

RULES OF THE GAME



SCRABBLE for Literacy presented by CIBC will use a modified version of Hasbro's official SCRABBLE.

- 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.
- Please consult the SCRABBLE Players Dictionary, 7th Edition, for word challenges only.
- One player at each table must act as official scorekeeper using the official score sheet.
- An official list of two letter words (see insert) may be used as acceptable SCRABBLE words during play.
- No word lists may be used other than those provided on the table and those purchased at the event.

Volunteers make the difference.

Volunteers play important roles in the planning, coordination, delivery, and evaluation of our programs. From helping children read a favourite book to supporting adults as they work to improve their skills, volunteers are key to creating a culture of literacy in Canada.

WHAT WE HEARD FROM OUR VOLUNTEERS...



99.5%
rated United for Literacy programs as excellent, very good, or good



81%
noted their self-confidence improved



97%
said their tutoring skills improved



89%
said their communication skills improved



79.5%
said their leadership skills improved

Give back to your community.

Connect with others.



EST. 1999
United for Literacy
Littératie Ensemble



Find out more about how you can make a difference as a United for Literacy volunteer.

information@unitedforliteracy.ca
1-800-555-6523
unitedforliteracy.ca

TIME LIMITS

Games will be played in two 25 minute periods. It is a continuous game. **Do not remove your tiles from the board between rounds.**

First period: 6:50 – 7:15 p.m.

Second period: 7:35 – 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.

START THE GAME



- Confirm your name on the scoresheet. If you are replacing someone, please cross out their name on the scoresheet and write your name.
- 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's score will be doubled 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 other letters in adjacent rows, those must also form complete words, crossword fashion. Players get full credit for all words formed or modified on their turn.
- New words may be formed by:
 - Adding one or more letters to a word or letter 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.
 - Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
- No tile may be shifted or replaced after it has been played and scored.

ENDING THE GAME



The game ends when all letters have been drawn and one player uses their 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. At the end of the play, we will not be deducting or adding tile values to players' scores for the unused letters.

