

Richard's Scrabble Rules

Except as modified here, rules authority is based on: (1) Official Scrabble rules, (2) 1998 Tournament Word List for all words up to 9 letters, (3) Merriam-Webster Collegiate Dictionary (10th edition) for words of 10 or more letters. -Richard Pavlicek

Verb Forms

In addition to the standard verb forms (past tense, past and present participles), the following may be added to any verb, except for forms of the verb "to be":

1. The suffix ER or R (one that does) unless word is listed with the suffix spelled only as OR. For example, MEOWER (one that meows) would be allowed, but DONATER would not because the correct spelling is DONATOR (yes, it's a valid word even though the more common usage is DONOR).
2. The plural of the above. For example, MEOWERS, DONATORS, etc.
3. The plural of the present participle (ING). Examples: MEOWINGS, DONATINGS, etc., are all legal.
4. The prefix RE (to do anything again). For example, REMEOW, REDONATE, etc. You cannot add RE twice (REREMEOW is not allowed... that would be one sick cat!), but it could be added to a normal verb that starts with RE. For example, REReward is fine since REward does not mean "to ward again."
5. Any of the above may be combined. For example, one that REMEOWS would be a REMEOWER, and two of those crazy kittens would be REMEOWERS. Similarly, you could have REMEOWINGS.

Noun Forms

The suffix LIKE (having the qualities of) may be added to the singular form provided the noun is not derived from a shorter base word. For example, HOUSELIKE is allowed, but MEOWERLIKE is not because the noun MEOWER is derived. Note that MEOWLIKE would be fine since MEOW is also a noun.

(OK, I'm not a cat freak. I chose a random example.)

Split Blanks

The blanks must be divided insofar as this is possible. For example, the first player to draw a blank may not accept the second blank unless there are insufficient other tiles remaining.

Free Trades

To reduce the element of luck, and make the game more fun as well, a player may freely trade one or more tiles to eliminate all of the following from his rack:

- Two pair
- Three of the same letter
- Six vowels
- Six consonants

The blank may not be used for the benefit of this rule. The Y may be called either a vowel or a consonant, to the player's advantage. If more than one tile is allowed to be traded, these tiles must all be selected *before* trading. Further, any tile received in the trade may be rejected if it would restore one of the above conditions to your rack.

For example, say your rack contains: AADDLOP. You may freely trade either an A or a D, and if the new tile happens to be an A, D, L, O or P, you can redraw until you get some other letter.

Assume you have: AAAITUY. Your best strategy is probably to consider the Y a vowel (giving you six vowels) and select the U to be traded. Then you still have three A's so you can trade one of them as well. Hence, you would exchange the U and A for two new tiles. (Note that you could not trade two A's because removing one leaves no tradable condition.) If one of the new tiles is an A, I, T or Y, you can redraw; but note that if you drew another U you must keep it.

If the player making the free trade holds or has already played a blank, he may not accept the other blank, even if this means he is unable to complete the trade due to insufficient remaining tiles.

Free Challenges

The loss-of-turn penalty for invalid challenged words, or for challenges of valid words, seems too harsh and makes the game less enjoyable. Therefore, if a dubious word is played, it is freely checked, and if invalid it is withdrawn and the same player tries again.

Revelation of Tiles

After the last tile has been drawn from the tile pool, each player must reveal all the tiles in his rack. (In a two-player game this could always be determined anyway, so it just saves time.)