18th Annual



April 18, 2019

ScrabbleBee Information and Rules

Goal: <u>Have fun and raise \$\$\$\$ for Literacy</u>! Team members work together using letter tiles to build words on a Scrabble game board to achieve the highest total number of points per round.

Equipment provided per team: A table, chairs, regulation Scrabble Board, a turntable, a bag of 100 letter tiles and a letter bag.

Players: 4-6 team members.

Word Waiter (scorekeeper): One Word Waiter is assigned for each team. This individual will record the words on a score sheet and tally the points with the help of one team member during the break between rounds. Game totals will be submitted and entered at the event scoring table.

Two Competitive Divisions: The <u>Tortoise Division</u> teams play traditional <u>untimed</u> Scrabble. The <u>Hare Division</u> teams play 3 <u>timed</u> rounds during which all team players work together simultaneously placing words on the board.

Winning Teams: The Hare division winner is determined by the team earning the highest cumulative score in 3 games played. The Tortoise division winner is determined by the team earning the highest score in the first game played.

Judges: Two judges sit raised on a dias with game-approved dictionaries. Teams may purchase a "peek" at the dictionary to confirm a spelling. The cost is a \$1 per "peek". Any other concerns—ask the judges. They will have the final answer!

Dictionaries of Choice: The <u>OFFICIAL SCRABBLE Dictionary Players</u> <u>Dictionary</u> and the <u>Merriam Webster Dictionary Based on the Eleventh Edition</u> are game-approved. If the word a team seeks to verify is not in either dictionary, it may not be used on the board. Any word variation that does not appear in the dictionary will not be accepted by the judges.

CELL PHONES: Phones may <u>NOT</u> be used as a dictionary nor for word lists and must be <u>SILENCED</u>.

"Surprise Word" Bonus: A surprise bonus word will be announced at the beginning of each round. Any team choosing to incorporate this word on their board will receive 50 additional points per round. The surprise bonus word may not be changed in any way.

"Sponsor Name" Bonus: Select sponsor names/abbreviations will be announced at the beginning of each round. Any team choosing to incorporate one or more of these names on their board will receive 100 additional points for EACH sponsor word per round. The selected sponsor name may not be altered in any way. Blank tiles may not be used for the Sponsor Name bonus.

Challenges: A challenge occurs when a team believes a word on an opponent's board is not a word or that it may be spelled incorrectly. A team may challenge one time per round. Only team members may challenge another team's word.

The challenge is taken to the judges who will make the final decision. If the judges declare the word illegal, the challenging team will get to add the word point total to their score while the challenged team will lose the points of the illegal word. If the judges declare that the challenged word is legal, the challenging team will be assessed a 25 point penalty.

RULES for Tortoise and Hare Divisions:

- 1. <u>Connect ALL words!</u> When adding a word to the board, it must connect to another word. (Words may not be put on the edges of the board and worked back to connect to other words.)
- 2. Words must be placed either horizontally or vertically.
- 3. **Premium Letter Squares**: An individual tile value is doubled if it is placed on a <u>light blue square</u>. The letter value is tripled if placed on a <u>dark blue square</u>.
- 4. **Premium Word Squares**: The total word value <u>is doubled</u> when one of its letters is placed on a <u>pink square</u>. The total word total is <u>tripled</u> when one of its letters is placed on a <u>red square</u>.

- 5. **Starting Word:** All teams will begin Round 1 with a starting word announced by the committee. Letters must be placed horizontally on the board with the first letter of the word placed on the scrabble board's center, pink STAR. Note: The star is within a pink square therefore the starting word is doubled.
- 6. Blank tiles: <u>Blank tiles may be used anywhere on the board</u>. They have <u>ZERO value</u> in a word played. However, when a blank tile is placed on a premium word square, the total word value will still be <u>doubled or</u> <u>tripled</u>. Teams will alert the designated letter of their blank tile to their assigned Word Waiter.
- 7. **Scoring:** Total <u>every</u> word on the board placed horizontally and vertically. First, total the value of the letters noting any letters placed on <u>premium letter squares</u>. Second, re-evaluate the word total if placed on <u>premium word squares</u>. A word could be doubled and then tripled depending upon the premium word squares. For example, if two double word squares fall within one word, the score is doubled and then doubled again (4 times the letter count). If a word falls on two triple letter word squares, the letter score is tripled and then tripled again (9 times the letter count).
- 8. Proper names are not allowed with the exception of event sponsors.
- 9. Abbreviations are not allowed with the exception of event sponsor abbreviations.
- 10. Hyphens and apostrophes are not allowed.
- 11. The maximum word length is 10 letters.
- 12. Any <u>unplayed tiles</u> will have their value <u>subtracted</u> from the total score at the end of each game.
- 13. No dictionary or word lists will be allowed at the table—that includes cell phone dictionaries and printed word lists.

HARE DIVISION RULES

1. Team members work together simultaneously during three timed rounds. 1st—20 minutes, 2nd—15 minutes and 3rd—10 minutes.

- 2. With ALL the tiles placed face-up on the table, team players begin connecting words to the starting word. They continue to <u>connect</u> words until all tiles have been used; unused tile values are subtracted from the total board score.
- 3. ALL words, except bonus words, may be altered, including the starting word. For example, glow + ing = glowing or un + happy = unhappy.
- 4. All words other than the starting word may be replaced at any time throughout the round as long as word connections are not lost.
- 5. The emcee will signal the round completion.
- 6. The WORD WAITER will tally up the total points on the team score sheet for each round. Only the final words on the board will be counted.
- 7. The number of tiles available for play will vary according to the rounds played. In Round 1, all tiles will be in play. In Round 2, 20 letter tiles will be <u>randomly</u> removed. In Round 3, 10 letter tiles will be <u>randomly</u> removed. The tiles removed in Round 2 and 3 may be bought back anytime throughout the round. The buy-back is random at \$5 per tile. Your Word Waiter will collect, record and re-distribute tiles for this transaction. To better your score and to help us with our fundraising efforts, consider a <u>total tile buy-back for \$150</u>!

TORTOISE DIVISION RULES

- 1. Teams play traditional Scrabble rules, however, it is a "team" total score rather than an individual score calculated in the competition.
- 2. To start, your Word Waiter will have removed all the tiles from the board and placed the first round starting word on your board. Each player takes seven tiles from those remaining in the scrabble bag. One team player begins by placing a word on the board which must be connected to the starting word. Play continues clockwise.
- 3. After taking a turn at placing a word on the board, the player draws the needed tiles to continue to have seven at all times (if possible).
- 4. No tile may be shifted or replaced after it has been played and scored.
- 5. One or more letters may be added to a word already on the board creating a new word. (Prefixes, suffixes, compounds)
- 6. The game ends when all letters have been drawn and one player uses his or her last letter; or when all possible plays have been made.
- 7. All rounds in this division are untimed.
- 8. The Tortoise Division competition is based on the first round played. (Teams are encouraged to play more games for their enjoyment.)

9. The sum of each word placed or altered should be <u>scored after each turn</u> by the Word Waiter. A total team score will be computed at the end of the first game.

Scrabble Tile Point Values

0	Blank tiles
1 point	A,E,I,O,U,L,N,R,S,T
2 points	D, G
3 points	B,C,M,P
4 points	F,H,V,W,Y
5 points	К
8 points	J,X
10 points	Q, Z

Letter Tile Distribution -- A-9, B-2, C-2, D-4, E-12, F-2, G-3, H-2, I-9, J-1, K-1, L-4, M-2, N-6, O-8, P-2, Q-1, R-6, S-4, T-6, U-4, V-2, W-2, X-1, Y-2, Z-1 and Blanks-2.