

MAPPERLEY SCRABBLE CLUB – NEWCOMER'S GUIDE

Welcome to Mapperley Club

This guide has been compiled as an introduction to the club.

Mapperley Scrabble Club has been in existence for 30 years and is one of the oldest and largest clubs in the East Midlands.

Meeting Times

We meet every Thursday evening of the year, except for a one or two week break at Christmas.

Doors open at 6.30pm and we ask members to be at the club by 6.45pm if possible. To be sure of being included in the first game of the evening, you must arrive by 6.50pm at the absolute latest. We play three games, the first starting at 7.00pm. If you are going to be late and wish to be included in the first game please ring Greg on **07910048162** or Stefan on **07531487739**.

Refreshments

Tea, coffee and biscuits are available up to the end of game two so please help yourself.

Subscriptions

Your first week is free. The membership subscription is £20 per quarter for adults, £10 for juniors and £2 per night for a casual visitor.

League Formats

We run four leagues a year, each lasting three months. In each league players are assigned a class based on their performance in the previous league. New members are usually initially assigned to the lowest class. The highest finisher in each class is awarded a prize giving everyone a chance to win irrespective of ability. We also aggregate the results of the four leagues and crown the person with the best overall performance 'Club Champion'.

Dictionary

The current word authority is Collins Scrabble Tournament & Club Word List (CSW). This is split into two sections - words of 2-9 letters and words of 10-15 letters. Definitions of words of 2-9 letters can be found in Collins Official Scrabble Dictionary. The procedure for checking if a word is valid is explained overleaf in the Basic Playing Procedures.

For Beginners to Club Scrabble

We aim to make newcomers welcome. To this end, in the first week, we will match you against experienced players who will show you the ropes and guide you on the use of the timer and general game etiquette.

Do not be put off if you are on the end of a few heavy defeats in your first few games, after all many of our members have been playing for many years. One of our members has even played in World Championships! We do though have players of varying abilities and the main thing is to enjoy the game.

To help beginners we have produced a list of all allowable 2 and 3 letter words together with other useful unusual words. These words are invaluable and will greatly enhance your game once mastered.

Begin by learning the 100 or so 2 letter words, some of which you will already know (e.g. AT, IF, ON, etc.). There are over 1000 three letter words but we suggest you learn those containing high scoring letters such as Q, Z, X and J, as well as those which can be extended from 2-letter words.

Basic Playing Procedures

Each game is played to ABSP (Association of British Scrabble Players) rules.

Playing with a Timer

You are given 25 minutes in which to play all your moves (if you exceed the 25 minutes you are penalised 10 points for each minute or part minute of overtime). How you distribute the time between your moves is up to you; the time remaining for your moves will be displayed on the side of the timer closest to you.

When you are ready to commit to a move, you press the button on your side of the timer, which starts your opponent's side of the timer. Until you have pressed your timer button, you can still change your mind about the play you have made – even if you have placed tiles on the board and announced the score.

Challenges

If you have any doubt about the validity of the words your opponent has played, you should:

- Wait until your opponent starts your timer (until then he has not committed to the move)
- Announce "Challenge"
- Pause the timer by pressing the centre button
- Write down the word(s) you are challenging on the reverse of your score sheet
- Call over the adjudicator (or if there is no adjudicator, ask the person at the game next to you whose turn is not in progress to act as adjudicator). The adjudicator will mark the word(s) challenged with a single tick (if all words are acceptable) or a single cross (if **any** word is invalid).
- If the move is valid, your opponent will restart your timer and the game continues
- If the move is invalid, your opponent will remove their tiles and then restart your timer to continue the game

Correct End of Turn Procedure

- Position the tiles on the board, exchange tiles or pass
- Declare the score for the move (also what letter blank(s) represent if applicable)
- Start the opponent's timer
- Record score (for move and cumulative)
- Await opponent's confirmation of the move (by them recording the score)
- Replenish rack from letter bag
- Tile track (if desired)

End of Game Procedure

- The timer should be paused by the player going out
- Adjustments for tiles remaining and time penalties should be applied
- Both players should check they agree on the final score
- Any words scoring 80 points or greater should be noted on the score sheet (these will go into a draw for a small prize the following week subject to attendance)