

Dear School Heads, Panel Heads, Co-ordinators and Teachers,

The 11th C.C.C. Inter-school Scrabble Tournament

You are cordially invited to participate in the tournament organised by the Association of Principals of Secondary Schools, HKCCCC on 20th May 2023. Details of the event are as follows:

Date:	20 th May 2023 (Saturday)
Time:	9:00 am – 1:00 pm
Venue:	School Hall, C.C.C. Mong Man Wai College
Address :	20 Hiu Ming Street, Kwun Tong, Kln.
Objectives:	1) To provide a platform for Scrabble players to play competitively and foster friendship among C.C.C. students through playing this exciting word game. 2) To boost students' interest in English through this tactical spelling game.
Supporting Organisation	Hong Kong Scrabble Players Association(HKSPA-rated)
Tournament Mechanics and Rules	See Appendix 1
Enrolment	See Appendix 2
Deadline for enrolment:	31 st March 2023 (Friday)

We look forward to seeing you at the tournament. For enquires about the tournament, please feel free to contact Ms. Lew Yuk Fong of C.C.C. Mong Man Wai College. (Tel : 27276372 Email : mmw-lyf@cccmmwc.edu.hk) Thank you.

Best regards,

The English Activities Group for Students

The Association of Principals of Secondary Schools, HKCCCC

Appendix 1: Tournament mechanics, rules and important information

Tournament Mechanics

1. A team of 3-6 players (excluding the home team) from the **same** school is eligible to register as a **school team** competing for the **team prizes** as well as the **individual titles**.
2. There are in total of 3 rounds of games in the tournament.
3. **Each player will play all 3 rounds as an individual.**

After 3 rounds, there would be a list of final rankings of individual players, arranged from the largest number of wins to the smallest number of wins. Spread (differences in scores between opponents) would be used to break the tie between players with the same number of wins.

2. The pairings of the first round would be **random**, but players from the same school would not play against each other.
3. For the following rounds (2nd round to 3rd round), pairings would be decided by the ranking of the previous rounds, where the first-placed contestant would play against the second-placed one, the third would play against the fourth and so on. Players from the same school will not play against each other in the second round.
4. For the final round, players from the same school may compete with each other.
5. The ranking of a school team is determined
 - a. first by the total number of individual wins of the top 3 players of the team.
 - b. second by the spread of the top 3 players between teams.

Rules of play :

Adopted rule	:	WESPA rules version 4
Time allotted for each player per game	:	25 minutes
Word list of reference	:	the Harper Collins Scrabble Tournament & Club Word List current edition (CSW19) https://www.wespa.org/csw19ik.pdf?fbclid=IwAR0l_YKd7WG-AiiMNs0VgD-NJUjhNWcN252XLWXxcbSTaQUmTf-FrsD-nu8
Challenge rule	:	free challenge

Tournament Rules

1.1 Invigilation

There will be **no invigilators**. Players are required to check on each other's moves and scores, as well as to ensure that rules are observed.

1.2 Time allotted

Each player is allowed 25 minutes for a game.

1.3 Blanks

The TWO BLANKS may be played as any desired letter. When blanks are played, the player must state what letter it represents, after which it cannot be changed during the game.

1.4 Tile Exchange

In the course of the game, a player may use his/her turn to exchange one or more tile(s). The exchange is a turn – no word(s) shall be played on the board. Players should follow the following steps:

1. Announce to your opponent the number of tiles you wish to exchange.
2. Spread the tile(s) to be replaced face down on the table, start your opponent's time and then pick the same number of tiles from the bag.
3. Place them down on the table to verify the count, put the replaced tile(s) into the bag and shuffle the bag.
4. You may exchange tiles on any turn provided there is a minimum of SEVEN TILES in the bag.
There is no limit to the number of changes. The player will score zero for that turn.

1.5 Passing

A player may pass his/her turn any time during the game. The passing of one's turn is not equivalent to the exchanging of tiles. In this case, the player should state "PASS" and activate his/her opponent's clock without playing any tiles on the board.

1.6 Challenges

A player may challenge any of the word(s) played by the opponent during the turn when the opponent plays the word(s). No word challenge is permitted after the turn is over. The player will only signal the challenge before the opponent has pressed his timer, as this means the move is complete; or when the opponent is about to draw replacement tile(s) for the move. When a player is considering a challenge he must promptly advise the opponent not to draw replacement tiles. Follow these steps:

1. Hold procedure: A player considering a challenge may call "HOLD" any time during his turn. This courtesy is usually extended for not more than 15 seconds after which the challenger shall use his own time to deliberate on proceeding with the challenge.
2. A player replenishing his rack while the hold is in effect should keep fresh tiles separate from leftover tiles so that they may be returned to the bag in the event of a successful challenge i.e. words are found to be invalid.
3. Challenge procedure: On making the decision to challenge, the challenger should call "CHALLENGE" and neutralize the timer at which point the challenge becomes irrevocable. The challenger and the challenged player must go together to the challenge station to check the validity of the word.

1.7 End of turn

A player must not remove any tile or shift the tiles or change of words on the board once he has activated his timer. If a player forgets to activate his timer, he is deemed to have ended his turn when he replenishes his rack.

1.8 Dictionaries, Word Lists & References

Players are NOT ALLOWED to consult any word list, dictionary or any other forms of references during the game. The word rules permit any words except those spelt with an initial capital letter, abbreviations, words as part of a phrase, prefixes, and suffixes, words requiring apostrophe and hyphens, and words listed as taboo, obscene, vulgar, swear and /or offensive / derogatory in the official references used for the Tournament. For 2- to 15-lettered words, the COLLINS SCRABBLE@WORDS (CSW 19) Word List shall be consulted. For further check, the Collins Official Scrabble Dictionary will be consulted.

1.9 The match ends when either of the following happens:

1. Any player has used all his tiles on the rack AND there are no more tiles in the bag.
2. Both players pass their turns consecutively three times, simultaneously with each other's passing of turns.
3. The Tournament Director has declared an end to the round.

1.10 **The Penalty**

At the end of each game, each player's score is reduced by the sum of his un-played letters. However, if one player has used all his tiles, his score is increased by doubling the sum of the un-played tiles on his opponent's rack.

1.11 **Incomplete Tile(s)**

The game shall proceed as it is in the event of discovering that the set during play has letter distribution frequency that does not correspond to the original frequency.

1.12 **Matters in Dispute**

All questions of eligibility, legitimacy in the progress and outcome of the game including walkover, forfeiture of the game, alteration in the number of games played, annulment and/or invocation/reversal of final result, interpretation of rules as well as all other matters in dispute not covered in the abovementioned rules and regulations shall be referred to Organizing Committee whose powers are that of an arbiter and whose decision is FINAL.

Prizes and Titles

School prizes:

Champion	:	Champion Trophy and medals
1 st runner-up	:	First runner-up Trophy and medals
2 nd runner-up	:	Second runner-up Trophy and medals
3 rd runner-up	:	Third runner-up Trophy and medals

Individual titles:

High word	:	The highest points in a single move
High game	:	The highest points in a single game
Best Players of each school	:	The highest rank of players of each school

Schedule

Time	Event
9:00-9:15	Registration
9:15-9:30	Welcome and announcement
9:30-10:30	Round 1 + Arrange pairing for round 2
10:30-10:40	Break (1)
10:40-11:40	Round 2 + Arrange pairing for round 3
11:40-11:50	Break (2)
11:50-12:50	Round 3
12:50-13:00	Prize Presentation

Appendix 2: Enrolment Form for the Tournament

11th C.C.C. Inter-School Scrabble Tournament

Registration Form

Name of School	
No. of participants	
Name of person-in-charge	
Contact no. of person-in-charge	
E-mail of person-in-charge	
Name of Accompanying Teacher	

List of participants: (There should be **at least 3 members in a school team**)

	English Name	Level of Study e.g. S2 , S4
1		
2		
3		
4		
5		
6		
7		
8		

Please send this completed form to Ms. Lew Yuk Fong of C.C.C. Mong Man Wai College via mmw-lyf@cccmw.edu.hk. Thank you very much.