

## SCRABBLE CHALLENGE OFFICIAL GAME RULES

Please review. Questions will be taken before play begins.

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1. Beginning the game
  - a. The teams will draw to determine who goes first. All tiles at each table are placed in the bag. One team member will draw one tile for their team. The person drawing the letter nearest the beginning of the alphabet plays first. A blank tile supersedes all other tiles.
  - b. Each team will draw 7 Tiles from the game bag.
  - c. Each game will begin when the Tournament Captain says it begins.
2. Taking turns
  - a. An assigned steward is responsible for turning the timer for each play and calling the end of each play.
  - b. A team completes a turn (limited to three minutes) by counting, announcing and recording their score for their turn. The team then draws as many new letters as played, always keeping seven.
  - c. Players may use a turn to exchange some or all of the letter tiles in their rack. Tiles may not be exchanged if there are less than 7 tiles remaining to be drawn.
3. Letter placement
  - a. All words must appear in the SCRABBLE® Official Dictionary 3<sup>rd</sup> Edition.
  - b. Words must be formed either down or across, not diagonally.
  - c. Each team plays in crossword fashion, adding one or more letter tiles to those already played. 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 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 completed words.
  - d. Blank tiles may be used as any letter. When playing a blank, the team must state which letter it represents. It remains that letter for the rest of the game. Both teams and the steward should note the letter. Blank tiles may not be substituted with a letter after played.
  - e. No tile may be shifted or replaced after it has been played and scored.
4. Challenges
  - a. Challenges made before the opposing team's score is announced enable the challenged team to change their play if time is available.
  - b. Any word may be challenged after the opposing team announces their score, before the next turn begins. The steward must cover the board while a challenge is resolved. If the challenged word is unacceptable, the challenging team removes all tiles played on that turn, loses their next turn and pays the Tournament Captain \$1. If the challenged word is deemed correct, the opposing team forfeits their turn and pays the Tournament Captain \$1.
  - c. The Head Judge has the final word on all challenges.
  - d. If a challenge is made towards the end of the round and the game ends, the opposing team is entitled to make their final play.
5. Ending the game
  - a. Players will receive a six minute and a three minute warning that will give each team the chance to make their final play. After each final play the racks are not replenished.
  - b. Each game ends when the Tournament Captain says it ends.
6. No electronic devices or dictionaries may be used at the tables. Please turn off or silence cell phones.

### Official Scoring Procedures

1. 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. The score value of a blank tile is zero.
2. Announcing Scores
  - a. Each team must announce and record their score after each turn. Announcing scores ends the turn.
  - b. It is the responsibility of the opposing team to ensure the score is accurate.
  - c. If the teams do not agree on the correct score for the word, the steward must help resolve the discrepancy for one minute. If the disagreement is not resolved within one minute, the steward must cover the board and allow the Tournament Captains to determine the score. The Head Judge has the final word on all scoring disagreements.
3. Premium Squares
  - a. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score. The score value of a blank tile is zero.
  - b. Premium Word Squares: The score of an entire word is doubled 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. If a word covers two premium word squares, the score is doubled then doubled again (4 times the letter count).
  - c. The center star is pink, which doubles the score for the first word. Letter and word premiums count only in the turn(s) in which they are played.
  - d. When a blank tile is placed 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.
4. All unplayed tiles are counted and deducted from the total team score.
5. The team with the highest score wins the game. In case of a tie, the team with the highest score before deducting unplayed points wins.

### Bonus Points

1. Playing all seven tiles on a turn scores 50 points after totaling the score for the turn
2. Game Word: Forming the word "Literacy," regardless of its placement on the board will be a triple word score.

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