

Presented by:



RULES OF THE GAME

Frontier College's 15th annual SCRABBLE® Corporate Challenge, presented by TMX Group will use a modified version of Hasbro's official SCRABBLE® rules, including some special rules, as set out below:

- Each "team" includes four members.
- There must be four players at your SCRABBLE® table
- Each team member will play at a different board/table against three other competitors.
- Your team's scores will be combined at the end of the competition.

TIME LIMITS

- **Games will be played in two 30 minute periods.** It is a continuous game.
- **Do not remove your tiles from the board between periods.**
First Period: 6:30 – 7:00 p.m. Second Period: 7:30 – 8:00 p.m.
- Each player has **3 minutes to play per turn.** If a player has not spelled a word within 3 minutes, the turn is forfeited, but incurs no other penalties. **Please use the timers provided on your table.**

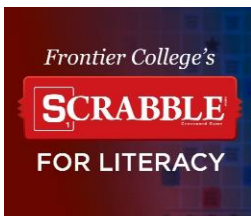
HELPFUL ASSISTS

- Everyone receives a list of two letter words at the event.
- There will be a **list of words using the letter 'Q', 'Z' and 'X' available for purchase** to help players improve their score.
- No word lists may be used other than those provided by Frontier College on the table and those purchased from Frontier College at the event.
- Each player may purchase unlimited "**SCRABBLE® Ringer**" chits. These allow the player to enlist the assistance of a designated SCRABBLE® expert during one play (of the player's choice).
- Each player may purchase unlimited "**Power Play**" chits. These allow the player to enlist the assistance of a Canadian SCRABBLE® Champion during one play.
- Each player may purchase unlimited "**Instant Replay**" chits. These allow players to buy back a lost turn (this applies both to those who have been challenged successfully and lost their turn, and to those who challenged a word unsuccessfully and lost their turn).
- Please note that the prices of all helpful assists increase after the first round.

TABLE SET UP

At each game table there will be:

- 1 game board
- 100 letter tiles
- 1 letter bag
- 4 racks
- An official SCRABBLE® Players Dictionary, 6th Edition - **consult the dictionary for word challenges only.**



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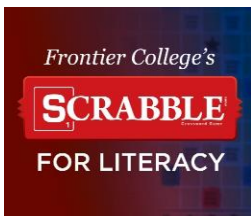
- 1 timer
 - 1 pencil
 - Official list of two letter words that may be used as acceptable SCRABBLE® words during play
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- One player at each table must act as official score keeper, using the official SCRABBLE® Corporate Challenge score sheet.

STARTING THE GAME

- Assign a scorekeeper at your table.
- Mix the letter bag up.
- To find out who starts the game, each player chooses one letter from the bag.
- The player with the letter closest to "A" plays first. A blank tile beats any letter. Return the letters to the bag and remix. All players draw seven new letters and place them on their respective racks.

PLAYING THE GAME

- Start the timer when the first player begins.
- The first player combines two or more letters to form a word and places it on the board to read either across or down with any letter on the centre square. Diagonal words are not allowed. The first player doubles his or her score because the first word is always played across a pink "Double Word Score" square.
- Complete your turn by counting and announcing your score for that turn. Then draw as many new letters as you played. Always keep seven letters on your rack, as long as there are enough tiles left in the bag.
- Play passes to the left. The second player, and then each in turn, add one or more letters to those already played to form new words.
- All letters played on a turn must be placed in one row across or down the board, to form at least one complete word. If, at the same time, they touch others letters in adjacent rows, those must also form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on his or her turn.
- New words may be formed by:
 - Adding one or more letters to a word or letters already on the board.
 - Placing a word at right angles, crossword fashion, to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it (see Turns 2, 3 and 4 in the Scoring Examples section).
 - Placing a complete word parallel to a word already played so that adjacent letters also form complete words (see Turn 5 in the Scoring Examples section).
 - No tile may be shifted or replaced after it has been played and scored.



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ENDING THE GAME

- The game ends when all letters have been drawn and one player uses his or her last letter; when all possible plays have been made; or when the allotted time has ended. If the allotted playing time ends while players still have playable tiles, play will continue until all players have had the same number of turns.
 - For example, if Mary, Bob, Gita and Philip are playing (in that order) and Mary and Bob have each played five times, but Gita and Philip have only had four turns, Gita and Philip will each play their final turn. This will end the game.

BLANK TILES

- The two blank tiles may be used as any letters. When playing a blank, you must state which letter it represents. It remains that letter for the rest of the game, but has no scoring value.

EXCHANGING TILES

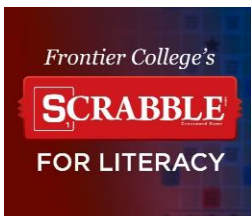
- You may use a turn to exchange all or some of your letters. To do this, place your discarded letter(s) facedown. Draw the same number of letters from the pool; then mix your discarded letter(s) into the pool. This ends your turn and play moves to the next player.

CHALLENGING A PLAY

- Any play may be challenged before the next player starts a turn. **If the play challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the play challenged is acceptable, the challenger loses his or her next turn.**
- In case of **word challenges**, The Official SCRABBLE® Players Dictionary, 6th Edition will be used. This standard dictionary includes all words found in several college dictionaries, except words which are labelled as foreign, archaic or offensive, or which require punctuation or capitalization. Proper nouns cannot be used.
- **Consult the dictionary for challenges only.** All words made in one play are challenged simultaneously. If any word is unacceptable, then the entire play is unacceptable. Only one turn is lost on any challenge.

SCORING

- One player at each table must act as official score keeper, using the official SCRABBLE® Corporate Challenge score sheet.
- The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.



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- The score for each turn is the sum of the letter values in each word(s) formed or modified on that turn, plus the additional points obtained from placing letters on Premium Squares.
- 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.
- If a player has no more tiles, the game ends. The player who ended the game and who therefore has no more tiles remaining is given **an added bonus**. Add the total of all points of all remaining players with tiles left on their racks. This number is added to the final score of the player who is "out" of tiles.

PREMIUM LETTER SQUARES

- A light blue square doubles the score of the letter placed on it; a dark blue square triples the letter score.

PREMIUM WORD SQUARES

- The score for an entire word is doubled when one of its letters is placed on a pink square: it is tripled when one of its letters is placed on a red square. Include premiums for double or triple letter values, if any, before doubling or tripling the word score.
- If a word is formed that covers two premium word squares, the score is doubled and then re-doubled (4 times the letter count), or tripled and then re-tripled (9 times the letter count). NOTE: the centre square is a pink square, which doubles the score for the first word.
- 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.
- 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. (See Turns 3, 4 and 5 in the Scoring Examples section.)

BINGO

- If you play seven tiles on a turn, it's called a Bingo. You score a premium of 50 points after totalling your score for the turn.

UNPLAYED LETTERS

- At the end of play, we will **not** be deducting or adding tile values to players' scores for the unplayed letters.

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SCORING EXAMPLES

- In the following examples, the words added on five successive turns are shown in bold type. The scores shown are the correct scores if the letter R is placed on the center square. In Turn 1, count HORN; in Turn 2, FARM; in Turn 3, PASTE and FARMS; in Turn 4, MOB, NOT and BE; in Turn 5, BIT, PI and AT.



Turn 1: Score = 14



Turn 2: Score = 9



Turn 3: Score = 25



Turn 4: Score = 16



Turn 5: Score = 16