

3rd MBSSKL SCRABBLE CHAMPIONSHIP 2018 (TEAM COMPETITION)

1.0 Aim

The aim of this competition is to introduce a fun way of learning English. It enables the students to explore beyond the classroom and certainly a direction towards 21st century learning.

2.0 Objectives

- 2.1 To enhance student's vocabulary in the English Language.
- 2.2 To develop multiple learning skills (HOTS, Math, Spelling, etc.)
- 2.3 To encourage teamwork and promote the game of Scrabble in schools.

3.0 Competition Rules

- 3.1 This competition shall adhere to the official rules of the world scrabble championships which are the Rules and Regulations from the World English Scrabble Players' Association (WESPA). The official dictionary shall be the Collins Scrabble Dictionary (CSW15).
- 3.2 It is open to all students from government and private schools.
- 3.3 Each school is only allowed to register ONE team. However, the organiser reserves the right to allow an extra team from the school if places are still available.
- 3.4 The organizer will be allowed to register to a maximum of 4 teams.
- 3.5 Each team shall comprise of three players from the same school. Each player shall play only for one team. All players must play in every game.
- 3.5 Each team must nominate players for each position (i.e. Player 1, 2 and 3). Once nominated, the players must remain as such throughout the tournament. Exchanging of players with each other is not allowed and may lead to the team being disqualified.
- 3.5 Each team shall appoint a team captain.
- 3.6 Each team shall be accompanied by at least one teacher.

4.0 Format

- 4.1 Each team shall designate their players to be players 1, 2 and 3 determined by the respective team captain at the registration counter. The order of the players is not allowed to be changed.
- 4.2 In the event of schools with more than one team, they shall not play against each other in the first game only.
- 4.3 The 'King of the Hill' format shall be used to determine the pairings.
- 4.4 The number of games to be played is **five**. However, the organiser reserves the right to reduce the number of games to fit the schedule.

5.0 Attire

5.1 Participants shall dress appropriately or in smart casual.

6.0 Judges

6.1 All disputes shall be referred to the Tournament Director whose decision is final.

7.0 Winners

7.1 The team with the highest number of team wins shall be declared the winner.

7.2 If teams are tied on team wins, the team with the **highest cumulative games points** shall be the winner.

7.3 If the teams are tied on both team wins and cumulative game points, the team with the **highest spread** wins.

7.4 If the teams are tied on all the above, the team with the **highest total points score** wins.

Prepared by The Scrabble Club of MBSSKL

and

Verified by:

Mr. Chim Wai Main & Mr. Alex Tan

Officials from Malaysia Scrabble Association