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Fundamental

The 50 point bonus rule for placing all three tiles in one go should be ignored - this has the effect of removing a certain amount of luck from the scoring in the game.

Chess Clocks

We advise using chess clocks to ensure that slow play is avoided. A two-player game should take 30 minutes - set each clock for 15 minutes.

For beginners - the first round, or preliminary round can be played with 20 minutes each.

To Start

Decide who goes first by drawing tiles from the bag. Highest face value tile is to start.
Put all the tiles back in the bag and draw three each.
Start the clock.

One Turn

- Place your tiles on the board.
- Calculate your score and state it out loud - both players write this score
- Calculate your cumulative and state it out loud - both players write this score
- Take tiles from the bag.
- Stop your clock.

Scoring

Both players are expected to keep both sets of scores - this ensures that any discrepancies can be dealt with at the end.

Running Out Of Time

Should you run out of time then your opponent can play on until either;

- a) they run out of time or;
- b) there are no more tiles left in the bag

Important: Your opponent is no longer allowed to swap any tiles on their go irrespective of how many are remaining in the bag. Your opponent is no longer allowed to stop their clock.

Note: the clock is not stopped by a BIS square - play on!

Finishing the game

Once all the tiles are used up - the standard final scoring takes place with the first player to empty their rack being given the points left on the other players rack. If you ran out of time, then your opponent gets your rack points. If you both ran out of time then no one gets any rack points.