



SCRABBLE® FUNdraiser Tournament Rules

In SCRABBLE®, teams form interlocking words, crossword fashion, on the board using letter tiles of different values. Each team competes for high score by taking advantage of the letter values as well as the premium squares on the board. In a game, a good team scores in the 300-400 point range.

SETUP

Turn all letter tiles facedown at the side of the board or pour them into the bag and shuffle. Draw for first play. The team drawing the letter nearest the beginning of the alphabet plays first. A blank tile supersedes all of the tiles. Return the exposed letters to the pool and reshuffle. Each team then draws seven new letters and places them in their rack.

GAME PLAY

1. The first team combines two or more of their letters to form a word and places it on the board to read either across or down, with one letter on the center * square. Diagonal words are not permitted.
2. A team completes a turn by counting and announcing the score for the turn. The team then draws as many new letters as played, always keeping seven letters in their rack.
3. Play alternates between teams. Each team, 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 team gets full credit for all words formed or modified on their 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 to it.
 - c. Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
5. No letter may be shifted after it has been played.
6. The two blank tiles may be used as any letters. When playing a blank, the team must state which letter it represents. It remains that letter for the rest of the game.
7. A team may use a turn to exchange all or some of the letters in their rack. To do this, place the discarded letter(s) facedown. Draw the same number of letters from the pool, then mix your discarded letters with those in the pool. This ends your team's turn.
8. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc) are permitted except: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe.
9. The Official SCRABBLE® Players Dictionary, Fourth Edition, will be used for challenges. Any word may be

challenged before the next team starts a turn by notifying a word judge. If the word challenged is unacceptable, the challenged team takes back their tiles and loses that turn. If the word challenged is acceptable, the challenger loses their next turn.

10. A timer will be provided to each team to time the rounds. A round is three minutes. Teams can buy a dictionary peek for \$1.00. For \$2.00, a team can ask an expert for advice on a play!

ENDING THE GAME

The game ends when all letters have been drawn and one team uses their last letter; or when all possible plays have been made, or when time for the round is over.

SCORING

11. Keep a tally of each team's score, entering it after each turn. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
12. 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.
13. Premium Letter Squares: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
14. Premium Word Squares: The score for an entire word is double 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. (If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count). NOTE: the center * score is a pink square, which doubles the score for the first word.
15. 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.
16. 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 itself has no score value.
17. 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.
18. Any team who plays seven tiles on a turn, scores a premium of 50 points after totaling the score for the turn.
19. **UNPLAYED LETTERS: When the game ends, each team's score is reduced by the sum of their unplayed letters. In addition, if a team used all letters, the sum of the other team's unplayed letters is added to that team's score.**

HOW TO WIN

The team with the highest point score for all three rounds, combined, wins the tournament.