

Capitol Spades Tournament

TIMELINE SUMMARY

8:00	8:45	Check In, Registration and Pay at Door payments
8:30	9:00	Rules and Question & Answer
9:00	10:00	Round 1
10:15	11:15	Round 2
11:30	12:30	Round 3
12:30	1:30	LUNCH
1:30	2:30	Round 4
2:45	3:45	Round 5
4:00	5:00	Round 6 (top 8 teams)
5:00	6:00	DINNER
6:00	7:00	Round 7
7:15	8:15	Round 8 (re-seed)
8:30	9:30	Round 9
9:45	10:00	AWARDS

TOURNAMENT FLOW

All teams are required to check-in prior to the tournament. Walk in registration (did not pre-register online) is until 8:30am, is limited, and you are not guaranteed a spot if you wait to register as a walk in. You will receive a TEAM package when you register containing your table assignment, rules and other tournament information.

LATE ARRIVALS: If you are **pre-registered and paid**, then you will receive a forfeit for the first game and then can sign in for the next round.

Your partner will remain your partner for the duration of the tournament (no substitutes). There will be a tournament winner and at least a second prize. Prize pool will be determined by number of entries.

The schedule allows for 9 games, each with an hour maximum time length. There will be 15 minute breaks between rounds. There will be an hour break for lunch and an hour break for dinner. An awards session will conclude the evening, at 10pm.

Dependent on the number of total entries, there will be 5-6 games round robin prelim to determine the seeds for the championship playoffs (which will be 3-4 games in length). Determination of championship seeding will depend on round robin win-loss record, and then point differential ('points for' minus 'points against').

If there is interest, an option consolation bracket will be run in parallel to the championship playoffs with a nominal entry fee of \$10.

TOURNAMENT PLAY

TIME/SCORING FORMAT:

All games are as follows:

1 hour/500 points/10 hands whichever comes first.

In regards to the 1 hour time limit, finish the hand that is currently being played when the hour mark passes.

Accumulating 10 bags equals -100 points.

Nil is worth 100 points.

Bags from a broken nil will count as bags for the team but do NOT count towards the partner's bid.

Reneges, if proven to the TD will be -50 points for offenders and loss of their bid.

Score is to be kept by 1 player from each team.

Scores are compared after every hand.

A member of each team will sign the score sheet with the final scores recorded.

Score sheets are to be turned in at TD table after every game.

TIME LIMITS:

The time limit for tournament play is 60 minutes per round. Players are expected to do their best to play the game without interruption. Stalling the game is not permitted. Furthermore, players are expected to start on time of the round; a delay of more than 5 minutes results in a forfeit for that round.

DEALING:

The first dealer is chosen by drawing cards, highest card deals first. Cards are shuffled and the cut is offered to the person right of the dealer. Regulation dealing only (clockwise fashion starting with the eldest player, i.e., left of dealer, one card at a time). If the deal does not come out equal (i.e., the dealer doesn't get the last card) it is a misdeal. There are no misdeals based on the cards dealt to a hand (e.g., no aces and no spades). One card exposed during the deal does not constitute a misdeal unless it is Ace or King of Spades. However, if two cards or more are exposed, then a misdeal has occurred.

BIDDING:

Bids are placed clockwise starting with the player to the left of the dealer. NO verbal bidding is allowed. Use of bid decks will be employed. There is no discussion between partners. Once a bid is turned up it cannot be changed. This includes bids made out of sequence. If a player turns over their bid before it is their turn then the bid stands. Repeated out of sequence bidding is considered signaling and can result in Disqualification.

PLAYING THE HAND:

Each hand must be played to completion rather than announcing "the rest are mine" to avoid potential scoring errors or instances of renegeing.

Cards played out of turn may not be retracted, but instead become a "penalty card". If the card is a legal play to the lead then it may not be changed. If the card played out of turn is not legal, it must remain on the table in front of the offender as a penalty card; a substitute card (in turn) will be played. The penalty card must be played at the next legal opportunity.

If a player plays out of a turn resulting in a "steal of lead", the opposing team may either A) make the offending player keep the card on the table in front of them as the penalty card, or B) say nothing and allow the stolen lead to remain legal and continue play as is.

Failure to follow suit when possible is a renege. If this is recognized before the next trick is led it is a renounce. Once a renege is identified please follow the rules above.

A renounce situation occurs when a player determines that his/her play was incorrect, and corrects the play (follows the suit led) before the next trick is led.

SPORTSMANSHIP and PLAYERS RESPONSIBILITY:

While tournament players are welcome to have guests, guests are not permitted in the tournament rooms during play. Everyone should be reminded to keep a comfortable distance from players who are in action. EXCEPTION: Guests may observe the championship round at Tournament Director's discretion.

Players are responsible for their conduct as well as that of their guests. NO alcoholic beverages are permitted outside of guest sleeping rooms. Abusive language or derogatory language will not be tolerated and may result in disqualification by the Tournament Director. Disqualifications do not get refunds.

No table talk and no signaling. Either can/will result in a disqualification as determined by the Tournament Director. Players are reminded that excessive stalling is seen as a form of unsportsmanlike conduct and can be grounds for disqualification.

Official tournament staff will be observing play and are available to answer questions or address concerns. All play of the game related decisions are made by the TD and are final.

Please enjoy the tournament; we are here to have good, competitive fun!

Christy Sparks and Nicholas Smith
Founders, The 14th Trick