

Rules for SCRABBLE® Challenge 2012

DO NOT REMOVE CARDBOARD TENT FROM BOARD UNTIL OFFICIAL PLAY IS ANNOUNCED.

TO START THE GAME:

Each team chooses one letter. The team whose letter is closest to “A” plays first. In case of a tie, redraw. Then, each team draws seven letters and places them on its rack. At each table, one player will be responsible for timekeeping, and another player (from the opposing team) for recording scores.

RULES:

1. Abbreviations, words in a language other than English, words that are always capitalized, hyphenated words or those requiring an apostrophe are NOT ALLOWED.
2. Premium squares (double or triple letter or word) count on the turn in which they are first played.
3. A blank tile may represent any letter. Once used, it cannot be changed on subsequent turns.
4. Each team has two minutes to place a word on the board. If it has not done so, play passes to the opposing team.
5. After playing, draw new letters to bring the number on the rack back to seven again.

SCORING:

1. Each team places a word on the board, adds up the values of the letters and announces the score. Announcing the score completes the turn. Record score on the sheet. **DO NOT KEEP A RUNNING TOTAL!**
2. Words can only be changed prior to announcing the score.
3. A team may challenge its opponent’s word. If the two minute time limit has not lapsed, the team being challenged may take up the word and put down another. Otherwise, one of the roaming table monitors will look up the word in the Merriam-Webster Official SCRABBLE Players Dictionary – 4th Edition. If the word is NOT found, then it is not allowed and the challenged team must take the letters up and lose the turn. If the word is found, the challenging team loses its next turn.
4. A team may use its turn to exchange all or some of the letters on the rack. This ends the turn.
5. 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.
6. When two or more words are formed in the same turn, each is scored. A common letter is counted with full premium value, if any, for each word.
7. 50 bonus points will be awarded to a team using all seven letters in one turn.
8. At the end of the game, **DO NOT SUBTRACT THE VALUE OF ANY REMAINING TILES. DO NOT TOTAL YOUR SCORE!** Score sheets will be collected and scores will be tallied in another room.
9. Prizes will be awarded to the three teams with highest combined scores for both games.