

IN YOUR TURN ONLY: These actions may only be done during YOUR turn: rotating the board, adjusting tiles on the board, or verifying the score. (Do not touch the board once you have pressed the timer)

ENDING THE GAME: When you play your final move, pause the timer (do not press it so that you opponent's timer is still running). Your opponent must either accept the move, showing the tiles remaining on their rack, **or** challenge the play. If neither of these happens after five seconds, restart your opponent's timer.

SIX ZEROS: The game is also ended when there are six successive scores of zero resulting from passes, exchanges, or challenges.

OVERTIME: You have gone overtime if your electronic count-down timer display shows **-00:01**. Subtract 10 points for each minute, or part thereof. Your game will usually be forfeited after 10 minutes overtime. However, different rules/ time might apply to some tournaments.

SCORES: Both players must record the score for each turn and the cumulative (total) score (except when the bag is empty) Check cumulative scores every three or four moves, *not every move* (this disrupts opponent's play).

Scoring errors (for one move, or the cumulative score) may be corrected at any time prior to signing the final result sheet, if both players agree. Check the final scores before signing the result sheet.

After signing, the only change which can be made, with permission of the TD, is correcting reversed scores.

RECOUNTS: (rescoring each individual move).

Either player may request a recount at the end of the game, before the result slip is signed. Timers remain off. This entitlement may vary at the Tournament Director's discretion.

LEAVING THE ROOM: If you need to leave the room during a game, call the Tournament Director first - unless it is an emergency. If it is an emergency (and you do not have time to call the TD first) your opponent must immediately tell the TD that you have left the room.

#1 RULE

If you are unsure of ANYTHING, stop the timer, and CALL THE TOURNAMENT DIRECTOR IMMEDIATELY!

SOME IMPORTANT ASPECTS of WESPA GAME RULES V5.1

* NOTE: This summary is not itself a set of rules

The full rules can be found at

<https://wespa.org/docs/WESPA Rules-V5.1.pdf>

BEFORE STARTING:

The non-starting player may choose the position of the timer.

Both players must check there are 100 tiles.

ABSENT FROM THE TABLE: If you are absent, the TD may start your timer. If you arrive with less than 15 minutes remaining, you may choose to play, or forfeit – meaning your opponent wins, with 100 points spread. If you arrive after your time expires, you *must* forfeit the game.

STARTING TIMER:

Start your opponent's timer when they draw the first tile from the bag.

THE BAG: When **drawing tiles**, the bag must be above eye level.

Your opponent must always be able to see the bag.

Look away. Show an open hand before entering the bag.

Counting Tiles: You may put your hand into the bag to count tiles, unless your opponent's move and they need the bag.

Announce your intention first. Keep the bag at eye level and look away.

Show an open hand both before and after placing your hand in the bag.

If it is your move and you want to count tiles, and your opponent is taking too long drawing new tiles, you may stop the timer.

ORDER OF PLAY: To complete a turn, a player must, in this order:

- (a) place the move on the board, and declare blanks on result slip
- (b) announce the score for the turn
- (c) press the timer
- (d) record the score for the turn and the cumulative score on their score sheet
- (e) draw replacement tiles;
- (f) tile track (if desired)

When Bag is Empty: *re (d) - it is not necessary to record move scores or cumulative scores, once the bag is empty (until game finishes).

END OF TURN: You may change your play, as long as the timer has not been pressed. After you press the timer, you cannot change the move including the number of tiles to be exchanged, or the designation of blanks. Your turn finishes when you press the timer. If you forget to press the timer, then your move ends as soon as you place your hand in the bag to get new tiles.

ACCEPTING A TURN: The opponent accepts the turn if they neither call 'hold', nor issue a challenge, before the player draws a replacement tile from the bag and places **at least one tile on their rack**.

Writing by the opponent does not affect acceptance of a turn.

Drawing Replacement Tiles: If the opponent has neither called 'hold' nor issued a challenge, the player may draw replacement tiles. The opponent's right to call 'hold', or issue a challenge, survives only until the player has placed the first new tile on their rack. Tiles may not be drawn until the player has recorded the scores.

FLASHDRAWING is **unethical!** (This means the player fails to record score plus cumulative total, before drawing a replacement tile, and the opponent has thus not had the chance to say "hold" or "challenge") The opponent should call the Tournament Director if they consider the player has drawn replacement tiles too quickly for the opponent reasonably to assess whether to call 'hold' or issue a challenge. The TD may then still allow a challenge even after a replacement tile is on the rack.

HOLD: Once a player has pressed the clock, the opponent must either accept or challenge the turn or say "hold" (leaving the timer running). If you think you may want to challenge your opponent's play, say "Hold", to stop them from drawing tiles. If you then decide to challenge, you now stop the timer. If you have your opponent on "hold" for over **30 seconds**, they may draw and view replacement tiles - but these remain face down on the table until you have accepted the move, or a challenge has been resolved. If you decide not to challenge, say "Accept" or "Okay".

CHALLENGE: Wait until opponent presses the timer before challenging. Once you pause the timer, you cannot withdraw a challenge. If your opponent starts to take new tiles without pressing the timer, you may still challenge, if you want.

You should **clearly say the word "Challenge"**.

Stop the timer, and say which words are being challenged.

Hide tiles on racks. Both players walk to the challenge computer.

The challenger types in all words to be challenged.

The player checks these words are correctly typed, then hits the TAB key (if using Zyzzyva). Plays to be challenged *may* be written on a sheet of paper before leaving the table, if required.

After a challenge, the timer may not be restarted until both players are seated, and tiles have been returned to racks. If challenge was unsuccessful, **re-announce move score** before pressing timer.

Self-adjudication at the table is permitted only if the tournament director allows it, and if both players agree.

CHANGING: Before exchanging tiles, check there are at least seven tiles in the bag. Announce "Change", plus the number of tiles to be changed. Place these tiles on the table face down, then start your opponent's timer. Draw replacement tiles and place on your rack. Then return discarded tiles to the bag.

BLANKS: State which letter the blank represents and write it on the blank designation slip.

Do not pronounce the whole word. If your opponent fails to record the blank, switch the timer back to them, until they do so.

OVERDRAWN TILES (X+2 rule):

Declare the overdraw and neutralise the timer. If no new tile has touched your rack, place the new tiles face down on the table, and your opponent selects excess tiles plus two (up to the maximum number drawn), turns them face up and chooses the excess tile/s to return to the bag. If any new tile has touched your rack, all tiles on the rack plus all new tiles are placed face down on the table. Your opponent selects excess tiles plus two, turns them face up and chooses excess tiles to return to the bag.

DRAWING OUT OF ORDER: No penalty applies. Could be considered unethical (but usually happens because player tile-tracked out of order)

UNDERDRAWS: Call the TD if this happens at the end of the game, such that one player does not have enough tiles.

EXCHANGING WHEN TOO FEW TILES: Penalties apply - call the TD.

TIMERS: The timer may only be stopped during the game, when:

- (a) a player says "Challenge"
- (b) either player wishes to resolve a score discrepancy (in their turn)
- (c) player wants to count tiles, but opponent is slow in drawing tiles.
- (d) enforcing the overdraw rule
- (e) calling the TD to resolve a problem