



## ***SCRABBLE GUIDE***

Scrabble is a word game for 2, 3 or 4 players. Play consists of forming Interlocking words, crossword style, on the playing board, using letter tiles with various score values. The object is to get the highest score. Each player competes by using their tiles in combinations and locations that take best advantage of letter values and premium squares on the board.

There are 100 tiles in the bag; 98 with letters of the alphabet and two blanks. Each of the letter tiles has score values indicated by the number to the bottom right of the letter. The two blank tiles have no score value, and can be used as any letter desired

### ***TIME***

The players have 50 minutes (25 minutes for each player) in which to complete the game. There is no limit for time per move however the tournament director can impose a time limit for each move if a player is found to be wasting time.

### ***PERMITTED WORDS***

All parts of speech of English language including their variations and inflected forms are acceptable in scrabble.

Words spelt with initial capital letter, abbreviations and words requiring apostrophes and hyphens are not acceptable.

The same word can be played more than once in a game.

All tiles played in any one turn must be placed in one continuous line either from left to right or top to bottom to form one complete word. If, at the same time, they touch other letters in adjacent rows, they must form complete words, crosswords fashion, with all such letters. The player gets full credit for all words formed or modified during that turn.

Diagonal words are not permitted.

Players may not form words in different parts of the board in the same turn.

### ***THE DICTIONARY***

Collins Scrabble Tournament & Club Word List is the official words list which contains all words acceptable in scrabble. Words not appearing in this list are not acceptable.

### ***STARTING THE GAME***

It is the responsibility of both players to determine before commencing play that there are 100 correct tiles. There can be no appeal if an incorrect number or incorrect distribution is discovered later.

### ***DRAWING TILES***

For each game, each player draws a tile from the bag and faces it up on the table. The player with the letter closest to the start of the alphabet goes first. A blank is considered to come before an "A".

## **GAME PLAY**

1. The first player combines two or more letters to form a word and places it on the board with one letter on the center square. The center square is pink which doubles the score for the first word.
2. A player completes a turn by announcing the score. The player draws as many new letters as played, thus always keeping **seven** letters on their rack. The score for the turn is calculated by adding up all the values of the numbers on the tiles, plus any premium values from utilizing the premium squares.
3. Play alternates between players. Each player, in turn, adds one or more letters to those already played to form new words.
4. New words may be formed by: **A.** Adding one or more letters to a word or letters on the board. **B.** Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it. **C.** Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
5. Tiles once placed on the board can be shuffled or removed before the move is declared final. Afterwards, no tile can be shifted.

The move is considered final when **A.** The player announces the score for that move or, **B.** The player writes down the score of that move in the scoring sheet or, **C.** The player put his/her hand in the bag to draw new tiles.

Only then the opponent can challenge the word(s) if so desired.

6. The two blank tiles may be used as any letters. When playing a blank, the player must state which letter it represents. This should be recorded and verified by both players. Blank once played, can not be replaced by the actual letter it represents at a later stage in the match.
7. A player may use a turn to exchange all or some of the letters in his/her rack provided there are at least seven tiles remaining in the bag. A player may also opt to pass his/her turn. In both cases the score for that move will be zero.

**Premium letter Squares:** A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.

**Premium Word Squares:** The score for an entire word is doubled when any one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square

Letter and word premiums count only on the turn in which they are played. On later turns letters already played on premium squares count at face value.

Any player who plays all of his/her seven tiles in a single move scores a premium of 50 points over and above the score for the turn. This is commonly called a "bingo."

## **SCORING**

It is the responsibility of each player to check their opponent's plays and scores. Both players should keep score and running total for both themselves and the opponent and tally the total score with the opponent after every move.

### ***DRAWING TILES***

While drawing tiles the tile bag must be held at eye level so that no tiles in the bag are visible.

Players may not put their hand back into the bag while still holding tiles in that hand.

Draw only one tile at a time to avoid overdrawing.

The tiles must always remain on the rack except when being placed on the board.

The racks (facing the player) must always be visible to the opponent.

### ***OVERDRAWING OF TILES***

If, at any stage more than seven tiles are found on a player's rack, the offending player must place all the tiles face down on the table and invite the opponent to remove the excess tile(s) randomly which are then returned to the bag.

### ***CHALLENGES***

After a player has completed the move, the opponent may challenge any or all words played in that move.

All the words formed in a particular move can be challenged in one go only.

The jury, after consulting the dictionary will declare the move as either "acceptable" or "unacceptable" without specifying which word(s) is correct or incorrect.

If the word(s) is found to be incorrect the player will lose turn. However, the challenger will not face any penalty if the word(s) is found correct.

### ***ENDING THE GAME***

A game ends when one of the player plays all the tiles and the bag is empty; OR

There have been 6 successive scoreless turns, i.e.3 passes and/or exchanges and/or successfully challenged plays from each player; OR

The tournament director declares an end to the round.

After the game ends, the player who has consumed all his/her tiles adds to his score TWICE the total tile value of his opponent's remaining tiles. If both players have tiles left on their racks while the time is up there will no deductions/additions in the score based on the unplayed tiles.

### ***OTHERS***

Players must not consult any word list or any other forms of reference during the game

If a challenged word is accepted or rejected, the affected player has the right to ask for a second opinion. No further referral can be made after that.

Players must not talk, consult, ask, or discuss any word/move or matter, while playing, or distract (e.g. hum, grunt, sing, mutter) their opponents during play.

If any situation not covered in the foregoing occurs, the final decision with regard to permissibility will rest with the jury. All decisions of the Tournament Director (TD) on matters on any dispute are FINAL