

# **SCRABBLE COMPETITION**

FOR  
PRIMARY SCHOOLS

**RULES AND GUIDELINES**

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**MINISTRY OF  
EDUCATION**

# SCRABBLE COMPETITION FOR PRIMARY SCHOOLS RULES AND GUIDELINES

## 1.0 Aim

The Scrabble competition aims to extend vocabulary and develop spelling skills in the English language among pupils.

## 2.0 Objectives

- 2.1 To enhance pupils' vocabulary in the English language.
- 2.2 To encourage teamwork and promote integration among pupils.
- 2.3 To provide a platform for learning in a fun and enjoyable manner.

## 3.0 Competition rules

### 3.1 Eligibility

This competition is open to **Year 4 to Year 6** pupils from government-aided schools only.

### 3.2 Team

3.2.1 Each team should comprise **2** main players and **1** reserve of different races from the same state they are representing. An exception should be made if the student population consists of a particular ethnic group as the demographic in that school.

3.2.2 Each team should be accompanied by an **English Language teacher**.

### 3.3 Time

3.3.1 Each team is given **10 seconds** to come up with a (minimum) correctly spelt **2-letter word** in English language.

3.3.2 The team will begin their move when the time keeper rings the bell once. The team has now 10 seconds to make their move.

3.3.3 After 10 seconds, the time keeper will ring the bell twice to indicate that the move is now over. (If the team cannot place the tiles of a word on the board within the time allocated, they will lose their turn).

3.3.4 The game is played until all tiles are used or until both teams cannot form a word (whichever comes first).

### 3.4 Format

- 3.4.1 The game is played by two opposing teams from different states.
- 3.4.2 Each team will be given a rack of seven tiles to play.
- 3.4.3 Each team will have to pick a tile from the bag. The team with the highest face value will make the first move.
- 3.4.4 Only words in the **Scrabble Dictionary** (British English) are allowed.

### 3.5 Game play

3.5.1 The first team combines two or more of its 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.

3.5.2 The team completes its turn by counting and announcing its score for that turn. The score will be counter checked by the accuracy judge and note the scores. The team then draws as many new letters as played making sure that there are only seven letters on the rack.

3.5.3 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, with all such letters. The team gets full credit for all words formed or modified on its turn.

3.5.4 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 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.

Refer to 3.5.3 and 3.5.4

Turn 1: Score = 14    Turn 2: Score = 9    Turn 3: Score = 25    Turn 4: Score = 16    Turn 5: Score = 16



3.5.5 No tile may be shifted or replaced after it has been played and scored.

3.5.6 Blanks: The two blank tiles may be used as any letters. When playing a blank, the team must state which letter it represents. It remains that letter for the rest of the game.

3.5.7 The team may use a turn to exchange all seven of the tiles (ONLY). The team will score zero for that turn.

3.5.8 The spelling of any word may be challenged before the next team starts a turn. If the word challenged is unacceptable, the challenged team takes back its tiles and loses that turn (the tiles are returned to the rack). If the word challenged is acceptable in the dictionary, the team that challenged loses its next turn. The accuracy judge will consult the dictionary for confirmation.

3.5.9 The team is disqualified from play after four consecutive zero scores resulting from any combination of passes, exchange of tiles, wrongly spelt words and unsuccessful challenges. If this occurs, each team final score is reduced by the total value of the tiles on their rack.

### 3.6 Attire

3.6.1 Participants should be in school uniforms.

### 3.7 Restrictions

3.7.1 Dictionaries **cannot** be consulted by the players while playing.

3.7.2 Proper nouns, acronyms, slangs, informal spelling, vulgar, and indecent words are not allowed.

3.7.3 No movement of the board during the game is allowed.

3.7.4 Players are not allowed to change tiles that they have taken out from the bag.

### 3.8 Judges

3.8.1 The game will be judged by two judges; **an accuracy judge** and **a point judge** (from states that are not competing in that particular round).

3.8.2 The judge may refer to a dictionary in case of doubt.

3.8.3 The judge will abide by the scoring criteria and write the points for the participating teams as they are scored. (Scrabble Comprehensive Scoring Guides for Judges and Players, in Appendix 1).

3.8.4 There will be a panel of jury for the judges to refer to in case of doubt.

### **3.9 Decisions**

3.9.1 The team with the highest score will be declared the winner.

3.9.2 The decision of the judges is final.

### **3.10 Prizes**

3.10.1 Certificates of achievement will be awarded to the winning teams.

3.10.2 Certificates of participation will be awarded to all participating teams.

This concept paper is valid as of March 2015. The competition will abide to the above rules ONLY.

Division of Co-curriculum and Arts  
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Edited:  
16<sup>th</sup> March 2015

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## Scrabble Comprehensive Scoring Guide for Judges and Players

- A.** Scores will be awarded to each team which will be accumulated at the end of the game to determine the winning team.
- B.** The score or point value of each letter is indicated by a number at the bottom of the tile. The score value of the blank is zero.
- C.** Premium Letter Squares: A light blue square doubles the score of the letter played on it. A dark blue square triples the score of the letter played on it.
- D.** Premium Word Squares: The score of the entire word is doubled when one of the letters is placed on a pink square. It is tripled when a letter 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 should be doubled and re-doubled (that is, four times the letter count), or tripled or re-tripled (nine times the letter count). Note that the centre square of the board is pink, and therefore doubles the score for the first word played.
- E.** The score for each turn is the sum of the score values in each word formed or modified in play, plus the premium values resulting from placing letters on premium squares.
- F.** Letters and word premiums apply only in the turn in which they are first used. In subsequent turns, letters count at face value only.
- G.** When a blank tile falls on a pink or red square, the sum of the letters in the word is doubled or tripled even though the blank itself has no score value.
- H.** When two or more words are formed in the same turn, each is scored. The common letters are counted, with full premium values if any, in the score for each word.
- I.** Any player who plays all seven of his tiles in a single turn scores a premium or bonus of 50 points in addition to his regular score for the play.
- J.** If the total mark is a tie between two states, an extra turn will be given to each team to form the final word.
- K.** Points are to be subtracted when the players have unplayed tiles left on their racks at the end of the game.

**SCORE SHEET**

**SCRABBLE COMPETITION FOR PRIMARY SCHOOLS  
NATIONAL LEVEL YEAR \_\_\_\_\_**

TURN	TEAM 1 State:  _____	REMARKS	TEAM 2 State:  _____	REMARKS
1				
2				
+				
3				
+				
4				
+				
5				
+				
6				
+				
7				
+				
8				
+				
9				
+				
10				
+				
11				
+				
12				
+				
13				
+				
14				
+				
15				
+				
16				
+				
17				
+				
18				
+				
19				
+				
20				
Score				
Unplayed - tiles				
Total score				

Judge's Name	
Signature	
Date	

# LAYOUT OF THE PLAYERS, JUDGES AND TIME KEEPER

