

## SLR SCRABBLE TOURNAMENT

### Team Game Play

#### Team Structure/Rules

Normal Scrabble playing rules do not apply. Teams are given a SCRABBLE game board and a standard bag of 100 tiles. The tiles will be spread out in the top of the game box where each tile can be seen and used at any time. Each team will start with the same word. (i.e. Game 1: literacy/ Game 2: children) Each team will spend the 45-minute time period making words on the boards. All touching letters must create a word. No diagonal words are allowed.

#### **SCORING**

Once a word is placed on the board, it will be recorded on the score sheet and will not be moved. Teams are in charge of keeping track of their score for each round. Scores will be verified and recorded at the end of the game by official event scorekeepers. . Event staff will keep track of everyone's scores from each round. The team with the highest cumulative score from both rounds wins the tournament.

1. The value of each letter is indicated by a number at the bottom of the tile. The 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 tiles on premium squares.
3. A light blue square doubles the value of a letter placed on it; a dark blue square triples the letter value. The score for an entire word is doubled when one of its tiles is placed on a pink square; it is tripled when one of its tiles is placed on a red square.

Include premiums for double or triple letter values, if any, before doubling or tripling the word score.

Letter and word premiums count only on the turn in which they are played. On later turns, tiles already played on premium squares count at face value. 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.

4. When two or more words are formed in the same play, each is scored. The common letter is counted for each word and the full premium value, if any, is awarded for both.

#### Cheats

- **Dictionary Peeks:** Teams/individuals can look at the dictionary for \$3.
- **Buy a Tile:** Teams/individuals purchase extra tiles as their game progresses.
  - 1 point tile- \$1
  - 2/3 point tile- \$2
  - 4/5 point tile- \$3
  - 8 point tile- \$4
  - 10 point tile- \$5
- **Team Cheat: Time out:** Each team will have the opportunity to buy a time out; The team buying the time out will have the opportunity to choose a player from the opposing team who will then sit out for 10 minutes in the time out zone. Time outs may be purchased during registration or during the game. Cost is \$5. No team can have more than two players in time out at any given time in the game. Team members can "bail out" their fellow team member after 2 minutes for \$3.
- **Scrabble Word Builder:** Teams/Partners/Individuals can pay \$1 to use an online tool where they can enter all of the letters on their wrack into the tool. The tool then does a search and lets them know what words they can form (if any) and how many points each word is worth.