



Basic Game Play

1. Two teams play with one board. A designated player from each team draws a letter square from the tile bag to determine which team plays first.
2. The first team to play combines two or more of its letters to form a word and places it on the board to read either across or down, with one letter on the center square. Diagonal words are not permitted.
3. Each game is timed for 30 minutes of play. Each turn is a maximum of three minutes. Teams complete their turns by counting and announcing the score for the turn. They then draw as many new letters as played, always keeping seven letters on their rack.
4. The second team, and then each in turn adds one or more letters to those already played to form new words. All letters played on a turn must be placed in one row across or down the board to form one complete word. If, at the same time, they touch letters in adjacent rows, they must form complete words, crossword fashion, with all such letters. The team gets full credit for all words formed or modified during its turn.
5. New words may be formed by:
 - A. Adding one or more letters to a word or letters already on the board.
 - B. Placing a word at right angles to a word already on the board. The new word must use one of the letters already on the board or must add a letter to it.
 - C. Placing a complete word parallel to a word already played so that adjacent letters also form complete words.
6. No letter may be shifted after it has been played. However, a team may change its play until it announces the score.
7. The two blank tiles may be used as any letter. When playing a blank, the team must state which letter it represents. It remains that letter for the rest of the game. The blank may not be removed from the board and replaced with a lettered tile.
8. A team may use a turn to exchange all or some of the letters in their rack. To do this, place discarded letter(s) facedown. Draw the same number of letters from the pool, and then mix discarded letters with those in the pool. This ends a turn. A team may also pass a turn by making no play and saying, "Pass". A score of zero is received for this turn.
9. Any word may be challenged before the next team starts their turn. To do this, raise a hand and an LV judge will come forward. If the word challenged is unacceptable, the challenged team takes back their tiles and they lose that turn. If the word challenged is acceptable, the challenger loses their next turn. While the judges are determining the validity of the word, the clock stops for the two teams at that table. Minutes lost are added to complete a full 30-minute game.
10. The game ends when one of the following occurs:
 - A. Allotted playing time is up;
 - B. One team uses all their letters;
 - C. All letters have been drawn and no one can play;
 - D. All possible plays have been made by one team or the other.

Scoring

1. An LV timekeeper/scorekeeper will be seated at each table.
2. The scorekeeper will keep a tally of each team's score, entering it after each turn. The score value of each letter is indicated by a number at the bottom of the tile. The score value of a blank is zero.
3. The score for each turn is the sum of the letter values in each word formed or modified on that turn, plus the additional points obtained from placing letters on premium squares.
4. *Premium Letter Squares*: A light blue square doubles the score of a letter placed on it; a dark blue square triples the letter score.
5. *Premium Word Squares*: The score for an entire word is doubled when one of its letters is placed on a pink square; it is tripled when one of its letters is placed on a red square. (Include premiums for double or triple letter values, if any, before doubling or tripling the word score.)

If a word covers two premium word squares, the score is doubled then re-doubled (4 times the letter count), or tripled then re-tripled (9 times the letter count).

NOTE: The center ★ square is pink, which doubles the score for the first word.

6. Letter and word premiums count *only* on the turn in which they are played. On later turns, letters already covering premium squares count at face value.
7. When a blank tile is played on a pink or red square, the value of the *word* is doubled or tripled, even though the blank itself has no score value.
8. When two or more words are formed in the same play, each is scored. The common letter is counted (with full premium value, if any) for each word.
9. Any team who plays seven tiles on a turn, scores a premium of 50 points *after* totaling its score for the turn.