

Literacy Volunteers-Androscoggin

presents the

2026

“Letters for Literacy”

Scrabble Fest

April 26, 2026

Registration: 1-1:30; Games & Awards: 1:30-4:30 PM

High Street Congregational Church

106 Pleasant St., Auburn, ME

- Register your team** or as a single player. Singles will be matched with other singles to form a team* or added to a team with a less than full roster.
- Collect pledges.** All proceeds benefit Literacy Volunteers-Androscoggin. Fifteen dollars per player is requested.
- Practice your Scrabble® skills.**

*A team consists of two to four people playing together from one letter tray against another two- to four-member team playing from a single letter tray. A table with one Scrabble® board seats two four-player teams and an official timekeeper.

For further information, please contact Literacy Volunteers-Androscoggin at 207-753-6658 or scrabble@literacyvolunteersandro.org

Registration deadline is April 20, 2026.

Registration Form

Team Name _____ Single player registration

Category: Pro Social Master

NAME

EMAIL

TELEPHONE

Team Captain/Team Contact

Only one registration form per team is necessary.

Detach and return to:

Literacy Volunteers-Androscoggin
51 Westminster St., Rm. 116, Lewiston, ME 04240
or e-mail info to: scrabble@literacyvolunteersandro.org



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. At the end of each team's play (once tiles have been placed on the board), bag of tiles will be passed to the table's timekeeper. The timekeeper will then ask, "Any challenge?" before passing bag to opposing team.
10. The games 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.



Tournament Rules

1. Eligibility: Paid staff members of LV-A may play in game play but are not eligible to win prizes. Players may register in one of four categories:
 - Pro – This is a very competitive group.
 - Social – No pressure. Everyone has fun.
 - Master – This is an intense, tournament-level group.
2. Registration: Contestants must pre-register by April 20, 2026. At least \$60 per team in pledges must be submitted on the day of the tournament in order to participate.
3. Game play: All participants must follow official Scrabble Game Rules. Tournament play will consist of three 30-minute games. Each team will have three minutes per turn. The team with the highest accumulated score for the three rounds will be the champions for their division.
4. Word challenges: If a player wishes to challenge a word, he/she raises his/her hand, which notifies the tournament judge. The judge will then determine the validity of the word(s) in question. Lost time during this process will be added at the end to give a full 30 minutes of play.
5. Tournament Score Keepers will collect and tabulate the scores from each team at the end of each round. They will then post the standing of each team on the Tournament Scoreboard.
6. Gaming Supplies used will be only those provided by LV-A. Scrabble boards, tiles, tile bags, score sheets, scrap paper, and pens will be made available for players use at Scrabble Fest. Use of materials not provided may disqualify a team.



Letters for Literacy Scrabble Fest

Pledge Sheet

Team Name: _____

Player's Name: _____ Phone _____

Address: _____

STREET/PO TOWN/CITY ZIP

1. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____

2. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____

3. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____

4. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____

5. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____

6. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____

7. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____

8. Pledge Name: _____ **Amount Pledged:** _____

Address _____ Phone _____



Literacy Volunteers – Androscoggin

51 Westminster St., Rm. 116
Lewiston, Maine 04240
www.literacyvolunteersandro.org

207-753-6658
info@literacyvolunteersandro.org

Dear Friend,

“Letters for Literacy” is an annual fundraiser that provides support for literacy programs in Androscoggin County. On April 26, 2026, Scrabble Fest welcomes people to form teams and participate in a scrabble tournament. Each team is required to solicit a minimum of \$60.00 in pledges in order to play. The person presenting this letter to you is registered with LV-A to play scrabble. We would greatly appreciate your name with a charitable amount on their pledge sheet to help this player raise funds for their team.

Support from the community makes it possible for us to provide crucial services that reduce illiteracy and improve the quality of lives in our area. LV-A and our students thank you very much for your support.

Sincerely,

A handwritten signature in cursive script that reads 'Tahlia Chamberlain'.

Tahlia Chamberlain
Executive Director

TC/sl