

Kalamazoo



OFFICIAL RULES



OFFICIAL RULES

In SCRABBLE®, players form interlocking words, crossword fashion, on the board using letter tiles of different values. Each player competes for high score by taking advantage of the letter values as well as the premium squares on the board.

SETUP

Place all letter tiles in the pouch, or facedown beside the board, and mix them up. Draw for first play. The player drawing the letter nearest the beginning of the alphabet plays first. A blank tile supersedes all of the letter tiles. Return the exposed letters to the pool and re-shuffle. The player who won the draw then draws seven tiles for his/her rack, followed by the other player. Each player will have a maximum of 2:30 per turn.

GAME PLAY

1. The first player combines two or more of his or her letters to form a word and places it on the board to read either across or down, with one letter on the center * square. Diagonal words are not allowed.
2. A player completes a turn by counting and announcing the score for the turn (or when his or her 2:30 have expired). The player then draws as many new letters as played, always keeping seven letters.
3. Play alternates between players. Each player, in turn, adds one or more letters to those already played to form new words. All letters played in a turn must be placed in one row across or down the board, to form one complete word. If, at the same time, they touch other letters in adjacent rows, they must form complete words, crossword fashion, with all such letters. The player gets full credit for all words formed or modified on their turn.
4. New words may be formed by:
 - A. Adding one or more letters to a word or letters already on the board.
 - B. Placing a word at right angles 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.
 - C. Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
5. No letter may be shifted after it has been played.

6. The two blank tiles may be used as any letters. When playing a blank tile, the player must state which letter it represents. It remains that letter for the rest of the game.
7. A player may use a turn to exchange all or some of the letters in their rack. To do this, place the discarded letters face down. Draw the same number of letters from the pool, then mix the discarded letters with those in the pool. This ends player's turn.
8. All words labeled as a part of speech (including those listed of foreign origin, and as archaic, obsolete, colloquial, slang, etc.) are permitted as long as they are in the Official SCRABBLE® Players Dictionary. Exceptions are: words always capitalized, abbreviations, prefixes and suffixes standing alone, words requiring a hyphen or an apostrophe.
9. The Official SCRABBLE® Players Dictionary, Fourth Edition will be used for challenges. Any word may be challenged before the next player starts a turn by notifying a Word Judge. If the word challenged is unacceptable, the challenged player takes back his or her tiles and loses that turn. If the word challenged is acceptable, the challenging player will lose their next turn.
10. A timer will be at each table to time the turns. A turn is 2:30. If a player's time runs out, that player will forfeit that turn without additional scoring and it will be other opposing player's turn.
11. A player may choose to pass his or her turn without playing a word or exchanging letters.

ENDING THE GAME

The game ends when all letters have been drawn and one player uses his or her last letter; or when each player has passed three times in a row, or when time for the round is over.

SCORING

1. Keep a tally of each player's score, entering it after each turn. 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.
2. The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.
3. Premium Letter Squares: a light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
4. Premium Word Squares: The score for an entire word is double 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). Note: the center * score is a pink square, which doubles the score for the first word.
5. 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.

6. 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.
7. 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.
8. Any player who plays seven tiles on a turn, scores a premium of 50 points after totaling the score (Bingo!).
9. UNPLAYED LETTERS: When the game ends, each player's score is reduced by the sum of his or her unplayed letters. In addition, if a player used all letters, the sum of the other player's unplayed letters is added to that player's score.
10. At the end of each round please complete the table score card, raise your hand and a volunteer will take your score to the scoring table. Please be sure to include the table number, round number, player name, player number and score for each player.

Differences between Competitive, Just For Fun and Corporate Teams

Corporate Teams play in the Just For Fun category with the only exception being that no competitive team member can play their teammate.

In the Just For Fun group, time will not be kept for each play but players will be asked to monitor their own play and try to complete a game within the 45 minute time allocated for a round. Players in this group are encouraged to ask questions of the game monitors and are free to talk to each, discuss the game, their strategies, or tiles. If both players agree on a rules modification before beginning, these modified rules may be used for that game.

Players in the Competitive group are asked to refrain from casual conversation during play ("coffeehousing"). Players in this group may not modify rules, must stick to the time limits for plays, and abide by the challenge decisions of the word judges.

HOW TO WIN

The player with the highest point score for all three rounds, combined, wins SCRABBLE® Fest. The top three places will be acknowledged in each category – Competitive, Just for Fun and Corporate Team, with the Competitive 1st place winner being acknowledged as the Kalamazoo SCRABBLE® Fest Champion.



Revised March 2014