



Scrabble-Thon 2012

The Open Division: This division will be double elimination with prizes awarded for the top two individual performers. Participants are encouraged to form teams of four in order to be eligible for first and second place team trophies. Individuals that are members of a team have their points tracked for individual scores. Additionally, their points accumulate with the rest of their team's individual points. The team members' point accumulations determine their team's score.

High School Division: A trophy is awarded to the team with the highest score in the high school division, and be a traveling trophy. That is, in succeeding Scrabble-thon years, the high school trophy travels to the high school team having the highest team score in that Scrabble-thon's succeeding year.

Registered participants check-in at 8:00 a.m. on February 5th at Emmanuel Faith Community Church. At that time they receive the time and place of their first round tournament match, and tournament and game play rules.

Please check <http://library.escondido.org/adult-literacy.aspx> for current updates and information.

SCRABBLE® Rules

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 20 minutes.

Setup

Place all letters into the bag and shuffle. Draw for first play. The player drawing the letter nearest the beginning of the alphabet plays first. A blank tile supersedes all other tiles. Return the exposed letters to the bag and reshuffle. When the master of ceremonies says to 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. 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.
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 they 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 uses the Merriam-Webster's Official Scrabble Players
9. Dictionary, Fourth Edition to adjudicate word discrepancies and challenges.

The word played may be challenged before the next player's turn starts. 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. Judges consult the dictionary for challenges only.

Ending the Game

The game ends when a prearranged time limit of 20 minutes ends. All points are tallied at this point and a winner determined. *Players will not be penalized for tiles left unplayed.*

Scoring

10. Players keep a tally of each player's score, entering it after each turn. A number at the bottom of the tile indicates the score value of each letter. The score value of the blank is always zero.
11. 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.

12. *Premium Letter Squares.* A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
13. *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.
14. 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.
15. 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.
16. 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.
17. 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.

How To Win a Match

The player with the highest score at the end of the time limit wins the game and moves on to the next round.

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.

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