 Monday (Hamilton Cup)**

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

After two matches, the four teams eliminated from the Punchbowl 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 Teams at that stage. Thereafter, no more teams may join the event. Refreshments will be available in 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 knockout 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 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 March) 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. Team numbers 33 and above are by random draw.

More than half the 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 knockout matches 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**

1 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 will 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.

2 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, so re-matches may be created. The choice should be notified to the Tournament Director in charge by the conclusion of the Monday evening session. If the undefeated team is in the final and is in arrears after 32 boards, the match will be extended to 40 boards. There are no seating rights in the fifth stanza — both teams write down their proposed line-up. **Please note that the corresponding regulation that used to allow extra boards for the undefeated team in the semi-final no longer applies.**

3 **Round 7 matches on Monday and 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 8-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, the team or teams responsible 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 may 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 repeated 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 and in the various consolation events.

**D7 Master Point awards and the NGS**

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.

None of the events in the Schapiro Spring Foursomes will be graded for the National Grading Scheme (NGS) with the exception of the Hamilton Cup (Swiss Teams).

## **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 member'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 <sup>rd</sup> /4 <sup>th</sup> place	£500

## **E      *The Punchbowl***

### **E1      Format of the secondary event**

This event is open to all teams eliminated from the main event after 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. This may require certain modifications to be made to the basic 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 knockout stage commences.

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

**The first group of teams** to enter the competition contains the three teams that are twice defeated after two rounds. They will play a one-session triangular match on Saturday evening, to determine which group to join on Sunday morning (see also section B4 if numbers increase and four teams are eliminated on Saturday afternoon).

**The second group of teams** to enter the competition comprises the 16 teams that are twice defeated after three rounds, together with the three teams from the second round. These teams will be divided into two groups of nine or ten teams, each playing a round robin of nine 6-board matches (with a sit-out for the smaller group) scored by VPs on Sunday in order to produce four qualifiers (two from each group) for the Punchbowl quarter final on Monday morning.

**The third group of teams** to enter the competition comprises the 12 teams that are twice defeated after four rounds. They will be divided into four groups of three, each playing a triangle of 2 x 12-board matches on Sunday afternoon in order to produce four qualifiers for the Punchbowl quarter final on Monday morning.

## **E2 The knockout stages of the Punchbowl**

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: 0.25 Green per 8-board match won/drawn; 0.50 Green for 16-board matches. There is no bonus for overall ranking.

Knockout group: 0.5 Green for the winners of the first match and 0.75 for the second. 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>
Knockout:	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 member'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 Punchbowl 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.

Teams new 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 member'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

<b>Friday</b>	7:45pm – 12:15pm	Schapiro Trophy, round 1
<b>Saturday</b>	10:30am – 3:00pm	Schapiro Trophy, round 2
	4:00pm – 8:30pm	Schapiro Trophy, round 3
	4:00pm – 8:30pm	Punchbowl qualifier group B1 round robin – 2 x 16-board matches
<b>Sunday</b>	10:30am – 3:00pm	Schapiro Trophy, round 4
	10:30am – 3:00pm	Punchbowl qualifier group B1 round robin – 2 x 16-board matches
	10:30am – 2:45pm	Punchbowl qualifier group B2 round robin – 4 x 8-board matches
	4:00pm – 8:30pm	Schapiro Trophy, round 5
	4:00pm – 6:15pm	Punchbowl qualifier group B1 round robin – 1 x 16-board match
	4:00pm – 7:15pm	Punchbowl qualifier group B2 round robin – 3 x 8-board matches
	4:00pm – 8:30pm	Punchbowl qualifier group B3: (2 x 16 board mini-knockout matches)
	<b>Monday</b>	10:30am – 3:00pm
10:30am – 12:45pm		Punchbowl, quarter final
11:30am – 1:45pm		Hamilton Cup, 1–2 (Swiss)
1:15pm – 3:30pm		Punchbowl, semi-final
2:30pm – 7:00pm		Hamilton Cup, 3–6 (Swiss)
4:00pm – 8:30pm		Schapiro Trophy, round 7
4:00pm – 6:15pm		Punchbowl, final

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**Tuesday**      10:30am – 3:30pm      Schapiro Trophy, round 8  
                         4:30pm – 9:30pm      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](http://www.online.bridgebase.com)



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