

Here's what you need to know at your first night at the Toronto Scrabble Club (NASPA Club #3). (Revised 2025-03-18)

1. Contact us to let us know you'll be coming, so that we will save you a seat. You can text or call one of the directors, or (preferably) add your name to the weekly signup on [Facebook Messenger](#).
2. The weekly fee is \$5. That gets you three games against players of comparable skill (Elo rating), and some help learning competitive rules if it's your first time. We prefer e-Transfer at [naspaclub3@gmail.com](mailto:naspaclub3@gmail.com), but can also accept cash in exact change. If you prepay \$20 at a time, we will give you an extra \$5 credit.
3. You should bring along a pencil or pen, and a positive attitude. You may eventually want to buy professional playing equipment, but you won't need it at first.
4. You may wear a mask. Most players do not. You should not come to the club if you have a communicable disease.
5. When you arrive, make sure the club director knows that you are present, and remind them that it is your first time. Someone will sit down with you and introduce you to the game. The earlier you arrive (we usually open at 6:15), the more time we'll have to get you ready.
6. Games start at :45 past the hour. At the beginning of each round, your group leader for the evening hands score slips out in pairs to show who plays whom. Remember your group leader. Find your opponent, sit down at any vacant board and get ready to play.
7. To start a game, you need to decide who plays first. If one player has already gone first more times, they go second. If one player has gone second more times, they go first. Otherwise, you each draw a tile and the person who is closer to A goes first. Blank beats A. Mark on your score slip whether you went first or second.
8. On each turn, you may do one of: play a word (some or all of your letters in a row or column on the board), exchange undesired tiles (check to see there are at least seven in the bag, place old tiles facedown on table, announce how many there are, hit clock, draw new tiles, put back old ones), or just pass without doing anything.
9. If you play a word, you must do the following in order: put the tiles on the board, announce how many points you score, hit the clock, record your cumulative score, draw replacement tiles. While you are recording your score, your opponent may call 'hold' to ask for time to consider challenging your word(s). After 15 seconds on hold, you may draw provisional replacement tiles, keeping them separate from your rack.
10. Both players must keep a written record of both cumulative scores throughout the game. When it is your turn, you may ask your opponent to confirm the current score. They must agree or disagree. If they disagree, you may pause the clock until the disagreement is resolved. If you disagree on the score at the end of the game, you may recount the game, as long as there is time before the next round begins.
11. If you are not sure that the word(s) in your opponent's play is/are acceptable in the NASPA Word List, you can challenge the play by saying "Challenge!", pausing the clock, and going to the challenge computer with your opponent. Normally, whoever loses the challenge loses their turn and scores zero for it, but until you have won three games at the club, you can challenge unfamiliar words without penalty. If you are caught playing an unacceptable word though, you'll still lose your turn.
12. Until you have won three games at the club, you may refer to the accompanying list of two- and three-letter words during your games.
13. If you draw X too many tiles, your opponent is entitled to look at X+2 of your tiles and choose which X go back in the bag. If you have mixed your new and old tiles, the X+2 come from the combined set; otherwise, just from the new ones. (In the case where you overdrew by just one tile, and haven't mixed your tiles, your opponent sees X+1.)
14. At the end of the game, if one player uses all their tiles, they get double the value of the other player's remaining tiles. If both players are left with unplayed tiles, they each subtract the value of their own tiles.
15. At the end of each round, fill in your score slip, circle the winning score, add the cumulative totals and have the winner of the game return both slips to your group leader.
16. All games are timed using chess-style clocks giving 25 minutes per player. If you run out of time, you will lose ten points per minute or partial minute of overtime. This penalty is waived until you have won your third club game. If you go ten minutes overtime, you forfeit the game; more likely, the director will call a halt to the game sooner if it's time for the next round to begin.
17. If you have any questions about rules or procedure during a game, you are entitled to pause your clock and call for the Director. Do not ask your opponent questions about the rules.

Directors: Eric Peters 416-655-3420, John Chew 416-876-7675  
See also: [www.scrabbleplayers.org](http://www.scrabbleplayers.org) [www.torontoscrabbleclub.com](http://www.torontoscrabbleclub.com)

AA AB AD AE AG AH AI AL AM AN AR AS AT AW AX AY BA BE BI BO BY  
 DA DE DO ED EF EH EL EM EN ER ES ET EW EX FA FE GI GO HA HE HI  
 HM HO ID IF IN IS IT JO KA KI LA LI LO MA ME MI MM MO MU MY NA  
 NE NO NU OD OE OF OH OI OK OM ON OP OR OS OW OX OY PA PE PI PO  
 QI RE SH SI SO TA TE TI TO UH UM UN UP US UT WE WO XI XU YA YE  
 YO ZA

AAH AAL AAS ABA ABS ABY ACE ACK ACT ADD ADO ADS ADZ AFF AFT AGA  
 AGE AGO AGS AHA AHI AHS AID AIL AIM AIN AIR AIS AIT AJI ALA ALB  
 ALE ALL ALP ALS ALT AMA AMI AMP AMU ANA AND ANE ANI ANT ANY APE  
 APO APP APT ARB ARC ARE ARF ARK ARM ARO ARS ART ASH ASK ASP ASS  
 ATE ATS ATT AUK AVA AVE AVO AWA AWE AWL AWN AXE AYE AYS AZO

BAA BAD BAE BAG BAH BAL BAM BAN BAP BAR BAS BAT BAY BED BEE BEG  
 BEL BEN BES BET BEY BIB BID BIG BIN BIO BIS BIT BIZ BOA BOB BOD  
 BOG BOO BOP BOS BOT BOW BOX BOY BRA BRO BRR BUB BUD BUG BUM BUN  
 BUR BUS BUT BUY BYE BYS

CAB CAD CAF CAL CAM CAN CAP CAR CAT CAW CAY CEE CEL CEP CHI CIG  
 CIS COB COD COG COL CON COO COP COR COS COT COW COX COY COZ CRU  
 CRY CUB CUD CUE CUM CUP CUR CUT CUZ CWM

DAB DAD DAG DAH DAK DAL DAM DAN DAP DAS DAW DAY DEB DEE DEF DEL  
 DEN DEP DEV DEW DEX DEY DIB DID DIE DIF DIG DIM DIN DIP DIS DIT  
 DOC DOE DOG DOH DOL DOM DON DOR DOS DOT DOW DOX DRY DUB DUD DUE  
 DUG DUH DUI DUM DUN DUO DUP DYE

EAR EAT EAU EBB ECO ECU EDH EDS EEK EEL EEW EFF EFS EFT EGG EGO  
 EKE ELD ELF ELK ELL ELM ELS EME EMO EMS EMU END ENG ENS EON ERA  
 ERE ERG ERN ERR ERS ESS EST ETA ETH EVE EWE EYE

FAB FAD fag FAH FAM FAN FAR FAS FAT FAV FAX FAY FED FEE FEH fem  
 FEN FER FES FET FEU FEW FEY FEZ FIB FID FIE FIG FIL FIN FIR FIT  
 FIX FIZ FLU FLY FOB FOE FOG FOH FON FOO FOP FOR FOU FOX FOY FRO  
 FRY FUB FUD FUG FUN FUR

GAB GAD GAE GAG GAL GAM GAN GAP GAR GAS GAT GAY GED GEE GEL GEM  
 GEN GET GEY GHI GIB GID GIE GIF GIG GIN gip GIS GIT GNU GOA GOB  
 GOD GOO GOR GOS GOT GOX goy GRR GUL GUM GUN GUT GUV GUY GYM gyp

HAD HAE HAG HAH HAJ HAM HAO HAP HAS HAT HAW HAY HEH HEM HEN HEP  
 HER HES HET HEW HEX HEY HIC HID HIE HIM HIN HIP HIS HIT HMM HOB  
 HOD HOE HOG HOM HON HOO HOP hos HOT HOW HOY HUB HUE HUG HUH HUM  
 HUN HUP HUT HYP

ICE ICH ICK ICY IDS IFF IFS IGG ILK ILL IMP INK INN INS ION IRE  
 IRK ISM ITS IVY

JAB JAG JAM JAR JAW JAY JEE JET JEU JIB JIG JIN JOB JOE JOG JOT  
 JOW JOY JUG JUN JUS JUT

KAB KAE KAF KAS KAT KAY KEA KEF KEG KEN KEP KEX KEY KHI KID KIF  
 KIN KIP KIR KIS KIT KOA KOB KOI KOP KOR KOS KUE KYE

LAB LAC LAD LAG LAH LAM LAP LAR LAS LAT LAV LAW LAX LAY LEA LED  
 LEE LEG LEI LEK LET LEU LEV LEX LIB LID LIE LIN LIP LIS LIT  
 LOB LOC LOG LOO LOP LOR LOT LOW LOX LUD LUG LUM LUN LUV LUX LYE

MAC MAD MAE MAG MAM MAN MAP MAR MAS MAT MAW MAX MAY MED MEG MEH  
 MEL MEM MEN MES MET MEW MHO MIB MIC MID MIG MIL MIM MIR MIS MIX  
 MMM MOA MOB MOC MOD MOG MOI MOL MOM MON MOO MOP MOR MOS MOT MOW  
 MUD MUG MUM MUN MUS MUT MUX MYC

NAB NAE NAG NAH NAM NAN NAP NAV NAW NAY NEB NEE NEG NET NEW NIB  
 NIL NIM NIP NIT NIX NUB NUG NUN NUS NUT

OAF OAK OAR OAT OBA OBE OBI OCA OCH ODA ODD ODE ODS OES OFF OFT  
 OHM OHO OHS OIK OIL OKA OKE OLD OLE OMA OMS ONE ONO ONS OOF OOH  
 OOT OPA OPE OPS OPT ORA ORB ORC ORE ORG ORS ORT OSE OUD OUR OUT  
 OVA OWE OWL OWN OWT OXO OXY

PAC PAD PAH PAK PAL PAM PAN PAP PAR PAS PAT PAW PAX PAY PEA PEC  
 PED PEE PEG PEH PEN PEP PER PES PET PEW PHI PHO PHT PIA PIC PIE  
 PIG PIN PIP PIS PIT PIU PIX PLY POD POH POI POL POM POO POP POS  
 POT POW POX PRO PRY PSI PST PUB PUD PUG PUL PUN PUP PUR PUS PUT  
 PWN PYA PYE PYX

QAT QIS QUA

RAD RAG RAH RAI RAJ RAM RAN RAP RAS RAT RAW RAX RAY REB REC RED  
 REE REF REG REI REM REP RES RET ROE ROM ROR ROT ROW RUB RUE RUG RUM  
 RIG RIM RIN RIP ROB ROC ROD ROE ROM ROO ROT ROW RUB RUE RUG RUM  
 RUN RUT RYA RYE RYU

SAB SAC SAD SAE SAG SAL SAN SAP SAT SAU SAW SAX SAY SEA SEC SEE  
 seg SEI SEL SEN SER SET SEV SEW SEX SEZ SHA SHE SHH SHO SHY SIB  
 SIC SIG SIM SIN SIP SIR SIS SIT SIX SKA SKI SKY SLY SOB SOC SOD  
 SOH SOL SOM SON SOP SOS SOT SOU SOW SOX SOY SPA SPY SRI STY SUB  
 SUE SUK SUM SUN SUP SUQ SUS SYN

TAB TAD TAE TAG TAJ TAM TAN TAO TAP TAR TAS TAT TAU TAV TAW TAX  
 TEA TEC TED TEE TEG TEL TEN TES TET TEW THE THO THY TIC TIE TIL  
 TIN TIP TIS TIT TIX TIZ TOD TOE TOG TOM TON TOO TOP TOR TOT TOW  
 TOY TRY TSK TUB TUG TUI TUM TUN TUP TUT TUX TWA TWO TYE

UDO UGH UKE ULU UMM UMP UMS UNI UNS UPO UPS URB URD URN URP USE  
 UTA UTE UTS

VAC VAN VAR VAS VAT VAU VAV VAW VAX VEE VEG VET VEX VIA VID VIE  
 VIG VIM VIN VIS VOE VOG VOW VOX VUG VUM

WAB WAD WAE WAG WAN WAP WAR WAS WAT WAW WAX WAY WEB WED WEE WEN  
 WET WHA WHO WHY WIG WIN WIS WIT WIZ WOE WOK WON WOO WOS WOT WOW  
 WRY WUD WUZ WYE WYN

XED XIS

YAG YAH YAK YAM YAP YAR YAS YAW YAY YEA YEH YEN YEP YER YES YET  
 YEW YEZ YIN YIP YOB YOD YOK YOM YON YOU YOW YUK YUM YUP

ZAG ZAP ZAS ZAX ZED ZEE ZEK ZEN ZEP ZIG ZIN ZIP ZIT ZOA ZOO ZUZ  
 ZZZ

The above words are acceptable in the NASPA Word List 2023 Edition, a book available by preorder at the Toronto Scrabble Club.  
 Words not acceptable in school play are shown in lower case letters.