

# Fourteenth Annual Benefit



# RULES

**PLACE:** Freedom Plains United Presbyterian Church  
1168 Route 55, Lagrangeville

**DATE:** Thursday, October 5, 2023

**TIME:** 6:30 pm – 9:30 pm (Check-In from 6:15 pm – 6:45 pm)

**CELL PHONES MUST BE PUT AWAY AND NOT USED DURING PLAY!**

## Competitive Play: Prizes for 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place teams

1. All players must be registered and will be assigned to a SCRABBLE board provided by Love INC. No personal SCRABBLE boards or tiles will be allowed.
2. Players will sit side-by-side with their team partner, working together (with one rack of tiles) to create the highest scoring arrangement of words on their own board within the time allowed (20 minute rounds). Unlike typical SCRABBLE, there is no back and forth play between players or teams. The team with the highest accumulated score for the three rounds will be Tournament champions!
3. All participants must follow official SCRABBLE game rules for scoring, including traditional rules for *Premium Letter Squares* and *Premium Word Squares*. Tournament judges will score each word placed on the board and will tabulate scores at the end of each 20 minute round. Judges will be assigned by the Tournament committee.
4. Each team will start with the same opening word placed horizontally across the center. No points are awarded for that word. When the signal is given, all teams begin play by pulling their first 7 tiles.
5. A new word is formed by adding one or more letters to a word already on the board, placing a word at right angles to a word already on the board with the new word using one of the letters on the board or adding a letter to it, or placing a complete word parallel to a word already played so that adjacent letters also form complete words. Words must read horizontally or vertically, not diagonally.
6. Play can be changed up until the point when the word score is announced. However, once a score is announced, letters cannot be shifted. After a word is scored, letter tiles are drawn to replace the tiles played, and again the team attempts to make the best word possible.
7. Word Challenge – only Judges can Challenge the validity of a played word. All words must be found in the Seventh Edition of the Merriam Webster SCRABBLE Dictionary or found at <http://scrabble.merriam.com/> for words greater than 8 letters. A misspelled or invalid word will cost the team 25 points. In addition, time lost while Judges check spelling or validity is not replaced. Decisions by the Judges prevail in all interpretation of rules and scoring.
8. Blank tiles may be used as any letter, but have no numeric value. When playing a blank, the team must state what letter it represents and it must remain that letter for the rest of the game. The blank may not be removed from the board and replaced with a lettered tile. When a blank tile is placed on a premium word square, the value of the word is doubled or tripled, even though the blank itself has no score value.

9. Letters and word premiums count only on the turn in which they are played. On later turns, letters already covering premium squares count at face value.
10. 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.
11. Any team who plays all 7 tiles on a turn scores a premium of 50 points after totaling its score for the turn.
12. ONCE in a round, a team may choose to dump all 7 tiles on their rack and replace them with all new tiles with no penalty.
13. Play ends when the 20 minute round concludes. (Time intervals will be announced, alerting players to time remaining.) Judges will clear boards and set up for the next round. The highest scoring team at the end of 3 rounds will receive the “Competitive” play award. There is also a prize for second place and third place.

### **“Just for Fun” SCRABBLE Play:**

The 13 listed rules above apply to “Fun” play with the exceptions and additions listed below:

#3. All participants must follow official SCRABBLE game rules for scoring, including traditional rules for *Premium Letter Squares* and *Premium Word Squares*. Players will score their words and tabulate scores at the end of each 20 minutes round.

#7. There will be a judge circulating through the “Fun” play area. This judge may see and challenge a word on your board. If so, please refer to #7 above. Questionable words can be verified by the roaming judge.

#13. Players will clear their own board and set up for the new round of play. Scores for each round will be posted. The highest scoring team at the end of 3 rounds will receive the “Fun” play award. There is also a prize for second place.

### **EXTRA POINTS**

- A. Teams arriving for play in ‘team uniform’ will receive 50 extra points for the first round only.
- B. Teams who use ALL letter tiles in a 20 minute round will receive 50 extra points.

*Pre-Registration Required*

Entry forms and more information available at

[www.Mid-HudsonLoveINC.org](http://www.Mid-HudsonLoveINC.org)

**Our sponsors will be listed on the tables at the Tournament.  
Please support them as they are supporting Love INC.**

Mid-Hudson Love In the Name of Christ  
748 Freedom Plains Rd, Poughkeepsie, NY 12603  
845-471-0102  
Email – Scrabble@mhinc.org