

UN-SCRABBLE® Event

Rules

Each team consists of up to four players. Each team plays three timed games of SCRABBLE®. The total number of points accumulated is the team score for each round. The sum of the scores for all rounds is the team score for the evening. The team with the highest total wins.

The official dictionary used for this event will be *Webster's Third New International Dictionary of the English Language*. At the beginning of each round each player takes 7 letters. Blanks are not to be used. If a player draws a blank tile, it is put aside and the player draws another tile.

At the beginning of play, players center their first word across the star at the middle of the board. Teams begin spelling words in regular SCRABBLE® crossword fashion building off the first word. Play differs from a regular SCRABBLE® game as follows:

Players may take turns going around the table, each player spelling a word in turn, or teams can make words together. Team members may look at each other's letters and share letters spelling words. Each time they spell a word they can replenish their letter supply to a total of 28 per team.

Each team must keep its score, recording words and points on a score sheet. Teams score points according to the usual rules of SCRABBLE® counting the point values on the tiles and any double or triple letter or word squares. If more than one square is covered by the same word, all squares are multiplied. For instance, if you cover a triple and a double word square with one word, multiply the points for that word by six. Of course, double and triple letter squares are not multiplied, and each square only counts once. (No bonus points given for words of seven or more letters.)

Judges will disallow any words not found in the English dictionary or that are proper nouns. The penalty for putting down a misspelled or illegal word is removal of the word and a deduction of points equal to the point value of the word (including any double or triple letter or word squares).

Each player will start with 7 letters (28 letters for the team of four) and will replenish letters after each word is spelled. Teams may also buy additional letters at the following rate:

1 letter for \$2
3 letters for \$5
7 letters for \$10

Extra letters will be chosen randomly from a grab bag. They will be printed on card stock that can be differentiated from regular SCRABBLE letters so they can be easily removed from the set at the end of the game. Unused extra letters are kept until used or until the end of the round and add to the team's total of usable letters.

Each round ends when the official timing device sounds. Teams turn in their score sheets and the points for the round are tallied.

At the end of the evening judges will total the scores for all rounds and announce the winning team.

Bonuses are awarded for spelling sponsor names in the following amounts:

Event sponsor = 40 points;

Triple word sponsor = 30 points;

Double word sponsor = 20 points;

Triple letter sponsor = 10 points.

Tiles can be replenished after each word is spelled, rather than after four words.

We are providing a score sheet to turn in at the end of each round so we can spot check words enter scores

Strategies for Success

Under the special rules of this SCRABBLE® event the following suggestions may be helpful:

1. Cooperate. Players may work together to spell words using letters from any teammate.
2. Have fun. Remember it's all for a good cause.
3. If it helps, put all the team's letters together so you can see them all at once.
4. Buy some extra letters. After all, it's a fund-raiser!
5. If you can't think of a long word, spell a short one and move on. Remember, the total number of points for all words on the board at the end of a round is what counts.
6. Try to spell words in places that will allow you to use the double and triple letter and word squares.
7. Leave all extra money at the door, on your way out.