

SCRABBLE®



The SCRABBLE® brand is an American icon with a game in one of every three homes. In fact, no branded game has the clubs, tournament scene, Internet activity and passion that the SCRABBLE® game has inspired in three generations of Americans.

IT'S A GAME OF LETTERS, BUT NUMBERS TELL THE STORY:

100 million games sold worldwide

40 million leisure players in North America

Over 250 local SCRABBLE® clubs in North America

Over 700 casual clubs in North America

Over a million kids have played SCRABBLE® in more than 20,000 schools nationwide

Over 200 regional tournaments annually in North America

Over 400 media stories annually

Over 25 million hits annually on www.scrabbleassociation.com

25,000 tournament players worldwide

SCRABBLE® Brand Crossword Game was invented in the 1930s by Alfred M. Butts, an out-of-work architect who was a lifelong devotee of anagrams and crossword puzzles. After overcoming a number of rejections and false starts, the game was trademarked SCRABBLE® in 1948. Commercial production began in a little red schoolhouse in Dodingtown, Connecticut, and since then over 100 million SCRABBLE® Brand Crossword Games have been sold world-wide.



NATIONAL
SCRABBLE®
ASSOCIATION

The National SCRABBLE® Association (NSA), headquartered in Greenport, NY, is an independent organization that operates in partnership between SCRABBLE® enthusiasts throughout North America and Hasbro, Inc., maker of the game. NSA activities

range from publishing online *SCRABBLE® News*, to the organization and promotion of Championships as well as maintenance of several special programs.

- Maintain NSA website www.scrabbleassociation.com
- Publish online *SCRABBLE® News*
- Handle 500 consumer and media inquiries each week

The recommended SCRABBLE® reference for home and school use is Merriam-Webster's *Official SCRABBLE® Players Dictionary, Fourth Edition (OSPD4)*. For club and tournament play, it is the *Official Tournament and Club Word List, 2nd Edition (OWL2)*, also published by Merriam-Webster, Inc. It is derived from the Fourth Edition of the *Official SCRABBLE® Players Dictionary*, supplemented with nine-letter words and their inflected forms taken from *Merriam-Webster's Collegiate Dictionary, 11th Edition (MW11)*. The *OWL2* contains words only, no definitions or part-of-speech labels, and includes all inflected forms spelled out in full. *The Long List* has been compiled and created by the NSA Dictionary Committee in conjunction with Merriam Webster, Inc. and is the **ONLY** official word list used to adjudicate words longer than nine letters at sanctioned NASPA clubs and tournaments. There are 178,691 words in the *OWL* and *The Long List* combined.



Players compete in the most recent National SCRABBLE® Championship.

CLUBS AND TOURNAMENTS



**North
American
SCRABBLE®
Players
Association**

All official clubs and tournament activities are overseen by the North American SCRABBLE® Players Association (NASPA) www.scrabbleplayers.org. Over 250 NASPA sanctioned clubs run by game enthusiasts meet throughout the U.S. and Canada and host over 200 sanctioned tournaments. These attract players of all levels from curious novices to experts, and often encompass fifteen rounds of play over a two-day

weekend. A normal game will have 13 to 19 turns per side. Contestants use chess clocks to time their moves, using up to 25 minutes per player per game.

Tournament players are rated according to their SCRABBLE® game abilities. All players rated over 1600 are considered experts. There are over 500 experts in North America. Ratings currently range from about 400 to 2140.

SCRABBLE® game experts have their individual styles: Some memorize word lists or computerized printouts of letter combinations, others specialize in bluffing and some are great anagrammers. All of them practice regularly; many playing an average of at least one SCRABBLE® game every day.

CHAMPIONSHIPS

NATIONAL SCRABBLE® CHAMPIONSHIP NSC DALLAS 2011

The 2011 National SCRABBLE® Championship will take place August 6-10 in Dallas, Texas where hundreds of SCRABBLE® enthusiasts will compete for the title of National SCRABBLE® Champion. First prize is \$10,000. Players compete in five divisions, split by ratings.



2010 National SCRABBLE® Champion of Kuala Lumpur, Malaysia, Nigel Richards defeated a tough field to win the \$10,000 top prize.



SCRABBLE® World Championship

Every two years, the SCRABBLE® elite from around the globe face-off at the World SCRABBLE® Championship (WSC). Over 100 word experts from 45 countries vie for the title. The competition is in English with many people playing in their second language.



PROGRAM

Over a million students have played the SCRABBLE® game in more than 20,000 schools nationwide. Launched in 1991, the program has earned praise from educators who cite improved vocabulary, spelling, dictionary skills, creativity, spatial relationships and cooperative learning among its benefits. Membership is free on the website www.schoolscrabble.com



2011 National School SCRABBLE® Champs, Alex Li and Jackson Smylie, shared the \$10,000 first prize.

NATIONAL SCHOOL SCRABBLE® CHAMPIONSHIP NSSC

Each spring 200 students from across the country compete at the National School SCRABBLE® Championship (NSSC). Two-member teams from 5th - 8th grade compete for the national school title and the top team prize of \$10,000. The event kicked off in 2003 and was televised on ESPN for the first time in 2007. The 2011 NSSC was held in Orlando, Florida.

Who needs



All tournament players make it a high priority to learn the 101 two letter words, the 32 Q-words that don't use a U—QI, QAT, QIS, QADI, QAID, QATS, QOPH, FAQIR, QADIS. QAIDS, QANAT, QOPHS, TRANQ, FAQIRS, QABALA, QANATS, QINDAR, QINTAR, QWERTY, SHEQEL, TRANQS, QABALAH, QABALAS, QINDARS, QINTARS, QWERTYS, SHEQELS, MBAQANGA, QABALAHS, QINDARKA, SHEQALIM, MBAQANGAS—and all the seven-letter words that can be made from the six commonly-used letters in the word "SATIRE" plus another letter (69 words).

SCOREBOARD

• Highest Scoring Game - 830 points by novice player

The ten best players in the last National SCRABBLE® Championship averaged 405 points per game. The most points scored in an official game using American-style competitive rules was Mike Cresta at the Lexington, Massachusetts SCRABBLE® Club #108 on October 12, 2006. Cresta's plays included the following words: FLATFISH, QUIXOTRY and ZA. He beat opponent Wayne Yorra 830-490. The combined score of 1320 is also the Highest Total Score.



Mike Cresta (L) and Wayne Yorra (R) showing off their 1320 point record-breaking game.

• Highest Score One Turn - QUIXOTRY 365 points

The highest score in one turn in sanctioned U.S. club play comes also from Mike Cresta in his record-breaking game in Lexington, MA for QUIXOTRY. He scored 365 points in a spectacular triple-triple play.

• Highest Score Non-Bingo - RORQUALS 243 points

In tournament play, it is very common for both players to have at least one "bingo" per game. A bingo is when all seven letters on a player's rack are used to make one word, achieving a 50-point bonus. Good players play defensively as well, trying to block possible bingos by their opponent. These bonus plays represent more than 25% of an expert's normal score. Almost half of the points they score are earned with 2-, 3- and 4-letter words.

The highest scoring non-bingo recorded at a sanctioned club or tournament was RORQUALS for 243 points played by Karen Merrill of Oregon.



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You'll be spellbound with our collection of merchandise and apparel created for SCRABBLE® game enthusiasts and anyone who loves to have the final word.

www.wordgear.com



NATIONAL SCRABBLE® ASSOCIATION

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