

**C.C.C. MONG MAN WAI COLLEGE**  
**7TH MINI SCRABBLE MATCH (2018-2019)**

**1. Basic Information**

Date : 22<sup>th</sup> Dec, 2018 (Saturday)  
Time : 9:00 am - 1:00 pm (Registration Time : 9:00 am - 9:15 am)  
Venue : CCC Mong Man Wai College  
20, Hiu Ming Street, Kwun Tong, Kln (Hall)



**2. Tourney Mechanics**

- There are 4 participating teams. They are CCC Mong Man Wai College (the host team), SKH Tsang Shiu Tim Secondary School, Methodist College, HKMA KS Lo College,
- A round-robin system (單循環賽) is preferred in this competition. Each team will play against the other three teams in the match.
- It is an HK SPA-rated match. WESPA rules will be adopted.

### 3. Mode of Play and Scoring System

- ✧ There are 2 categories: junior (S1-S3) and senior (S4-S6).
- ✧ For each category, the team may consist of 3-9 members. Each team will play 3 games (1 vs 1) against its opponents in each round.
- ✧ In each round, the team can get 1 school win if they have 2 individual wins or more. If the schools have obtained the same school win(s), the number of individual wins will be counted. Spread will then further be counted for the same number of individual wins.

### 4. Prizes

#### Team Prizes : Trophies

Junior Category	(1) Champion	(2) 1 <sup>st</sup> Runner-up
Senior Category	(1) Champion	(2) 1 <sup>st</sup> Runner-up

#### Individual Prizes : Medals / Trophies

##### Junior Category

1. High Word
2. High Game
3. Bingo Machine

##### Senior Category

1. High Word
2. High Game
3. Bingo Machine

### 5. Information to the Participating Schools

- All players representing their schools should have prior knowledge to play the game and must have read the Tournament Rules.
- Any form of Scrabble word list and/or tiles/letters tracking devices in any manner is not allowed during the competition to ensure that fair play is adopted.
- In taking part in the Tournament directly/indirectly, all participants agree that they will not hold the Organiser(s) responsible for any accidents/ mishaps/ misdemeanours that may occur during the course/leading to the course of/after the event.

## 6. Tournament Rules

1. As 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.

2. **Time allotted:** Each player is allowed to play 25 minutes for the whole game.

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.

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). Announce to your opponent how many tiles you wish to exchange. Spread the tile(s) to be replaced face down on the table, start your opponent's time and then pick the same number of tile(s) from the bag.

Place them down on the table to verify the count, put the replaced tile(s) into the bag and shuffle the bag. You may exchange tiles on any turn provided there is a minimum of SEVEN (7) TILES in the bag.

There is no limit to the number of changes. The player will score zero (0) for that turn.

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.

6. **Challenges:** A player may challenge any of the word(s) played by the opponent during the turn itself when the opponent plays the word(s). No word challenge is permitted after the turn is over. The player will only signal his intent to challenge when the opponent has depressed his timer, which means that the move is complete; or in absence of this, 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.

(a) 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. A player replenishing his rack while a 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.

(b) **Challenge procedure:** On making the decision to challenge, the challenger should call "**CHALLENGE**" and neutralize the timer at which point the challenge becomes irrevocable. I-pads will be provided for checking the validity of the words by the players themselves.

Word(s) not accepted will be removed from the board and the player misses a turn. If the word is accepted, the challenger does not miss a turn but a penalty of five (5) points is added to the opponent score for each word that is found to be valid.

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/her timer. If a player forgets to activate his timer, he is deemed to have ended his/her turn when he replenishes his/her rack.

#### 8. **Dictionaries, Word Lists & References**

Players are NOT ALLOWED to consult any word list, dictionary or any other forms of references during the game.

a) 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.

b) For 2-to 15-lettered words, the Harper Collins Scrabble Tournament & Club Word List current edition (CSW15) shall be consulted. For further check, the Collins Official Scrabble Dictionary will be consulted.

#### 9. **The match ends:**

(a) when any player has used all his tile(s) on the rack AND there are no more tile in the bag

(b) when both players pass their turns consecutively three (3) times, simultaneously with each other's passing of turns.

(c) when the Tournament Director has declared an end to the round.

10. **Tile 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 tile(s), his score is increased by doubling the sum of the un-played tile(s) on his opponent's rack.

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.

## 12. Matters in Dispute

All questions of eligibility, legitimacy in the progress and outcome of the game including walkover, forfeiture of 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 the Organizing Committee whose powers are that of an arbiter and whose decision is FINAL.

## 6. Competition Schedule

9:00-9:15	Registration	
9:15-9:20	Welcome and briefing	
9:20-10:20	Team A vs Team B	Team C vs Team D
10:20-10:30	Break	
10:30-11:30	Team A vs Team C	Team B vs Team D
11:30-11:40	Break	
11:40-12:40	Team A vs Team D	Team B vs Team C
12:40-12:50	Break	
12:50-13:00	announcing result , prize presentation and photo taking	

## 7. Example of Scoring

First Round : Team A vs Team B

Team	Score	No. of Wins for team A	No of wins for team B	Spread for team A	Spread for team B	School wins for teams A / B	Individual wins for teams A/B
A1: B1	400 : 300	2	1	+100	-100	1/0	2/1
A2:B2	200 : 100						
A3:B3	500 : 600						

First Round : Team C vs Team D

Team	Score	No. of Wins for team C	No of wins for team D	Spread for team C	Spread for team D	School wins for teams C / D	Individual wins for teams C / D
C1: D1	200 : 300	1	2	-200	+200	0/1	1/2
C2:D2	300 : 100						
C3:D3	300 : 600						

Ranks after first round

Team	School win	Individual Win	Spread	Rank
A	1	2	+100	2nd
B	0	1	-100	3 <sup>rd</sup>
C	0	1	-200	4th
D	1	2	+200	1 <sup>st</sup>

## 8. Registration Form

Please send the completed registration form via [mmwscrabble@gmail.com](mailto:mmwscrabble@gmail.com) not later than 11<sup>nd</sup> Dec, 2018.

**CCC Mong Man Wai College 7<sup>th</sup> Mini-Scrabble Match  
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 (if any)	

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

**Junior Category**

	Full Name in Chinese	English Name	Level of Study e.g. S2 or S3
1			
2			
3			
4			
5			
6			
7			
8			
9			

**Senior Category**

	Full Name in Chinese	English Name	Level of Study e.g. S4 or S6
1			
2			
3			
4			
5			
6			
7			
8			
9			