



Scrabble

Participants should be aware that Scrabble is not an event in the Ontario 55+ Games, however the following is an example of rules that could be tried at the District or Regional level.

The winners of those events do not move on to another level unless it is offered at Regional Games.

A) FORMAT OF PLAY – Open Doubles

Division	Age Category	Number of Participants
Open Doubles	Open 55+ Two men, or two women or one man and one woman	Two (2)

*received from D33A with thanks

Any persons not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. Competitors are obligated to complete competition regardless of their record thus far in the competition. If a competitor defaults part way through the competition, the results of that competitor will be removed from the standings.

B) TOURNAMENT SET-UP

1. A team will consist of 2 players, each playing at a different table. Players cannot play together
2. There will be three (3) games of 50 minutes each played. The convenor will announce when time is up.

Determining the Winners

1. Each win per team player will score 2 points. Each tie will score 1 point
2. If two teams tie for points, the highest game scores of the teams will determine the winning team.

C) AWARDS

Gold (2) Open 2

Silver (2) Open 2

Bronze (2) Open 2

D) EVENT REQUIREMENTS

- Equipment**
1. Sufficient tables, chairs, Official Scrabble Boards and Score Cards
 2. Official Scrabble Player's Dictionary 5th Edition by Mariam Webster

- Facilities**
1. The facility should be well lighted and ventilated
 2. The facility should be accessible.

E) OFFICIALS

- One (1) Activity Convenor
- One (1) Event Judge (optional)
- One (1) Scorekeeper

Scrabble Rules Summary

1. Conduct

All players are encouraged to play with a spirit of fun, guided by a sense of fairness. All players are honour - bound not to cheat, distract or mislead their opponents, collude with other players or interfere in other games. If an unusual situation occurs, call the convenor.

2. Beginning the Game

- a. **Partners cannot play against each other**
- b. The first opponent will be randomly selected by the convenor.
- c. After the first game, the 2 players with the highest scores will play against each other and so on until all have been allocated to a table.

3. The Drawing

- a. The player who draws the **blank** tile or the letter closest to the beginning of the alphabet will draw first. The drawn tiles are returned to the bag, then each player will draw seven tiles and begin their game.
- b. Show open palm of your drawing hand to your opponent and raise tile bag where he/she can see it. Look away to draw tiles from the bag and place tiles face down on the table or onto you rack.

4. Playing The Game

- a. Players alternate taking turns. On each turn a player may do one of: place tiles on the board, exchange (discard) some or all tiles, or pass {do nothing}. The first word must be at least two letters and one letter lie on the centre square. All other words must touch existing words either horizontally from left to right or vertically from top to bottom.
- b. At the end of a player's turn, the player should record his /her score and draw enough tiles to bring the total back to seven if possible. The winner is the player who has scored the most points at the end of the game.

Note: (There must be at least seven tiles in the bag to exchange any or all of a player's tiles)

5. Passing and Exchanging

To pass your turn, announce that you are passing and score a zero. You may exchange one or more tiles from the bag. Place tiles to be exchanged face down on the table until new tiles are drawn, then put replaced tiles in the bag.

6. Holding and Challenging

- a. You may hold and challenge your opponent's word and delay your opponent from replacing tiles until the word is verified.
- b. To do so, call "hold" and call the adjudicator. If the challenge is successful, the opponent loses his/her turn.
- c. If he has picked tiles, he must return them to the bag. If the challenge is unsuccessful, the challenger loses his/her turn.
- d. There is no penalty for playing an unchallenged phoney.

7. Scoring

- a. Each player can keep a score sheet and agree on each score before the next play.
- b. The score of the play is the sum of the score of its words plus a **50 point "Bingo" Bonus** if all seven tiles are used.
- c. **Blank tiles always score zero points.**
- d. The score of a word is the sum of the scores of its letters, each multiplied according to any letter bonus squares newly covered, then finally multiplied according to any word bonus squares covered. (The centre square counts as a double word square.)
- e. The letter value of each blank tile is designated when it is played, and does not change.
- f. A player may exchange some or all of his/her tiles or pass and score "zero" points.

8. Ending the Game

- a. The game ends when one player has successfully played all of his/her tiles, the bag is empty, or no plays are able to take place.
- b. If you go out, increase your score by double the value of your opponent's unplayed tiles.
- c. If neither player goes out, each player's score is reduced by the value of his/her unplayed tiles.
- d. Ensure the recorded scores are agreeable to each player and each initial the score sheet/s to be handed in.