



THE SCHAPIRO SPRING FOURSOMES

Online on RealBridge

30th April – 4th May 2021

Programme updated 2021-04-30

1 Introduction

A welcome return to the 2021 Schapiro Spring Foursomes, played online on RealBridge. We are grateful for the continued generosity of our patron, Helen Schapiro, which means that in this event we offer larger than usual prizes.

The events will be played on RealBridge with screens throughout. Players on RealBridge must have and use the video and audio functions while at the table, and pairs must make their system cards available to their opponents every round/stanza.

As usual we have a very strong field: the total anticipated entry is 52 teams. We expect 36 teams to play round robins in groups of 6 for round 1 (5 x 6-board matches) while the remaining 16 teams will play head-to-head matches from the start. At the conclusion of each round-robin the top four teams will be deemed to be undefeated and the other two teams will be deemed to be 'half-defeated'. In round 2 the 'half-defeated' teams play head-to-head matches for seeding rights in the once-defeated pool in round 3. Those who have played head-to-head matches will have completed two matches at the start of round 3, and so 4 teams will be twice-defeated.

The 4 twice-defeated teams will play in the Punchbowl qualifier from Saturday playing a round-robin over three sessions for one place in the Punchbowl knockout stages. Four further places in the Punchbowl knockout stages will come from the round robins played

by the 16 teams eliminated at the end of Saturday – playing round-robins in two groups on Sunday. The other three places are determined by mini round-robins of three groups of four teams eliminated after one session on Sunday, or a variation on that if not all teams wish to play further.

If there are more than 52 teams originally, there will be fewer round-robins first rounds and more teams playing in the Punchbowl on Saturday evening.

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.

2 The basic format – in numbers

Session	Undefeated	Once defeated	Twice defeated Punchbowl
Friday	52		
Saturday I	32	12 (half) + 8	–
Saturday II (round 3)	16	32	1 from 4
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, then 4
Monday II (round 7)	1 (bye)	6	2
Tuesday I (round 8)	1	3	complete
Tuesday II (round 9)	Final	2	

3 Starting positions and results

Please see the separate notices/webpage- for details of the Friday evening and Saturday morning matches. After that, teams should refer to the main results pages for details of their next match.

4 Supplementary regulations

4.1 Systems and conventions

This is an EBU level 5 competition. All systems and systems 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 system cards are permitted.

You are required to have a system cards online that should make available to your opponents at the start of each round, by posting a link in the table chat. You can use any existing link to your system card.

Otherwise, system cards can be emailed in advance to EBUConventionCards@gmail.com to receive an online link that you can provide to your opponents at the table. Please send your System Cards in PDF format, named "Surname-Surname.pdf".

System cards must be emailed by **5:00pm Wednesday 28th April** to be used in this event.

4.2 Best Behaviour

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!

You may not eat, smoke or use electronic cigarettes while visible/audible 'at the table'.

4.3 Protest Time

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.

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 will 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.

4.4 Additional Players

Teams may have eight players, but only six can play in any one head-to-head match. Teams of four or five players may be extended up to a maximum of six players, but any extra players must have been nominated prior to the commencement of round 5 on Sunday afternoon. Additional players beyond six may not be added after the start of the event on Friday. 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 and Punchbowl competitions.

4.5 Ties

In a head-to-head knockout match, any tie which exists at the end of the match shall be resolved by playing extra boards: the number of boards is 1/8 of the boards in the match, 4 boards in the Schapiro Trophy. Such boards shall be played in a single stanza with no seating rights.

In the round robins, scored by VPs, ties will be split by reference to total IMPs, and then the process will follow the procedures in the EBU White Book.

4.6 Board requirements for Trophy Winners

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.

If fewer than four players meet the board requirements, then the proportion of overall boards required to be played will be lowered so that a minimum of four players from the winning team will qualify as trophy winners.

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 4.4 above.

4.7 Telephones and other electrical communication

Mobile phones and other electronic communication devices may not be used during play, except in an emergency.

4.8 Unexpected circumstances

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.

5 RealBridge

5.1 Instructions

RealBridge uses computer video and audio for communication between players. Players can and should test their video/audio by logging into the system in advance.

Players must use video and audio during play. Only if you develop temporary problems with audio/video, will you be allowed to continue to play using text, until you are able to sort it out, rather than delaying play.

It may be necessary to refresh the video feed every hour or so: this can be done (without logging out) by clicking the refresh button on your name bar.

5.2 Procedures

Please remember that your opponents will have sight of you whenever you are logged in at a table and always act accordingly – opponents can hear and see what is going on in the room around you.

5.2.1 Starting positions

For each match, the players should all sit at their home table, in the correct compass position; the system will take the EW pair to the opponents table at the start of the stanza. At the end of a stanza, EW will be returned to their home table, and the team can change its seating for the next stanza.

5.2.2 Alerting/Announcing/Explaining

This event will be played in screen mode with self-alerting and written explanations. Follow-up questions can be put to the player who made the call (via private chat).

Note: the partner of the player who made the call will not have seen the written explanation.

Calls are alerted and explained by the player making the call. The alert is made by clicking the alert strip and the written explanation of an alertable call provided at the same time.

Opening bids which are announced face-to-face, should be explained by the player making the call, with a written explanation when making the call. This applies to 'short' minor suit opening

5.2.3 Online Regulations

The Sky-Blue Book applies to this event. In particular

- Players may consult their own system card and other notes at any stage (1.1)
- UNDOs are permitted in the auction but not in the play (4.3)

If there is a request for an UNDO in the auction, the TD should be called – it is necessary to reject the request before calling the TD. The TD will rule whether Law 25A applies and, if so, will instruct that the request is repeated and that the other side accept the request.

If the other side accept the request for an UNDO, without calling the TD, they will be deemed to have accepted the replacement call (Law 25B1 – 'the second call stands and the auction continues').

6 Timetable for the main event (Schapiro Trophy)

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

Friday	3:15pm – 7:30pm	Round 1 round-robins (30 boards)
	3:15pm – 7:30pm	Round 1 head-to-head matches (32 boards)
Saturday	10:30am – 2:45pm	Round 2 head-to-head matches (32 boards)
	3:15pm – 7:30pm	Round 3 (32 boards)
Sunday	10:30am – 2:45pm	Round 4 (32 boards)
	3:15pm – 7:30pm	Round 5 (32 boards)
Monday	10:30am – 2:45pm	Round 6 (32 boards)
	3:15pm – 7:30pm	Round 7 (32 boards) – undefeated team do not play
Tuesday	10:30am – 2:45pm	Round 8 (32 boards)
	3:15pm – 7:30pm	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.

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.

7 Timetable for the consolation event (Punchbowl)

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

7.1 Saturday afternoon and Sunday all day (Punchbowl A):

Teams eliminated on Saturday morning

The four teams eliminated from the main event after two rounds will play a three-session round robin event comprising three 32-board matches, starting on the Saturday afternoon.

Saturday	3:15pm – 7:30pm	Punchbowl qualifier group A round robin (32 boards)
Sunday	10:30am – 2:45pm	Punchbowl qualifier group A round robin (32 boards)
	3:15pm – 7:30pm	Punchbowl qualifier group A round robin (32 boards)

7.5 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 in the Swiss Teams.

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

Monday 10:30am – 1:45pm 3 x 8-board matches

 2:15pm – 6:30pm 3 x 8-board matches

8 The Schapiro Trophy

8.1 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 seed 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 determined by random draw.

36 teams will play in 6-team round robins on Friday evening. The top four teams in each group play in the undefeated pool in round 2. The remaining two teams from each group form the 'half-defeated' pool: they play head-to-head matches in round 2, to determine their seed numbers, with no team being deemed to be twice defeated.

Note on change of format for 2021

In the past the first two rounds involved triangular matches for many teams. Triangles are not supported by any online platform and are in any case inherently insecure in that pairs are all playing boards at a different time from their team-mates. We have had comments about the insecurity of triangles every year playing live and it is even more of an issue online, which is why we have adopted the new format of having round robins in round one. In round two, some teams are playing matches simply for the benefit of seeding rights: this

means all teams are guaranteed at least two 32-board matches and the winning team in these matches chooses their next round opponents. Hopefully we will be able to play live again next year, when we can go back to the usual format if the players prefer.

8.2 Seating rights

To avoid having to perform a toss online, and conversation between captains, seating rights have been decided mechanically.

Seating rights in four stanza head-to-head knockout matches are determined as follows. In odd number rounds, the lower seed-number team has seating rights in stanzas 1 and 3, and their opponents have seating rights in stanza 2 and 4; in even numbered rounds, the higher seed-numbered team has seating rights in stanzas 1 and 3, and their opponents have seating rights in stanza 2 and 4.

(The team with seating rights has the right to seat their players after the opponents have seated theirs.)

8.3 Special notes

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.

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.

8.4 Slow play

The time allowed for an 8-board stanza is 60 minutes. At the end of the time allowed, the team or teams responsible will be warned for the first delay of up to five minutes by the pair in the current match, and otherwise fined 3 IMPs for any delay of up to five minutes, and a further 3 IMPs for any further delay of five minutes or part thereof. For an offence in a subsequent stanza by a pair which was already incurred an IMP penalty in the same match,

these penalties are doubled. For substantial or repeated delays, the Tournament Director should impose a more severe penalty: such penalty may include the requirement to withdraw the offending pair from the next stanza of the match in question, which may involve a change of partnerships in teams of four.

8.5 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.

8.6 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.

8.7 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

6-board matches in round robin in round 1: 0.2 Green Point per match won.

Matches in round 2 in the 'half defeated' pool: as once defeated.

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).

8.8 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 £1800

Runners up £900

3rd/4th place £450

9 The Punchbowl

9.1 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.

9.1.1 Punchbowl A

The first group of teams to enter the competition contains the four teams that are twice defeated after two rounds. They will play a round robin over three sessions on Saturday and Sunday, comprising three 32-board matches (played in stanzas) scored by VPs. The top team will qualify for the Punchbowl quarter-final on Monday morning.

9.1.2 Punchbowl B

The second group of teams to enter the competition comprises the 16 teams that are twice defeated after three rounds. These teams will be divided into two groups of eight, each playing a round robin of seven 8-board matches scored by VPs on Sunday in order to produce four qualifiers: the top two teams from each group. The qualifiers play in the Punchbowl quarter final on Monday morning.

9.1.3 Punchbowl C

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 three groups of four, and play a round robin of 3 x 8-board rounds to produce three qualifiers for the Punchbowl quarter final on Monday morning.

Should one or more of the original 12 teams not wish to enter the Punchbowl, then there will be a round robin of all the remaining teams, with a sit out if there is an odd number; the top three teams qualify for the Punchbowl quarter final on Monday morning.

Teams from any of the group stages of the Punchbowl that fail to qualify for the knockout stages may enter the Swiss Teams on Monday; 10:30am start.

9.1.4 The knockout stages of the Punchbowl

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

9.2 Seating rights

Two-stanza events involve a compulsory change of opponents at half-time. The draw will identify 'home' and 'away' teams. 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.

9.3 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; 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 there is one group of less-than-12, playing 3-board rounds: 0.1 Green per match won.

	Quarter-final	Semi-final	Final
Knockout:	1	1.5	2

9.4 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 £360

10 The Hamilton Cup

10.1 Format of the Swiss Teams

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

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

10.2 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: 0.28/0.14 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.

10.3 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: £360

Runners-up: £180

11 Summary of times

All times are London local time: British Summer Time (BST), UTC/GMT +1 hour.

Friday	3:15pm – 7:30pm	Schapiro Trophy Round 1 round-robins (30 boards)
	3:15pm – 7:30pm	Schapiro Trophy Round 1 head-to-head (32 boards)
Saturday	10:30am – 2:45pm	Schapiro Trophy Round 2 (32 boards)
	3:15pm – 7:30pm	Schapiro Trophy Round 3 (32 boards)
	3:15pm – 7:30pm	Punchbowl qualifier group A: 32 boards
Sunday	10:30am – 2:45pm	Schapiro Trophy Round 4 (32 boards)
	10:30am – 2:45pm	Punchbowl qualifier group A: 32 boards
	10:30am – 2:45pm	Punchbowl qualifier group B: 4 x 8-board
	3:15pm – 7:30pm	Schapiro Trophy Round 5 (32 boards)
	3:15pm – 7:30pm	Punchbowl qualifier group A: 32 boards
	3:15pm – 6:30pm	Punchbowl qualifier group B: 3 x 8-board
	3:15pm – 7:30pm	Punchbowl qualifier group C
	Monday	10:30am – 2:45pm
10:30am – 12:45pm		Punchbowl Quarter-final: 16 boards
10:30am – 1:45pm		Hamilton Cup: 3 x 8-board matches
1:00pm – 3:15pm		Punchbowl Semi-final: 16 boards
2:15pm – 6:30pm		Hamilton Cup: 3 x 8-board matches
3:15pm – 7:30pm		Schapiro Trophy Round 7 (32 boards)
3:45pm – 6:00pm		Punchbowl Final: 16 boards
Tuesday	10:30am – 2:45pm	Schapiro Trophy Round 8 (32 boards)
	3:15pm – 7:30pm	Schapiro Trophy Round 9 (32 boards)



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