



THE SCHAPIRO SPRING FOURSOMES

Delta by Marriott,

Warwick

29th April – 3rd May 2022

PROGRAMME

Introduction

A welcome return to Delta by Marriott, Warwick. 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 expect here to be with us watching on one of the days and she certainly wishes all of us an enjoyable weekend in Warwickshire.

As usual we have a very strong field: the total anticipated entry is 37 teams. The smaller entry this year, due to a slow return to live bridge after Covid, means that some adjustments have been made to the format, while retaining the Double-Elimination Knockout format. We expect 12 teams to play head-to-head matches in rounds 1 & 2 (32-board matches) while the remaining 25 teams will play round robins in groups of 5. In the second round, the groups of 5 become a head-to-head match and a triangle. At the conclusion of Round 2: the winner of the head-to-head is an undefeated team, and the loser is once defeated; from the triangle the winners only will be deemed to be once defeated and the other two teams will be deemed to be twice defeated. The 13 twice-defeated teams will play in the Repechage from which one team will join the quarter-final stage of the main event. Teams eliminated from the main event in rounds 3 and 4 will enter the Punchbowl Round Robins, and qualifiers from the Punchbowl Round Robin, together with two teams from the Repechage will play in the Punchbowl knockout stages.

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 RR Repechage Qualifiers</i>
Fri eve/Sat morning (rounds 1&2)	37	–	–	
Saturday afternoon (round 3)	8	16	13	
Sunday I (round 4)	4	12	16	1 from 5
Sunday II (round 5)	2	8	4	2 from 8, 3 from 10
Monday I (round 6)	1 (bye)	5 + 1 from Repechage		2 from Repechage
Monday II (round 7)	1	3	complete	
Tuesday I (round 8)		Final – 64 boards unless both teams agree to shorten it to 48		

Because of the lower overall entry to the event, only the final will be played on the Tuesday and it will comprise 64 boards unless both teams agree to shorten it to 48 boards.

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

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 line-up 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

The bar, including tea and coffee and bar food, will be available between matches in the afternoon sessions; there is no separate catering arrangements for the bridge. As always, you may not bring your own food into the hotel to eat.

The hotel restaurant opening times for dinner will coincide with our times of play. The restaurant will open early on Friday and provide a buffet. 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.

Supplementary regulations

- 1 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 pair of identical completed system cards and you should exchange them with your opponents at the start of each round.

If you do not have two completed system 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 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 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 and 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 must 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. Throughout the event, such devices should be on a (side) tables during play and players who leave the playing room for any reason before the end of a stanza must leave behind such devices 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)

A1 Friday (Schapiro Trophy)

7:30pm –midnight	Round 1 5-team round robins	(32 boards)
7:30pm –midnight	Round 1 head-to-head matches	(32 boards)

A2 Saturday (Schapiro Trophy)

10:30am – 3:00pm	Rounds 2 triangular matches	(32 boards)
10:30am – 3:00pm	Round 2 head-to-head matches	(32 boards)
4:00pm – 8:30pm	Round 3	(32 boards)
4:00pm – 8:30pm	Repechage	(up to 32 boards)

A3 Sunday (Schapiro Trophy)

10:30am – 3:00pm	Round 4	(32 boards)
10:30am – 3:00pm	Repechage KO (2 x 16 boards)	
4:00pm – 8:30pm	Round 5	(32 boards)
4:00pm – 8:30pm	Repechage KO (2 x 16 boards)	

A4 Monday (Schapiro Trophy)

10:30am – 3:00pm	Round 6	(32 boards)
4:00pm – 9:00pm	Round 7	(32 boards)

A5 Tuesday (Schapiro Trophy)

10:30am– 9:00pm	Final	
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Teams eliminated after rounds 2 and 3 enter the Repechage

Teams eliminated after rounds 4 enter the Punchbowl round robins.

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

C Timetable for the Hamilton Cup: Swiss Teams

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

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 from the bar 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.

25 teams will play a single session round robin in five groups of 5 on Friday evening: the top two teams in each group will join the undefeated pool, the remaining three teams in each group will play a triangular match on Saturday morning.

D2 Repechage

Twice defeated teams after Round 2 (including 2 teams from each triangle) will play the first stage of the Repechage. The twice defeated teams after Round 3 will play in the Repechage KO stages.

The first stage of the Repechage will consist of three triangular matches, eliminating one team, and one round robin group of 4 teams, eliminating two teams. The subsequent stages of the Repechage KO consists of 16-board head-to-head matches, played in two stanzas of 8 boards, including a play-off between losing semi-finalists.

The winner of the Repechage enters the main event quarter final, the losing finalist and the winner of the third-place play-off enters the Punchbowl knockout stages.

D3 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.

D4 Special notes

- 1 On Monday, after round 5, one team only will remain undefeated, and six other teams will remain (including the winner of the Repechage). The undefeated team will receive a bye, whilst the other 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's Round 6, 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 Round 6 matches.

If the undefeated team is in arrears after 32 boards in the semi-final, 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.

If the final is agreed to be 48 or 56 boards and the undefeated team is in the final (without playing extra boards in the semi-final) and is in arrears after the agreed boards, the match will be extended by eight boards. There are no seating rights in the extra stanza — as above.
- 3 Matches on Monday 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 D5 below.

D5 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).

D6 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.

D7 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.

D8 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	Final
Undefeated pool	1	1.5	2	3	4	N/A	6	10
Once defeated	N/A	1	1.5	2	3	4	6	10

8-board matches in 5-team round robins in Round 1: 0.25 per match won

16-board matches in triangles in Round 2: 0.5 per match won

16-board matches in the Repechage in Rounds 3, 4, 5: 0.75, 1, 1.5 per match won

Matches in the 4-team round robin in the Repechage in Round 3: 0.5 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	£1600	Runners-up	£800	3 rd /4 th place	£400
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E The Punchbowl

E1 Format of the secondary event

This event is open to all teams eliminated from the main event after three or four rounds, together with the 2nd and 3rd placed teams from the final stage of the Repechage KO in Round 5. 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 five teams that are eliminated from the Repechage after Round 3. They will play a round robin over two sessions on Sunday, comprising four 16-board matches scored by VPs. The top team will qualify for the Punchbowl quarter-final on Monday morning (see also section B4).

The second group of teams to enter the competition comprises the 8 teams that lose the first round of the Repechage KO, after 16 board of Round 4. These teams will play a round robin of seven 6-board matches scored by VPs on Sunday. The top two teams qualify for the Punchbowl quarter final on Monday morning.

The third group of teams to enter the competition comprises the 6 teams that are twice defeated after Round 5, and the 4 teams that lose the second round of the Repechage KO. They will play a round robin of nine 3-board matches scored by IMP during Round 5. 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; 11:30am start.

E2 The knockout stages of the Punchbowl

The quarter finals and semi-finals are 16-board matches, played in two stanzas of eight boards per stanza. The final is a 32-board match, played in four stanzas.

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.

Seating rights for the 32-board final are the same as for the main event.

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: 0.10 Green per 3-board match won/drawn, 0.20 Green per 6-board match won/drawn; 0.50 Green for 16-board matches. There is 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	£300
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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.

Should numbers prove to be unsuitable for a Swiss Teams event, we will instead offer a different teams format, such as mini-knockout teams with plate and playoffs.

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: 0.28/0.14 Green

For overall ranking (bonus) to the top quarter of the original entry, depending on entries.

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 only: £300

Summary of times

Friday	7:30pm – midnight	Schapiro Trophy, round 1
Saturday	10:30am – 3:00pm	Schapiro Trophy, round 2
	4:00pm – 8:30pm	Schapiro Trophy, round 3
Sunday	10:30am – 3:00pm	Schapiro Trophy, round 4
	10:30am–3:00pm	Punchbowl qualifier group B1 round robin
	13:30am – 3:00pm	Punchbowl qualifier group B2 round robin
	4:00pm – 8:30pm	Schapiro Trophy, round 5
	4:00pm – 8:30pm	Punchbowl qualifier group B1 round robin
	4:00pm – 8:30pm	Punchbowl qualifier group B2 round robin
Monday	4:00pm – 7:30pm	Punchbowl qualifier group B3 round robin
	10:30am – 3:00pm	Schapiro Trophy, round 6
	10:30am – 12:45pm	Punchbowl, quarter final
	11:30am – 1:45pm	Hamilton Cup, 1–2 (Swiss)
	1:15pm – 3:30pm	Punchbowl, semi-final
Tuesday	2:30pm – 7:00pm	Hamilton Cup, 3–6 (Swiss)
	4:00pm – 9:00pm	Schapiro Trophy, round 7
	4:00pm – 8:30pm	Punchbowl, final
	10:30am – 9:30pm	Schapiro Trophy, final



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