

Introduction

The Scrabble Shootout, Singapore (SSSg), the only knockout Scrabble tournament on the local scene, is back from 26 September to 13 December for its second edition this year. Now with more prizes, a third place play-off, as well as a host of other improvements to format, we hope YOU will join us for as many rounds of knockout Scrabble madness as it takes to crown our second SSSg champion!

The format of the tournament is single-elimination knockout. Unlike traditional tournaments, where players face off against many different opponents in a group and are ranked within that group, participants will be paired off against just one other player to play a match comprising multiple games. Winners from each match will proceed to the next round to play against another match winner from the current round, while losers will, unfortunately, be eliminated from the tournament. All SSSg games will be rated by the Scrabble Association, Singapore (SA), and will be played to the **CSW15** lexicon.

Why SSSg

1. More skill, less luck: you think your opponent got all the good tiles in that one round where he beat you? Well, in SSSg your opponent is going to have to draw the good tiles many more times and beat you over multiple games to win the match. That is, if you really are better than him...
2. Path to glory: There's just something different about playing matches head-to-head and knocking your opponents out of the tournament. Want to be like Greece in Euro 2004? Michael Chang in French Open 1989? Singapore women's table tennis team in the 2010 world championships? Try beating Singapore's best Scrabble players round by round.
3. Pay-as-you-play: you only pay for the matches you play in. So, if you are out after the first round, you don't need to spend as much as those who got to play more games.
4. Flexibility: can't play on certain days due to other obligations? No problem, you can arrange a mutually suitable time and place for your games with your opponent, and you're off.

Format

These projections are based on an expected 16 participants. In the case that less than 16 players sign up, the seeded players will be granted byes in seed order for the round of 16. In the case that more than 16 players sign up, there will be a qualifying round involving the lowest-rated $2x$ players, where x = the total number of registrants less 16.

Closing date for entries: 18 September

The draw will be done on the 19th of September at the Grandeur 8 tournament. It will be announced online on the same day.

The proposed schedule is as follows:

ROUND	FORMAT	DURATION
QUALIFYING ROUND	BEST OF 7	20 Sept to 11 Oct
ROUND OF 16	BEST OF 7	12 Oct to 25 Oct
QUARTER-FINALS	BEST OF 9	26 Oct to 22 Nov
SEMIFINALS	BEST OF 11	23 Nov to 13 Dec
FINALS & 3 rd -PLACE PLAYOFFS	BEST OF 13	14 Dec to 28 Dec

The organizers reserve the right to alter the schedule in order to redistribute the time allocated to the qualifying round to other rounds if qualifiers are not required or to speed up the conclusion of a round if all players involved have finished their matches.

The top 8 players by SA rating after the Nationals will be seeded and guaranteed to meet no earlier than the quarter-finals. If there are more than 16 players, the number of seeds will be increased. Unseeded players will be paired randomly with a seeded player for the first round.

In the case that a qualifying round is required, the same pairings format will be followed (i.e. the top half of players in the qualifying round will be seeded, and the rest randomly drawn to a seeded opponent).

Players will arrange with their opponent for each round on a mutually agreeable venue and time to play their match. Players can schedule the games anytime between the start and end date at their convenience (e.g. all 7 games in one sitting, 2 games every day over lunch break, etc).

Prizes

The prize structure and quantum will be based on the number of participants and will be finalized after registration closes. The total prize pool will comprise approximately 90% of all fees collected throughout the course of the tournament, with the remainder being contributed to the SA, where this remainder shall not be less than 10% of fees collected.

Four prizes are guaranteed based on our projection of 16 entrants: the first, second, third, and ratings prizes. The ratings prize shall be awarded to the person whose cumulative rating gain throughout the course of the tournament was the greatest. The players who place first, second, or third are not eligible for the ratings prize.

If we receive exactly 16 entries, the prize structure will be:

First place: \$115
Second place: \$95
Third place: \$75
Ratings prize: \$60

Otherwise, the prizes will be given in the ratio 10 : 8.5 : 6.5 : 5, with the exact amounts to be calculated such that the prizes given will be in multiples of \$5.

Eligibility

1. All SA members are eligible to take part. Non-SA members can sign up as SA-members before registering for SSSg.
2. Player must have valid SA membership for every round they take part in. E.g. if player A wins his first match, he must have valid SA membership during both the first and the second matches.
3. Overseas SA members are welcome to take part. However, they must be prepared to play their matches in Singapore within the allocated timeframe, unless both players mutually agree to play elsewhere.

Rules

1. WESPA v2 rules apply for all games.
2. No further games will be counted for rating once a match has been decided (e.g. one player has already won 4 games in a best-of-7 match).
3. Players are not allowed to concede any games in a match.
4. Players will draw tiles prior to the first game to decide the person going first. Starting player will alternate for all subsequent games in the match, except if a deciding game (see below) occurs.

5. A deciding game is the last game in a match. If the match extends to the deciding game, the following tie-breakers determine the who will start:
 - a. The player who is ahead on wins, if any (e.g. 3.5-2.5 in a best of 7) will start.
 - b. If both players are level on wins, the player who is ahead on spread will start.
 - c. If both players are exactly tied (i.e. the match is level on both wins and spread), the players will draw to start.
6. If a match is tied on games (for example 3.5 each in a best-of-7 match), the player who is ahead on spread wins the match. If a match is tied on games and spread, the player with fewer starts will be declared the winner of the match.
7. Players are to secure their own venues and playing equipment (including word checkers).
8. No Tournament Director will be present during play. Should a dispute arise, players can call Ricky at 83336301 or Jeremy at 84636160 for adjudication. Where Ricky is a player in the match, Jeremy will be designated as the adjudicator, and vice-versa.
9. Games played as part of other rated events (e.g. in an SA- or WESPA-rated tourney) cannot be counted as an SSSg game.
10. Every match will be rated together by SA after the conclusion of the round.

Result Submission

The winner of a game is responsible for keying the result into the result slip regardless of the overall outcome of the match. (A link to the result slip will be provided to all entrants upon the close of registration.) It is recommended that the results be keyed in after each game. A copy of the result slip will automatically be emailed to both players.

As part of the requirement from SA to rate SSSg, digital photographs from all played SSSg games must be submitted to Ricky and Jeremy. The images can be submitted either via email together with the result submission, or uploaded to the tournament website within one day of the match completion.

Entry Fees

Players who do not play during a round will not be charged for that round. For example, even if there are 20 entrants, only 8 will play the qualifying round and therefore the top 12 will not be charged for the qualifying round.

The entry fee for each person is \$12 per round, except for the qualifying round, which shall cost each entrant \$10. E.g. if there are 16 players, everyone pays \$12 to play in the round of 16. The winners will each pay another \$12 to play in the quarterfinals, and so on.

Match winners can make payment for the next round immediately to Ricky using the same bank account for registration (see below). Failure to pay by the first date of the next round will result in expulsion from the tournament. The organizers may, at their discretion, offer the playing slot to the expelled player's opponent from the previous round.

Registration and Enquiry

For registration, please make payment of \$12 to Ricky Purnomo via bank transfer to:

Account no.: 116185938

Bank: POSB

Bank Route Code (if needed): 7171-081

and then submit your registration at <http://pyin.kado.ga/sssg/register/>. Registration will be accepted until 18 September 2015. If after all entries are in it is found that you need to play in the qualifying round, a refund of \$2 can be arranged (either directly or as a discount on the entry fee for the next round), or you may opt to donate it to the SA.

For any enquiries, please email Jeremy at jeremy.khoo96@gmail.com.

This document, the 2015 SSSg flyer by Jeremy Khoo, was adapted from last year's version by Ricky Purnomo. With thanks to Poh Ying Ming and Neo Wei Sheng for valuable suggestions on format. All rights reserved.

Amendments announced September 20, 2015 in red.