# Literacy NRV Scrabble Tournament Rules 

## TO CHALLENGE A WORD:

If you want to challenge a word, wave your red flag. A Scrabble Judge will come to your table and check the challenged word. If the word is invalid, your opponents receive zero points for the turn and must remove those tiles from the board. Challenges are not without risk. If the judge rules in favor of your opponents, you will lose a turn and your opponents may immediately go again. Choose wisely!

## BLANK TILES:

When playing a blank, you must tell which letter the tile represents.
It will represent that letter for the rest of the game. Blank tiles are worth zero points. If the blank is played on a red or pink square, the value of the word is doubled or tripled.

## SPECIAL POINT SQUARES:

Multiple letter or word score squares can only be counted by the team originally using that space. If you build onto a word that covers a bonus square, you cannot count it.

## USING ALL SEVEN TILES IN A TURN:

When all seven letters are used to create a valid word, the team earns 50 bonus points in addition to the value of the word played.

## NOT PERMITTED:

Diagonal words, Contractions, Words that begin with a capital letter and Foreign words.

## 10 POINT BONUS WORDS:

Make sure to mark your score sheet when you use any of these words! READ, LEARN, EARN, JOB, PHONICS, TUTOR

## 20 POINT BONUS WORDS:

Make sure to mark your score sheet when you use any of these words! FLUENCY, EMPOWER

## BUYING A PEEK:

Thinking about challenging a word, but want to be sure?
Want to double check the word you're about to play?
Any team may take a peek in the dictionary, if they have a peek ticket.
Ticket in hand, wave the yellow flag, and a Peek Master will come to your table with a dictionary. 1 ticket = 1 peek.
Tickets are 1 peek for $\$ 3$ or 2 peeks for $\$ 5$.
Tickets must be bought prior to the start of the round.

