

Escondido Public Library Literacy Services
14th Annual
Scrabble-Thon Tournament & Fundraiser
2018 Official Rules

Scrabble-Thon

Scrabble-Thon is Escondido Public Library Literacy Services Division's annual Scrabble® Tournament & Fundraiser. The fundraiser is sponsored by Escondido Public Library Friends of Literacy Services, a 501 (c) (3) non-profit Library support group. 100% of the funds raised from the tournament and opportunity drawings support Literacy programs and services.

Scrabble-Thon is open to the public. Pre-registration and an entry fee payment in advance is required. Registration information is available at library.escondido.org/scrabblethon. There will be no on-site registration.

TOURNAMENT PLAY

Scrabble-Thon follows a “King of the Hill” Tournament format. Players are randomly matched for each of five 30-minute games (rounds) and play other similarly-ranked players within their chosen division.

An overall winner for each division will be presented with a trophy after all five games have been played. Winners will be determined by the best Win/Loss records.

DIVISIONS

Players must elect to play in one of the following three divisions:

- **Advanced** – Players who play regularly or compete and generally score 250 points or more per game.
- **Intermediate** – Players who play casually and generally score within 150-250 points per game.
- **Novice** – New players who play occasionally and just for fun, and generally score less than 150 points per game.

TEAMS

Teams must have four players who compete within the same division. Each team member must complete a separate Registration Form and include their Team Name and fellow Team Members' names.

CHECK-IN

Registered players must check-in between 8:00 a.m. – 8:30 a.m. on March 17, 2018 at:

Park Avenue Community Center - Auditorium
210 Park Avenue
Escondido, CA 92025

Complimentary breakfast and lunch tickets will be given at that time. Players will receive a name tag, score sheet, table assignment for their first round of play, and a copy of the *14th Annual Scrabble-Thon Tournament & Fundraiser 2018 Official Rules*. The first game is scheduled to begin promptly at 9:00 a.m.

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SCRABBLE[®] Rules

INTRODUCTION

During a Scrabble[®] game, two competing players form interlocking words crossword fashion on the board, using letter tiles of different values. Each player competes for high score by taking advantage of the letter values, as well as the premium squares on the board. Each player is allotted 2 minutes per turn. If a player does not complete a turn within the time limit that player loses that turn. Each game has a time limit of 30 minutes.

SET-UP

Place all letters into the bag and shuffle. Each player draws a letter for first play. The player drawing the letter nearest the beginning of the alphabet plays first. A blank tile supersedes all other tiles. If both players draw the same letter, they are set aside and new letters are to be drawn from the bag. Return the exposed letters to the bag and reshuffle. When the Master of Ceremonies announces “Begin Play,” each person draws seven new letters and places them on his or her rack.

GAME PLAY

1. The first player combines two or more letters to form a word and places it on the board to read either across or down with one letter on the center (star double word) square. Diagonal words are not permitted.
2. A player completes a turn by counting and announcing the score. After announcing score, player picks up timer and turns it over to start opponent's turn. Players have two minutes to complete their turn. The player then draws as many new letters as played, thus always keeping seven letters in his or her rack.
3. Play alternates between players. Each player, in turn, adds one or more letters to those already played to form new words. All letters played in a turn must be placed in one row across or down the board, to form one complete word. If, at the same time, they touch other letters in adjacent rows, they must form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified during his or her turn.
4. New words may be formed by:
 - a. Adding one or more letters to a word or letters already 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 or letters to it.
 - c. Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
5. No letters may be shifted after a score is announced.
6. The two blank tiles may be used as any letters. When playing a blank, the player must state which letter it represents. It remains that letter for the rest of the game.

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7. Players may use a turn to exchange all or some of the letters in their rack. To do this, they first announce how many letters are to be exchanged, then place the discarded letter(s) facedown. Next, they draw the same number of letters from the pool; then mix their discarded letters with those in the pool. This ends their turn.
8. The tournament judges will use the Merriam-Webster's Official Scrabble Players' Dictionary, Fifth Edition to adjudicate word discrepancies and challenges.
9. In the event a word is challenged, *the word played must be challenged before the next player's turn starts*. Players must raise their hand to summon a judge to their table. The judge will consult the dictionary for the challenge. If the word challenged is unacceptable, the player must take back his or her tiles and loses that turn. If the word challenged is acceptable, the challenger loses his or her next turn.

ENDING THE GAME

The game ends when a prearranged time limit of 30 minutes ends. The Master of Ceremonies announces that time is up. All points are tallied at this point and a winner determined.
Players will not be penalized for tiles left in their racks.

SCORING

1. A number at the bottom of the tile indicates the score value of each letter. Players keep a tally of each player's score, entering it after each turn. The score value of the blank is always zero.
2. The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.
3. *Premium Letter Squares*. A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
4. *Premium Word Squares*. The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score.
5. 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.
6. When a blank tile is played on a pink or red square, the value of the word is doubled or tripled, even though the blank tile itself has no score value.
7. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.
8. Any player that plays all of his or her seven tiles on a turn scores a premium of 50 points after totaling the score for the turn. That player picks up 7 more tiles.

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HOW TO WIN A GAME

The player with the highest score at the end of the time limit wins the game. Players fill out and initial their score sheet and have it verified by a judge who will then turn it in to the scorekeeper's table.

Breaking a Tie:

In case of a tie, players enter a Scrabble® lightning round. All tiles on hand at the end of official game-play time are returned to the bag. The judge chooses two random letters from the bag, 1 tile for each player. The player with the letter closest to A goes first. The players return the 2 tiles to the bag and draw 3 tiles each. The first player has one minute to create a word. When the minute is up, the next player attempts to create a word. If the tie continues, each player draws 2 additional tiles and the process continues until, at the end of the round, one player has created a word or words of higher value. That player is the winner.

At the end of each game, a mini-contest will be announced. The four players at each table will collaborate and submit the winning entry from their table. A winner from each division will be determined and immediately announced.

ACKNOWLEDGEMENT

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