

THE FIRST EVER

P₃ **E**₁ **E**₁ **L**₁



TOURNAMENT

MONDAY · MARCH 6 · 2017

Schedule (tentative)

- ▶ 9:30 am Check-in and Announcements
- ▶ 10:00 am Round 1 (Game On!)
- ▶ 11:00 am Round 2
- ▶ 12:00 pm Lunch (players should bring lunch)
- ▶ 12:30 pm Round 3
- ▶ 1:30 pm Awards Ceremony
- ▶ 2:00 pm Exit

Format

- ▶ All games played 2-on-2
- ▶ Directors will indicate which teams are playing each other each round
- ▶ Every team will play 3 games
- ▶ Lunch after Round 2
- ▶ Bring your own lunch!
- ▶ Bring a pencil/pen
- ▶ Everything else you need to participate will be provided.

Starting the game

- ▶ Directors will tell you who your opponents are
- ▶ Directors will tell you which team is going first
- ▶ The team that goes first will draw their 7 tiles
- ▶ All words must be played LEFT→RIGHT and TOP↓BOTTOM
- ▶ The first word must touch the centre star, which counts as a DOUBLE WORD SCORE

Drawing tiles

- ▶ Hold the bag up above your eyes, then draw tiles with the other hand
- ▶ Be carefully not to take more than you need. You need a total of 7 tiles!
- ▶ If you accidentally take too many, call the Director over to assist you—don't throw them back.

Every turn

- ▶ When you make a play, add up the score and announce it
- ▶ Press the clock button--your turn is now over
- ▶ Write down the score of the turn and add it so you always have the total

The clock

- ▶ Each team has a total of 25 minutes for all their turns combined
- ▶ After every turn, announce your score and press your clock button, and this officially ends your turn
- ▶ Then write down your score and add up the total
- ▶ Don't go overtime!
- ▶ Download **Zarf** on iPad or **Scrabble Clock** on Android to practice!



Scoresheet

- ▶ BOTH teams are required to keep the score for BOTH teams
- ▶ After every turn, add up your score and announce the score of that turn to the other team
- ▶ Then press your clock button, and write down the score, and add the total
- ▶ Check with the other team that you have written the same total—if they don't match, pause the clock and sort it out
- ▶ You can't draw new tiles until you have totaled the score

Both teams keep score for both teams!

Eric & Janiqua		Maryam and Darm	
LIP	10	GRUFF, FLIP	+33
HEATERS, FLIPS	+72	HURRY, HI, UP	+28
	82		61
OILY	+19	JAM	+45
	101		106

Add the total after every turn!

Writing the words is optional, but a good idea!



That's
NOT a
word!

Unsure if it's really a word?

- ▶ After your opponents press the clock, say HOLD—your opponents cannot draw their new tiles
- ▶ Think about whether or not you want to CHALLENGE (discuss it with your teammate)
- ▶ Pause the clock only if you want to CHALLENGE
- ▶ If you don't want to challenge, say ACCEPT—your opponents can draw their new tiles
- ▶ If you CHALLENGE, you'll check the word(s) in the computer dictionary (Directors will assist you)
- ▶ If you challenge a valid word, you will lose your turn!
- ▶ If a phoney word is challenged, that team has to take the word off and they lose that turn

Inadmissible—challenge it off

- ▶ Just one letter: a, I, u
- ▶ Proper names/nouns: Carine, July, Toronto, Caledon, Neptune, Nike, Lebron (spelled only with a capital letter)
- ▶ Acronyms where you say the letters one by one: OK, NHL, VR, TV, LOL
- ▶ Mispelled wurds
- ▶ Words that *only* exist in other languages: BONJOUR
- ▶ Punctuated words: DON'T, X-RAY



Admissible—let it go!

- ▶ Regular nouns, verbs, adjectives, etc.—OKAY, WHATEVER, IGLOO, HALT, CITIZEN
- ▶ Names **only if they're also words**: JACK, PETER, MARK, MAYA, JADE
- ▶ Interjections: MEH, UH, YA, YO, MAZELTOV
- ▶ Notes: DO → RE → MI → FA → SO → LA → TI →
DOH → RE → ME → FAH → SOH → LAH → TE → DO
- ▶ New words: TEXTING, GOOGLED, HASHTAG
- ▶ Acronyms pronounced as words: RADAR, SCUBA
- ▶ Shortened words that are used often: FAX (facsimile), ZEP (zeppelin), SUB (submarine)
- ▶ Ancient or archaic words: THOU SHALL PASS!
- ▶ Words of foreign origin that have been added to the English dictionary: KAYAK, BURQA, VODOO, SAMOSA, QAT, CZAR, JARL
- ▶ The Scrabble dictionary is a very big dictionary with many obscure words!



End of the game

- ▶ The game ends when
 - ▶ The Directors say that time is up
 - ▶ The bag is empty AND one team has no more letters left
- ▶ Both teams raise a THUMBS UP when your game is over and a Director will come over to get the final score from you
- ▶ Be a good sport and congratulate the other team on a good game
- ▶ Square the tiles into the corners of the board (4 blocks 5x5 so we know there is 100)

The blanks

- ▶ The blank tiles are the best tiles in the game
- ▶ The blank is worth ZERO points
- ▶ The blank can represent any letter
- ▶ Use it to for high-scoring plays (tip: make it an S!)
- ▶ Sometimes the blank has a funny design on it-- that's still a blank. (If it doesn't say a letter it's a blank.)
- ▶ When you use a blank, write down what letter it is and it remains that letter for the whole game

Other than that...

- ▶ No using electronic devices or dictionaries during the game
- ▶ Don't distract your opponents or discuss definitions during the game
- ▶ Be careful with the equipment and tiles
- ▶ Don't wander--stay seated until it's time to move on
- ▶ Show school spirit!

Tips to be the best

- ▶ The blanks are the best tiles: They can represent any letter, they're worth 0 points, but can help you make high-scoring plays
- ▶ S is the best letter: use it to pluralize a word, and then make 2 words in one turn
- ▶ Look for a good spot first, then think of a word that fits there: TWS, DWS, TLS, DLS
- ▶ Change a word by adding a single letter **while making another word in the other direction**: Turn WIN into WING or TWIN, turn HANGER into CHANGER, turn PLAN into PLANT or PLANE

Finally...

- ▶ Directors are there to clear up any confusion about rules/procedure
- ▶ Pause the clock and call “Director!” and we will come to assist you
- ▶ Be a good sport and have fun!
- ▶ Thanks to our sponsors
 - ▶ GeneTimer Products
 - ▶ Hasbro Canada
 - ▶ Courtnepark Library