



ENDGAME

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SCRABBLE
ASSOCIATION OF INDIA



Aditya Iyengar, winner of the 2022 National Championship

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Foreword

Dear Members,

The past few weeks saw the return of two major tournaments, namely the National Championship in Mumbai and the KSSA Indian Open in Bangalore. The Nationals produced a first-time winner in Aditya Iyengar, while Sherwin Rodrigues prevailed at the KSSA Indian Open, which witnessed a bumper turnout of 102 players across four divisions, including a sizeable number who were making their tournament bow.

As we would all know, our first tournament always remains special for us, for it was then that we were introduced to the deep mine of wondrous words and the limitless pursuit that is competitive Scrabble. With several of our newer members finally getting the chance to play in an in-person tournament after a long wait, we are quite sure that playing across the board would have been a moment to cherish for them.

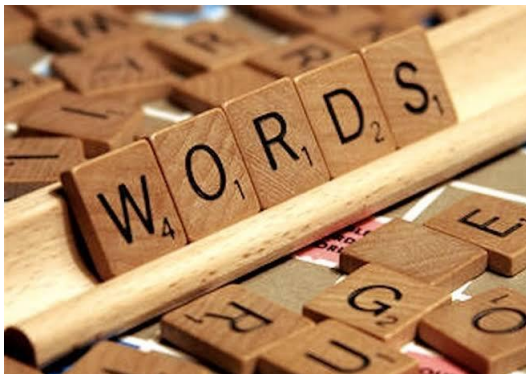
As the year enters its second half, the Scrabble calendar rolls on with upcoming tournaments in various cities. The Pune Club Scrabble Championship returns after three years in the middle of July, as does the regular Delhi tourney in September. Besides, there are two-day tourneys scheduled in Mumbai and Bangalore in August.

As Scrabble seeks to spread its wings further across the country, we are optimistic that the newly elected SAI Managing Committee shall be putting its best foot forward in working towards achieving the growth of the sport and the community.

Here's hoping you find this sixth edition of Endgame to be an enjoyable read.

Best wishes,

Rustom Deboo
Editor



Gen Z prevails at the 2022 Nationals

by Hriday Samtani

The stage was set. The National Championship was making its much-awaited return after a Covid-induced hiatus of three years, and as a Mumbaikar, I was delighted that tournament Scrabble was finally back in the ‘maximum city’.

Nestled in the heart of the scenic Bandra suburb, the iconic Otters Club, host to numerous sporting events, was the ideal venue for the 2022 edition of annual summer tournament that witnessed Scrabblers engage in a battle of words, wit and grit across two divisions.

The tournament field was challenging to say the least – three national champions, a world champion, seasoned veterans and upcoming stars – a smorgasbord of exciting talent waiting to lock horns at the prestigious event.

I had a sedate start on Day 1, phoneying with HORIS* – a word that has been omitted from the latest CSW21 lexicon – on the first turn. Luckily, I shrugged it off to win a close endgame. As the top division had an odd number of participants, I was hoping to be among the lucky ones to get a bye (yay, free win). Just kidding!

Before the tournament, my goal was to finish at least among the top five. But a few silly errors and a swing in fortunes meant that I struggled to capitalise on the early advantage. That’s the thing about Scrabble – in

the course of various ebbs and flows, it is imperative we don’t throw in the towel even when all seems lost or our back is against the wall.



A prized 427-318 win against former world champion Akshay Bhandarkar

Over three action-packed days, three games stood out during my tournament – a win against former world champion Akshay Bhandarkar, a tie against child prodigy and freak of nature Madhav Gopal Kamath, and a come-from-behind win against bingo queen Ishika Shivalingaiah, involving an outplay of MORNAYS for 98 points.

Meeting my Scrabble family and spending quality time with them has always been more important than the final standings. However, my

preparation leading up to this tournament warranted a respectable finish.



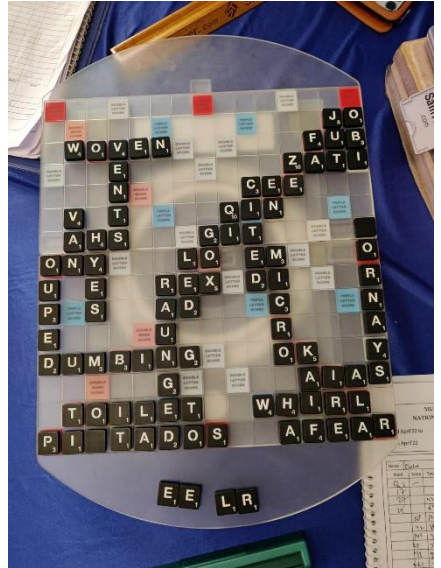
An exciting 430-430 tie against Madhav Gopal Kamath

I had a tough outing on Day 2, when I felt I could have had more wins in the bank. Brushing aside the frustration and angst, I tried focussing my energies on playing more freely and staying relaxed – easier said than done. It made me realise how difficult winning a championship is.

In any competitive sport, the most admired champions worldwide have three traits in common – honesty, humility, and hunger. It's what separates the good from the great and the ordinary from the extraordinary.

Day 3 turned out to be the most dramatic, with three players in contention for the title and a finish not many saw coming. While I barely managed to sneak into the top ten, Sherwin

Rodrigues, Akshay, and Aditya Iyengar gave each other a run for their money, making it an exciting prospect.



A satisfying 465-434 win against Ishika Shivalingaiah after trailing by a nine-timer

Holding a three-win advantage with six games to go, Sherwin looked all set for another title. But Akshay had other ideas, keeping himself in the hunt while giving Aditya a shot at his first title. Whew, what a turnaround!

It is not easy to trump a seasoned champion in Sherwin, but Aditya – the promising youngster – ended his tournament drought in scintillating style by beating the defending champion in the last round. The next gen had finally managed to make inroads, an encouraging reminder that the future of Indian Scrabble is indeed in safe hands.

For the gluttony of words: My time at the KSSA Indian Open

by Madhulekha Barkakati

“It was the best of times; it was the worst of times” ... “A laugh is a cry, hello means goodbye” ...

These are the words that spring to mind as I try to jot down the experiences of my Bengaluru trip for the KSSA Indian Open 2022. It was my first solo travel – fear and apprehensions galore.

My first impression of the garden city Bengaluru is that of an urbane, refined, sophisticated city growing at the seams. The scene takes place in suburban Bengaluru, and I am afforded a view of forested land and suburban landscape on my journey to Whitefield. This could be India, or this could also be a foreign land, I thought.

The prospect of having food that I absolutely adore ended any misgivings I might have had about the tournament. My journey to Whitefield started with idlis and medu vadas, a meal I relish greatly even when I am in Guwahati.

Among the scenes that greeted me en route to my hotel were a woman milking a cow, huge political posters, and men going about their work. At the hotel, it was different. Here the crowd was mostly young. Since most of the on-duty staff were on leave, I had to wait a good one and a half hours till I was allotted a room, although my

booking had been done online. The manager tried to pacify my ire and complaints with a cup of strong milk tea, which I refused and called for black tea instead.



A board from a game at the KSSA Indian Open

My hotel room afforded a view of the neighbouring buildings and their terraces. I was happy to see the sunrise. The difficulty in Bengaluru is that you don't get to see them as effectively because of the high rises. But here I could.

I woke up daily to two or three cups of tea and bread without butter. Next was the walk to the Aviator Building, which took about seven minutes. Here at the Mu Sigma campus, we would be offered a sumptuous traditional or continental breakfast and endless cups of tea or coffee.

Then the games would start on the dot at 9 a.m. Usually there were four rounds after breakfast and three rounds after lunch, followed by two more rounds after evening tea.

It was my first ever in-person tournament and I had to merely savour the joys of the game and watch and observe and soak in the pristine surroundings.



With my frequent online playing partner Mehjabeen Peeradina (left)

There were meticulously laid tables, the computers in the corners for whenever a challenge arose, and a nearby washroom for those full bladder moments. The open food courts, the well-planned meals, the milk pedas and other traditional sweets, and the endless cups of coffee filled the senses.

The games were a hedonistic delight. “Ahh! This is the ultimate life” ... if only someone paid me to play Scrabble (just an afterthought!). The games began with a bang – I lost the first four without even realising it. Since I

had had a light breakfast, I simply was hungrier than angrier!



Catching them young: Kids pit their wits at the KSSA Indian Open

After lunch, things managed to look up for me, and there was no turning back, as I won my next four games. All in all, it was an exhilarating, exhausting first day for me. The next two days saw me having a bit more luck with the tile fairy. Now, one thing I didn't do was look at the prizes!

On the second day I won three games and on the last day I won five, bringing my tally to 11 wins (plus a bye) and 11 losses from 23 games.

On countless occasions I forgot to press the timer diligently – while one or two opponents were kind enough to remind me, the others quietly played on my time, and at the end I was almost always rushed for time. However, I finished most of my games on the dot – here I think the habit of playing 13-minute online games helped.

All in all, it was a wonderful experience mingled with a bit of luck from the tile fairy and the heavens above, maybe because it was my mother-in-law's death anniversary.

Meeting suave, sophisticated and friendly people, playing meticulously planned games combined with good food, and an amiable but slightly crazy crowd made for a feel-good scenario at my first tournament.



With few of my fellow participants at the KSSA Indian Open

A big bonus came in the form of meeting my mentors – Sanjoy Gupta, Hema Shah and Archana Aggarwal. Also, it was an unbounded delight to meet all my fellow Scrabblers from the online tourneys held by Lloyd Pearse (who did not come due to health issues) every week, them being Mehjabeen Peeradina, Nikheel Ruparel, Asha Kamath, Viji Ramachandran, Collin Pereira, Shaik Ahmed, Kala Ganesh, Abid Hussain, Shalini Sahdev and Sonal Merchant.

That was the KSSA Indian Open 2022 for me, reminding me of a very chic,

elegant lady – ‘not a hair out of place’. Indeed, my Bengaluru sojourn was a truly overwhelming and worthwhile experience!

Endgame Extra: Know the sevens and eights starting with either of NORTH, SOUTH, EAST or WEST

NORTHE
NORTHER
NORTHERN
NORTHERS
NORTHING
SOUTHE
SOUTHER
SOUTHERN
SOUTHERS
SOUTHING
SOUTHPAW
SOUTHRON
SOUTHSAY
EASTERN
EASTERS
EASTING
EASTLIN
EASTERLY
EASTINGS
EASTLAND
EASTLING
EASTLINS
EASTMOST
EASTWARD
WESTERN
WESTERS
WESTIES
WESTING
WESTLIN
WESTERED
WESTERLY
WESTERNS
WESTINGS
WESTLINS
WESTMOST
WESTWARD

Memories of my first in-person tournament

by Suguna Dandi

It was only about three years back that I came to know of Scrabble tournaments in India. Though I had always been a Scrabble enthusiast, I was thinking that I wasn't up to playing in tournaments and wanted to first go and just watch the games.

During the first lockdown in 2020, while I was immersed in other hobbies, I learnt about the Karnataka State Scrabble Association (KSSA). Having spoken to the KSSA secretary, Hema Shah, I was fascinated and glad that we could play online. I duly registered myself and was introduced to the Internet Scrabble Club (ISC), to which I immediately got hooked.

I was lucky to be able to attend a few workshops conducted by the KSSA and to have become part of an online study group led by Archana Aggarwal, in the process receiving handy tips, dos and don'ts. The workshops and the study group took my game to a different level, as I got to know about strategies, rack balancing, tile tracking, various apps that could be used as study tools, and much more.

A Scrabble Strategy workshop, conducted by Sanjoy Gupta and Prashanth Seetharam, was especially helpful. My addiction to the game made me determined to study and practice more. Being a software person, I was much in awe with the bots with whom we can play on ISC or Woogles and learn new and unusual words in every game. While playing

the KSSA-run online tournaments, I came across a good number of kids between the ages of 7 and 12. These kids are excellent – they are indeed a challenge to us with their talent.



Flanked by Hema Shah (left) and Archana Aggarwal, two of my mentors, at the KSSA Indian Open in Bangalore

During one of the study sessions, I was told about the in-person games. Only then I came to know that there are turnable boards and bags used for picking the tiles. In May 2022, I finally got a chance to play my first in-person tournament, the KSSA

Indian Open at the Mu Sigma campus in my home city of Bangalore.

After months of anticipation, here I was. I was happy to meet most of my online acquaintances for the first time. I participated in the Enthusiast Division that featured five rounds and 15 players – people like myself, getting our first taste of in-person tournament play. I'd put in the time to learn words and strategy and play online, but playing with a timer and calculating and keeping the scores was set to be a new experience.

I had been leading in the first game but lost it in the endgame by just three points – 322-325. Stressed out over time, I had chosen to record the move score, leaving the cumulative score to be calculated at the end.

I won my second game, assisted by a bingo and a couple of well-placed power tiles. I started to feel more confident as I entered the third game, the one that became truly memorable.

It was my turn to start, and I had UUNNVIG on my rack – I first thought if I should change tiles. Then I thought about holding on to ING in case something compatible came up, and played NU.

My opponent glanced at the cheat sheet with two-letter words. My confidence increased – I knew them cold! He played RANK. With the new letters I had picked, I abandoned hopes for a quick bingo. I exchanged. My opponent played WAD and (D)RANK, I responded with PINGS and (WAD)S down from the triple word for 38.



In the thick of things: Engrossed in a game in the Enthusiast Division

At this point I was lagging narrowly by 42-48. My opponent then put down ELATION and (NU)L*. I knew that both NULL and NIL are good, but NUL isn't. I confidently challenged the play off the board.

My next play was VO(W). A deliberately played short word to avoid creating a spot for the bingo that was burning up his rack. Anuj Shetty's advice from an earlier workshop was ringing in my ears: "Open when you're lagging, block when you're leading."

My opponent put down his bingo hooking up to the NU creating (NU)A*. I was unsure about NU(A)*, but I challenged it because there were so many points at stake. To my satisfaction, I won that challenge as well. I was leading for the next three to four moves, until my opponent played ZEAL for 44 points.

This was followed by a few moments of electric excitement. I played XI and (A)X with X on the TLS to score 55. A couple of moves later, he extended ZEAL to the TWS for ZEALOT and pulled away by 30 points. Now, with my limited knowledge of rack balancing and my hand shivering just a wee

bit, trying hard to contain my excitement, I put down my carefully nurtured bingo OPERATE for 69 points. But immediately after I pressed my timer, he followed it up with ESQUIRE for 85 points. My excitement died with a miserable PFFT as my opponent pulled ahead again, by 45 points.



My most memorable game in progress – though I lost, I learnt a lot

As we approached the endgame, with DLEIOO? on my rack, I knew I had a bingo. I knew ORIOLES, but wasn't sure about ORIOLED*. If I took a chance, I could win this game, so I played it anyway. But it got challenged off. Unwilling to give up, I played DROOLIES* on a TWS on my next turn, and yes, it got challenged off as well, definitively killing any chance I had of winning. Then, giving up on the bingo, for I would run out of time, I played a four-letter word. In my next move I played EUOI, my first memorised vowel dump.

We concluded the game, recorded our scores (he won 437-335) and went about arranging our tiles into the 5x5 grids on the board. As it turned out, two tiles were missing – they were stuck in the bag! We looked at each other, wondering if this would make the game void, but simultaneously realised that it wouldn't really matter. This was a lesson for me to check for the tiles and learn tile tracking, at least the power tiles to start with.

At the next break I checked to see what we could have played instead of the phoneys that were challenged off the board. DHOOLIES, BLOODIES or EIDOLONS would have worked instead of my ORIOLED* and DROOLIES*. Likewise, my opponent could have played TOENAIL and NU(T) or ANTI(P)OLE using P of PINGS.



Receiving the prize for fifth place

The game had enough drama with all the bingos played and attempted, and with the lead going from one to the other, to qualify as a memorable game. I also learnt several words that are now ingrained in my mind – ELATION/TOENAIL, ZEALOT, DHOOLIES and TOIT, to name a few. But what really set it apart was how it reinforced the need to know the hooks to the two-letter words and the messages I've heard over and over from

my mentors – rack balance or exchange, watch out for the hot spots, open and block strategies, and most importantly, never lose focus.

I applaud KSSA for the awesome way in which the tournament was conducted. I was happy to have acquired the fifth place. The surprise cash prize was an added bonus over and above what I learnt in my first in-person tournament. My thought that I wasn't good enough to play national-level tournaments changed to 'I can learn, improve and compete'. After all, one cannot learn to swim just by watching. Now I have become a SAI member, and I intend to make the most of my fascination with Scrabble.

Endgame Extra: Mumbai Scrabble Saturdays at Doolally Taproom

by Hriday Samtani



Facing off against India No. 1 Sherwin Rodrigues (right) at the Mumbai meetup



Saturday afternoon Scrabble at Doolally



Full house at the Saturday club meetup



Bingos aplenty in this high-scoring 549-407 win against Samrath Singh Bhatia



Doolally Taproom: The Scrabble 'adda'

Joining the Bangalore bandwagon

by **Shalini Sahdev**

BON was already on the board and as I connected it with H O M I E in my first ever competitive play at the KSSA Indian Open in Bangalore, I lifted my head and looked around, only to observe that the tiles not only connected well on the board but also connected the 100 participants in relaxed and casual bonhomie.

It took me back to the moment earlier in the day when I walked into the designated venue and found myself immersed amid Scrabble enthusiasts who fussed over a single-point win and fizzed over words like ZAMANG and HAMZA. “HAMZA takes H as a back hook”, one said. People who surmise, contemplate, deliberate and dream Scrabble; people who discuss their previous games and their nuances before playing their next one, and people who play Scrabble online on their devices in between face-to-face games.



The KSSA Indian Open attracted players across all age groups and walks of life

One cannot but feel dumbfounded at the multiverse of people one interacted with; the gods and demigods of Scrabble, the calm and suave father-son duo from Delhi, the turbaned and sophisticated Scrabble family of parents and sons from Mumbai, the conspicuous chap in a black t-shirt spewing words on his board along with analysis and satire for others' play, the sassy lass from Gujarat, the cute little bundle of joy from Bangalore with an accent acquired from the silicon valley, the largehearted lady whose witticism borders around profanities, ponytailed gentlemen, saree-clad women, men sporting harem pants, serious players from various parts of the country who intend to grab every single prize that is on the list, the gentle Zoroastrian in a white shirt, the considerate gentleman who laid his table not only with the board and tiles but also with mouth fresheners, the guy who laughed off his defeats, the lady who fought after every defeat, the nerdy kids; all of 18 years or less, some who like to discuss every game threadbare, some who keep their follies to themselves and make mental notes not to repeat them again.....and then there were those, a single look at them and you know that they comprise the organising committee – those who were not only worrying about ensuring comfort for the whole genus but also managing to play their own games.

Think back and you reminisce that all this diversity and heterogeneity is bound by one common love. The love of seeing their names on top of the charts, the love of seeing themselves do better, the love of studying harder, the love of knowing newer and stranger words, and the love of bin-gos, triple triples and double doubles.

I have come back enthused and raring to go for the next tournament. I know I have to study more, hone my rack-balancing skills, and improve end-game strategies – especially because my luck heralds draws that look like I I I O U T Z or T I I O N A A

But I also know one more thing! I am SURE the secret of success lies just there! I now know, how Sherwin invokes the tile fairy. I need to memorise the rhythm of how he shuffles the tiles in the bag ... I need to learn it and practice it!

Chak, chak, cha, cha, cha. Repeat.

Endgame Extra: One-day tournament played at the Poona Club

An unrated one-day tournament was held at the Poona Club in Pune on 18th June. The winner was Manju Pai.



Participants at the tournament



Manju Pai playing against Meena Bakhru



Manju Pai won the tournament, winning five out of her six games

Journey of the Vadodara Scrabble Club

by Vimisha Patel

Sometime in 2017, I got acquainted with Mr. Kirti Jain through the Facebook Scrabble platform. We started talking about holding a Scrabble competition in Vadodara, something that we had never heard about at that time. I did some research and came across the Scrabble Association of India. I was connected with Radhika Mahalingaiah, who taught me the basics of tournament Scrabble over three long phone calls.

Word games have caught my fancy ever since someone gifted me a Scrabble set on my eighth birthday. I developed an instant liking for Scrabble and began to win against my friends and relatives. I also made it a point to read the little instruction manual that came with the set and started memorising the twos and threes. Soon enough, I realised that learning these short words was very important!



Action during the first Scrabble competition in Vadodara in 2017. On the right is the winner Nandini Sonthalia

Time went by, and I would play Scrabble with anyone who agreed to play with me. Since I didn't find many takers, I found Literati on Yahoo

Games and would be lost in the world of words for hours, celebrating the occasional bingos and power tile plays. Soon after, Scrabble was introduced on Facebook, where the seeds of the Vadodara Scrabble Club eventually came to be sown.

Following the brainstorming, Kirti pulled a few strings and we organised the first ever Vadodara Scrabble meetup at a local club on 8th October 2017. The mini competition saw 22 players who played four games each, and was won by Nandini Sonthalia.



A monthly club meetup at a cafe

To experience tournament Scrabble, I decided to participate at a rated two-day tournament held at the KCA Hall

in Mumbai on 3rd and 4th March 2018. I went starry-eyed and was amazed by the words I saw on the boards. I was hooked – I had finally found my tribe.

Our editor Rustom Deboo was also playing his first tournament, and we were paired against each other twice, with him winning both games. In another of my games, I was beaten by an 11-year-old player by over 200 points – my ego was dented, but I quickly realised that the beauty of Scrabble is that it is a game for all ages. This was reinforced later that year in Delhi when I met the prodigious Madhav Gopal Kamath, then a seven-year-old.



Amogh Bhamerkar (second from left) and Abhinav Muley won the Open Baroda Schools Tourney in 2019, held to select two teams for the All-India School Finals

I came back determined, worked towards establishing the Vadodara Scrabble Club (VSC), and set about on my ambition to organise a rated tournament in Vadodara and put my city on India's Scrabble map. By attending more tourneys through 2018 and 2019, I got a better understanding of how a tournament is run.

In 2019, VSC got a chance to select two school teams to represent

Vadodara at the All-India School Finals to be held alongside the WESPAC 2019 in Goa. Along with Bal Bhavan, we conducted a tournament with selection rounds over two weeks.



Prize distribution at the first rated tournament in Vadodara in 2020. In the centre is Kirti Jain.

Not long after, I realised my dream of organising a WESPA-rated tournament in Vadodara, with the three-day Polyset All-India Open from 28th February to 1st March 2020. Today, the VSC family is growing steadily, and Scrabble has gone on to become an indispensable part of my life.

Endgame Extra: Sevens and eights from the BARODA stem

BARODA? (4)

ABROADS, BANDORA, BRAVADO,
BROADAX

BARODA?? (18)

ADORABLE, ADORABLY,
AIRBOARD,
BANDORAS, BOARDMAN,
BOATYARD, BRAVADOS, BROADAXE,
BROADWAY, DAMBOARD,
GARBOARD, LABRADOR,
LAPBOARD, LARBOARD,
SEABOARD, TAGBOARD, TEABOARD,
WAYBOARD

Welcoming the monsoon, Scrabble style

by Rustom Deboo

With the monsoon having arrived across the country, here is a look at 25 rain-related sevens and eights that might just come handy ahead of your next tournament:

ANORAKS – hooded garments

ARROYOS – brooks or creeks

BEDASHES – splashes

CHUBASCO – violent thunderstorm

CUMULUS – fluffy cloud (also CUMULOUS)

DERECHO – line of intense wind-storms

DOWNPIPE – pipe for draining water from a roof

EPIPHYTE – plant that derives moisture from air and rain

FLYSHEET – extra cover of a tent to protect against bad weather

GALOSHES – waterproof overshoes

ISOHYET – line on a map connecting points having equal rainfall

JALOUSIE – type of window allowing light and air in but excluding rain

KACHINA – ancestral spirit associated with clouds and rain

MOONBOW – rainbow formed by light from the moon

MUDFLOW – moving mass of mud

OILSKIN – waterproof fabric

PARASOL – small, light umbrella



PITAPAT – sound of pattering

PLUVIAL – prolonged period of wet climate

PLUVIOUS – pertaining to heavy rain

RAINSUIT – waterproof jacket and pants

REVIVIFY – reinvigorate or revitalise

VELARIUM – awning over ancient Roman theatres to protect spectators from rain

YAFFLES – European green woodpeckers

ZAMANGS – large tropical American rain trees

Continuing with the theme... a ‘rainy’ board featuring all 100 tiles:



And finally, now would be a good time to learn all 39 seven-letter words containing the letters R, A, I, N and Y:

ANGRILY
BAIRNLY
BIRYANI
BRAYING
CARNIFY
CYPRIAN
DIANDRY
DRAYING
FRAYING
GIANTRY
GRAYING
HRYVNIA
INLAYER
INNYARD
LANIARY
MYRINGA
NAILERY
NARGILY
PRAYING
QUINARY
RAINILY
RAISINY
RANDILY
RANGILY
RAYLING
RHYTINA
RIANTLY
RINGWAY
SIGNARY
SYRINGA
TRINARY
UNITARY
URINARY
VARYING
YARDING
YARKING
YARNING
YARRING
YAWNIER

As we move into July, here are the sevens and eights containing each of the letters J, U, L and Y:

Sevens (4)

BLUEJAY
JUICILY
JUMPILY
JURALLY

Eights (11)

BLUEJAYS
JAUNTILY
JEALOUSY
JEJUNELY
JOCUNDLY
JOYFULLY
JOYOUSLY
JUGGLERY
JURYLESS
UNJOYFUL
UNJUSTLY

The SAI Mission and Vision

The SAI Managing Committee has released a mission and vision statement for the Association, which will give clarity of the purpose of membership for all current and future members.



MISSION

To guide, govern and grow competitive Scrabble in India in a transparent, considerate and inclusive manner, and ensure continuous improvements in process and players.

VISION

To gain recognition for competitive Scrabble as a sport, achieve a sizeable following in every state of India, and influence the growth and governance of competitive Scrabble across the world.

In keeping with the Mission and Vision, SAI will endeavour to improve tournaments and players so as to ensure inclusivity, to make tournament play easier for senior citizens, and to bring about improvements in both players and the quality of tournaments.

Endgame Extra: MISSION?, VISION? and VISION??

MISSION? (9)

EMISSION
LIONISMS
MISCOINS
MISJOINS
MISSIONS
OMISSION
SIMONIES
SIMONISE
SIMONIST

VISION? (5)

INVIOUS
VIOLINS
VIRINOS
VIRIONS
VISIONS

VISION?? (19)

AVIONICS
AVOISION
DIVISION
ENVISION
INVASION
INVOICES
NOVITIES
OLIVINES
REVISION
VIBRIONS
VIDICONS
VINOSITY
VISIONAL
VISIONED
VISIONER
VISNOMIE
VISORING
VOICINGS
VOIDINGS

Tournament round-up

National Championship, Mumbai

by Rustom Deboo

The National Championship returned after a gap of three years, following the cancellation of the 2020 and 2021 editions due to Covid-19. This was the 22nd edition of the tournament, which was held at the Otters Club from 22nd to 24th April. It was organised by the Mumbai Scrabble Club and directed by Ashok Bhandarkar, with support from volunteers Kanchan Pradhan and Eulalia Fernandes.



New national champion Aditya Iyengar receiving his trophy from Ashok Bhandarkar

The return of the Nationals saw a turnout of 51 players – 27 in the Premier Division and 24 in the Open Division – who slugged it out across

25 rounds. A strong Premier Division field featured most of the country's leading Scrabblers, including defending champion Sherwin Rodrigues and 2017 WESPAC champion Akshay Bhandarkar.



Kala Ganesh (right), winner of the Open Division, receiving her trophy from Sherwin Padamsee, Sports Secretary at Otters Club

The first 17 games were played under the lagged Australian draw format while the last eight were King of the Hill (KOTH). After a hard-fought first two days, seven rounds remained at the start of the final day, at which point the leader Sherwin, with 16 wins, was two wins clear of Akshay.

A dramatic final day ensued, which saw the battle for supremacy get more intense with every round. The 21-year-old Aditya Iyengar, who was in third place with 12 wins at the start of the day, rose up the table to make it a three-way tussle for the title.



Madhav Gopal Kamath, aged 11, finished fourth in the Premier Division

Akshay's win over Sherwin in Round 23 saw him move into the top spot with 18 wins, even as Aditya equalled Sherwin at 17 wins. The penultimate round witnessed Sherwin get back at Akshay, while Aditya got the better of the then fourth-placed Sanjoy Gupta. This meant that Sherwin (spread +1551), Aditya (+1261) and Akshay (+1036) were tied at 18 wins each going into the final round.

The top-table clash in the final round saw nine-time national champion Sherwin play Aditya, who was gunning for his maiden title. As it

happened, Aditya notched a 491-386 win to ensure a first-time winner of the National Championship. He enjoyed an undefeated last day to end up with 19 wins (+1366).



The joys of Scrabble: Caryl Gonsalvez is jubilant as she secures her first ever nine-timer (picture courtesy – Alan DeMello)

Akshay finished second with 19 wins (+1116), followed by Sherwin in third place with 18 wins (+1446). In fourth place was the 11-year-old Madhav Gopal Kamath, who delivered yet another sensational performance in collecting 15.5 wins. Sunny Bhatia rounded off the top five with 15 wins.

The equally tightly-contested Open Division had its fair share of twists and turns as well, with Kala Ganesh eventually coming out on top with 17 wins (plus a bye) at a spread of +1428 – she was Gibsonised with a round to go. Neeta Bhatia (17 wins, +880) and Vimisha Patel (16 wins, +568) finished second and third respectively.

Final standings – Premier Division

	Player	Wins	Spread
1	Aditya Iyengar	19	1366
2	Akshay Bhandarkar	19	1116
3	Sherwin Rodrigues	18	1446
4	Madhav Kamath	15.5	261
5	Sunny Bhatia	15	655
6	Sanjay Bijlani	14 (+1)	-136
7	Sanjoy Gupta	14	624
8	Varisht Hingorani	14	469
9	Manju Sood	14	-128
10	Hriday Samtani	12.5(+1)	546
11	Samrath Bhatia	12 (+1)	252
12	Sridhar Paidikondala	12 (+1)	-49
13	Sujana Somasekar	13	-258
14	Udayan Grover	11 (+1)	603
15	Anuj Shetty	11 (+1)	490
16	Ishika Shivalingaiah	11 (+1)	-162
17	Mangala Bhandarkar	12	-527
18	Rustom Deboo	11 (+1)	-575
19	Sudhir Kamath	10 (+1)	-115
20	Supriya Devnani	10 (+1)	-183
21	Amit Sood	10 (+1)	-213
22	Pankaj Bolaki	10 (+1)	-741
23	Rehet Bhatia	4 (+7)	-1296
24	Suchindra Potnis	9 (+1)	-473
25	Savio Rebello	8 (+2)	-976
26	Bhushan Pradhan	8 (+2)	-1029
27	V Ramachandran	8 (+1)	-967

High game: Sherwin Rodrigues, Aditya Iyengar 608
Bye treatment explained in brackets

Final standings – Open Division

	Player	Wins	Spread
1	Kala Ganesh	17 (+1)	1428
2	Neeta Bhatia	17	880
3	Vimisha Patel	16	568
4	Nikheel Ruparel	16	379
5	Archana Aggarwal	15	492
6	Swagat Nukala	15	164
7	Ritu Chadha	15	6
8	PC Jose	14.5	136
9	Sneha Thadhani	14	479
10	Abhijit Shilotri	14	-152
11	Brian D'Souza	13	146
12	Caryl Gonsalvez	13	89
13	Viji Ramachandran	12.5	282
14	Harvinderjit Bhatia	12.5	-331
15	Asha Kamath	12	107
16	Parvathy R	11	274

17	Aruna Grover	11	5
18	Srushti Gandhi	11	-403
19	Phil Paes	11	-499
20	Devansh Malpani	10	282
21	Ahana Goyal	9	-629
22	Mehjabeen P	7.5	-1134
23	Sonal Merchant	7	-920
24	Vishesh Bhatia	5 (+0.5)	-1649

High game: Aruna Grover 552
Bye treatment explained in brackets

KSSA Indian Open

with inputs from KSSA

As many as 102 participants gathered at the Mu Sigma campus in Bangalore between May 26th and 29th 2022 to compete in the Karnataka State Scrabble Association (KSSA) Indian Open Scrabble Championship. They came from across the country – from Guwahati to Vadodara, from New Delhi to Kochi, as well as from Australia, Singapore, the Netherlands, Bahrain and the UAE. The tournament featured four divisions – Open, Premier, Challenger and Enthusiast.



Aditya Iyengar (left) and Sherwin Rodrigues battle it out in the Open Division

The top division was the Open Division, which was open to all players though targeted at players with a SAI

rating of over 1250. The Open Division saw 30 players, with Sherwin Rodrigues taking the top honours with 25 wins from 33 games – he was Gibsonised with a round to spare. Singapore's Marlon Prudencio and newly-crowned national champion Aditya Iyengar rounded off the top three. A special mention must go to 16-year-old Pramit Rao from Mumbai, who was playing only his second tournament and logged 17 wins.



Sherwin Rodrigues (right), winner of the Open Division and Marlon Prudencio, runner-up, pose with their trophies

The Premier Division had 35 players – several of them having a rating below 850 yet choosing to play up – and was won by R. Nalini, who finished with 24 wins from 33 games, followed by Rajnikant Singh and Abid Hussain in second and third place respectively. The three-day Challenger Division, composed of players with a rating below 850, was clinched by Jyoti

Budhia, who won 17 of her 23 games. This division featured many players making their in-person tournament debuts. The one-day Enthusiast Division, featuring 15 newbie players and five rounds, was won by Mohit Goyal.



The young guns at the KSSA Indian Open

In an effort to encourage youth participation, the KSSA offered a 50% discount to players aged under 18. A private sponsor offered a similar discount to players aged over 65.



Age is no bar when it comes to Scrabble, as these spirited women show admirably

There were 15 cash prizes in the top two divisions, and 12 and five in the Challenger and Enthusiast divisions respectively. In addition, there were numerous band prizes, bonus prizes, and a cash award per bingo scored,

thus ensuring that a large number of people had an opportunity to win.

The KSSA Indian Open is currently the biggest tournament in India. With a prize purse exceeding INR 8,00,000, the tournament typically attracts players from around the globe. Despite the threat of another Covid wave on the horizon, there was an encouraging turnout of overseas players for this edition, which was initially slated to be held in January.



Games in progress in the Premier Division

The KSSA Indian Open was sponsored by Mu Sigma, with Indigo Music as the radio partner and Crimson Holidays as the travel partner.

Final standings – Open Division

	Player	Wins	Spread
1	Sherwin Rodrigues	25	2129
2	Marlon Prudencio	23	1419
3	Aditya Iyengar	22	1271
4	Udayan Grover	20	918
5	Samrath Bhatia	19	562
6	Mohan Chunkath	19	277
7	Madhav Kamath	18	692
8	Rahil Parkar	18	434
9	Sanjoy Gupta	18	250
10	Ishika Shivalingaiah	18	-189
11	Anuj Shetty	17	571
12	Irfan Siddiqui	17	143
13	Anand Buddhdev	17	96
14	Pramit Rao	17	76

15	Karen Richards	17	-262
16	Rajveer Rawlin	16	332
17	Ekansh Arora	16	33
18	Suyash Manchali	16	-818
19	Pankaj Bolaki	16	-981
20	Sudhir Kamath	15	253
21	Rajeev Menon	15	119
22	Shaik Ahmed	15	-457
23	Bhushan Pradhan	15	-793
24	Yash Potnis	14	-434
25	Rehet Bhatia	14	-1339
26	Rustom Deboo	13	-455
27	Mangala Bhandarkar	13	-708
28	Manju Sood	12	-638
29	Shubha S	12	-724
30	Sujana Somasekar	8	-1777

High game: Anuj Shetty 644

Final standings – Premier Division

	Player	Wins	Spread
1	R Nalini	24	1503
2	Rajnikant Singh	23	893
3	Abid Hussain	22	846
4	Archana Aggarwal	21	187
5	Sridhar Paidikondala	19	687
6	Kala Ganesh	19	637
7	Danish Shahna	18.5	-8
8	Nikheel Ruparel	18	755
9	Hemanth Achaya	17 (+1)	707
10	Savio Rebello	18	592
11	Jacky Fernandes	17 (+1)	238
12	Srikrishnan TK	17 (+1)	-191
13	Harsh Sood	17 (+1)	-303
14	Patrick Pereira	16 (+1)	641
15	Amogh Bhamerkar	17	532
16	Siddharth Nithyanand	13 (+4)	317
17	Asha Kamath	17	48
18	Hyder Quraishi	16 (+1)	-19
19	Viji Ramachandran	16 (+1)	-128
20	Vignesh S	15.5(+1)	71
21	Lennie D'Souza	15 (+1)	431
22	Vimisha Patel	15 (+1)	268
23	Swagat Nukala	15 (+1)	32
24	Neeta Bhatia	15 (+1)	-81
25	Arvind Lath	16	-521
26	Srushti Gandhi	14 (+1)	356
27	Ritu Chadha	13 (+2)	-395
28	Abhijit Shilotri	14 (+1)	-415
29	Shalini Sahdev	14 (+1)	-672
30	Harvinderjit Bhatia	14 (+1)	-1031
31	Abdul Waheed	14	-483

32	Collin Pereira	12 (+1)	-170
33	Aruna Grover	12 (+1)	-1958
34	Hema Shah	11 (+1)	-1821
35	Mayank Khandelwal	9 (+2)	-1272

High game: Hemanth Achaya 593

Bye treatment explained in brackets

Final standings – Challenger Division

	Player	Wins	Spread
1	Jyoti Budhia	17	1077
2	Sonal Merchant	16	846
3	Daiwik Bansal	16	844
4	Yuvraj Dighe	15	1070
5	Raman Viswanathan	15	922
6	Triambak Eashwar	14	1436
7	Samarth Manchali	14	1282
8	Ronilla Kataria	14	514
9	Tanmay Srivastava	14	261
10	Monica Agarwala	13	468
11	Mehjabeen P	13	51
12	Madhulekha B	11 (+1)	-642
13	Manisha Mohite	4 (+7)	-37
14	Mohamed Ghouse	10 (+1)	-185
15	Gaurika Chaudhari	9 (+1)	-339
16	Syed Ali Abbas	9 (+1)	-766
17	Suhaas Khandelwal	9	62
18	Susheela K	8 (+1)	-264
19	Arjun Muthanna	7 (+1)	-1531
20	Shanti Kalyan	6 (+1)	-926
21	Prema Chengappa	3 (+3)	-1275
22	Vyom Saraf	2 (+4)	-2868

High game: Triambak Eashwar 563

Bye treatment explained in brackets

Final standings – Enthusiast Division

	Player	Wins	Spread
1	Mohit Goyal	5	572
2	Meena Chinnappa	4	36
3	Sameer Manchali	4	63
4	Chandru Bolaki	3	378
5	Suguna Dandi	3	180
6	Tithi Wakhariya	3	110
7	Kumar TN	3	40
8	Charlene Rebello	3	-57
9	Sita Chari	2.5	-66
10	Philomena Pereira	2	130
11	Ritu Chhabria	2	-366
12	Syed Ali Hussain	2	-456
13	Hari Rajagopalan	1.5	-62

14	Kamala Ponnappa	1	-150
15	Anvita Kamath	1	-402

May Mania, Delhi

with inputs from Archana Aggarwal

A rated one-day tournament named May Mania was conducted on 14th May at the residence of Archana Aggarwal in Delhi. Pramit Kamath emerged as the winner after seven rounds.



Participants at the May Mania one-day tournament in Delhi

Alongside the rated tourney that featured 12 Scrabblers, a competition for budding enthusiasts, including a number of children from the Nature Roots programme, was also held. The children received valuable lessons in playing the game across the board and witnessing a rated tournament first-hand.



Kids from the Nature Roots programme are all eyes on the board at May Mania

Final standings – May Mania

	Player	Wins	Spread
1	Pramit Kamath	6 (+1)	730
2	Madhav Kamath	5	275
3	Archana Aggarwal	5	225
4	Sunny Bhatia	4	225
5	Neelanjana Bid	4	78
6	Marisha Sharma	3.5	-250
7	Sudhir Kamath	3	80
8	Shalini Sahdev	3	-136
9	Akshay Hiremath	2	2
10	Ruchi Arora	2 (+0)	-441
11	Shikha Garg	1.5 (+0)	-334
12	Anuradha Chagti	1 (+0)	-454

High game: Madhav Kamath 616

Bye treatment explained in brackets

Bangalore One-dayer

The KSSA held an unrated one-dayer at the Karnataka Badminton Association on 15th May. Sujana Somasekar won the eight-round tournament.

Final standings

	Player	Wins	Spread
1	Sujana Somasekar	7	521
2	Harsh Sood	6	275
3	Ishika Shivalingaiah	6	172
4	R Nalini	5	461
5	Anuj Shetty	5	401
6	Suyash Manchali	5	397
7	Nupur Sood	5	64
8	Pankaj Bolaki	4	459
9	Siddharth Nithyanand	4	291
10	Lennie D'Souza	4	67

11	Shubha S	4	-15
12	Saraswathi R	4	-242
13	Abhijit Shilotri	4	-308
14	Suchindra Potnis	3	-47
15	Abid Hussain	3	-150
16	Raman Viswanathan	3	-205
17	Rex D'Souza	3	-464
18	Monica Agarwala	2	-551
19	Samarth Manchali	2	-567
20	Titli Wakhariya	1	-559

Vandana Grover Memorial Invitational Tourney

Friends of late Vandana Grover, whom we lost on 7th May last year, came together for a friendly online tournament from 4th to 8th May in her memory. It was played on Woogles and featured six players playing ten games each in a double round-robin.

Final standings

	Player	Wins	Spread
1	Rustom Deboo	9	955
2	Sudhir Kamath	7	285
3	Ela Ghose	6	19
4	Shalini Sahdev	5	423
5	Akshay Hiremath	2	-910
6	Siddharth Nithyanand	1	-772

Upcoming Tournaments

Pune Club Scrabble Championship from 15th to 17th July at the Poona Club, Pune

IIT Bombay Scrabble Open from 6th to 7th August at IIT Bombay, Mumbai (Aneesh – 9100178487)

KSSA Independence Day Tournament from 14th to 15th August at KBA, Bangalore (Sujana – 9845221938)

Delhi Scrabble Tournament from 2nd to 4th September in Delhi (Sudhir – 9910444681)

WSL VIII from 7th to 9th October at The Bark, Lonavala (Neeta – 9821288502)

A summary of the WESPA Game Rules

Below are the important aspects of the World English-Language Scrabble Players Association (WESPA) Game Rules required to be followed in rated in-person tournaments. The full rules can be found at [wesparulesv4.pdf](#).

BEFORE STARTING: Records of previous games should be taped or clipped together. The non-starting player may choose the position of the timer.

ABSENT FROM THE TABLE: If you are absent, the Tournament Director may start your timer.

If you arrive with less than 15 minutes remaining, you MAY CHOOSE to play, or forfeit that game – meaning your opponent wins, with 100 points spread.

If you arrive after your time expires, you MUST forfeit the game.

STARTING GAME TIMER: Start your opponent's timer when they draw the first tile from the bag.

THE BAG: When tiles are drawn, the bag must be at eye level – look away from the bag. Your opponent must always be able to see the bag. Show an open hand before entering the bag.

Counting Tiles: You may put your hand into the bag to count the tiles remaining, unless your opponent is having their move and needs 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.

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

- (a) place the tiles on the board
- (b) announce the score for the turn
- (c) press the timer
- (d) record the score for the turn and the cumulative score in the normal space on their score sheet
- (e) draw replacement tiles
- (f) tile track (if desired)

When Bag is Empty: It is not compulsory to record move scores or cumulative scores (until game finishes).

Tile tracking out of order: If your opponent tile-tracks before drawing replacement tiles, you may ask the TD to allocate you additional time.

END OF TURN: You may change a move, 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 the blank.

Your turn finishes when you press the timer. If you forget to press the timer, and place your hand in the bag to get new tiles, your move is also over.

ACCEPTING A TURN: The opponent accepts the turn if he or she

neither calls 'hold' nor issues a challenge before the player removes a replacement tile from the bag.

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 removed the first replacement tile from the bag.

Tiles may not be drawn until the player has recorded the score.

FLASH-DRAWING is unethical! (Where the player fails to record scores 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 drawn.

HOLD: Once a player has pressed the timer, 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 a minute, 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 your opponent presses the timer before challenging. Once you stop your opponent's timer, you cannot withdraw a challenge.

If your opponent starts to take new tiles without pressing the timer, you may then 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 if these words are correctly typed, then hits the TAB key (if using Zyzzyva).

Words 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, incorrectly-played tiles returned to racks OR the move score re-announced.

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, then start your opponent's timer. Draw replacement tiles, and place on your rack. Then return discarded tiles to bag.

BLANKS: State which letter the blank represents, and write it down, preferably on the result slip. Do not pronounce the whole word.

OVERDRAWN TILES: 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.

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

Drawing out of order: No penalty applies, but it could be considered unethical if deliberate. (This usually happens because a player has tile-tracked out of order, i.e., broken the rules!)

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
- (c) enforcing the overdraw rule
- (d) calling the TD to resolve a problem

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, stop the timer (do not press it so that your opponent's timer is still running).

Your opponent must either accept the move by writing down the score, 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 by which the time limit was exceeded.

If you run 10 minutes overtime, your game is forfeited. Call the TD.

SCORES: Both players must record the score for each turn and the cumulative (total) score.

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 results sheet. After signing, no changes can be made without permission of the TD.

RECOUNTS: (rescoring each individual move) If the final margin is 20 points or less, either player may request a recount at the end of the game, before the result slip is signed. The entire game must be recounted. Timers remain off.

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!

Endgame Extra: The year of the tiger

With 2022 being the year of the tiger according to the Chinese zodiac, here is a look at a few useful tigerly stems:

TIGER?? (91)

AGISTER, AIGRETS, CIGARET,
ERGOTIC, FIGHTER, FIGTREE,
FREIGHT, FRIGATE, GAITERS,
GENITOR, GENTIER, GILBERT,
GIRTHED, GITTERN, GLISTER,
GLITTER, GOATIER, GOITERS,
GOITRED, GOITRES, GORIEST,
GOTHIER, GOUTIER, GRANITE,
GRATINE, GRIFTED, GRIFTER,
GRISTER, GRISTLE, GRITTED,

GRITTER, GRIVETS, GUERITE,
GUSTIER, GUTSIER, GUTTIER,
IGNITER, INGRATE, INTEGER,
LIGHTER, METRING, MIGRATE,
RAGTIME, REFIGHT, REGIFTS,
RELIGHT, RENTING, RESIGHT,
RESTING, RETTING, RETYING,
RIGHTED, RIGHTEN, RIGHTER,
RINGENT, RINGLET, SEAGIRT,
SIGHTER, STAGIER, STINGER,
STRIGAE, TAGGIER, TANGIER,
TEARING, TEERING, TERGITE,
TERMING, TERNING, THIGGER,
TIERING, TIGERLY, TIGGERS,
TIGHTER, TIGRESS, TIGRINE,
TINGLER, TIRAGES, TREEING,
TRIAGED, TRIAGES, TRIGGERED,
TRIGGER, TRINGLE, TRUEING,
TURGITE, TWIGGER, VERTIGO,
VERTING, VIRGATE, VITRAGE,
ZORGITE

TIGRESS? (14)

AGISTERS, GLISTERS, GORSIEST,
GRISTERS, GRISTLES, GRITLESS,
RESIGHTS, RESTINGS, SIGHTERS,
STINGERS, STRIGOSE, SURGIEST,
TRESSING, TRIGNESS

TIGERLY? (6)

GLITTERY, GREYLIST, GYROLITE,
LEGERITY, REGALITY, RINGLETY

FELINE? (5)

ENFILED, FEELING, FELINES,
FLEEING, OLEFINE

ROARING? (8)

ARMORING, ARROWING,
GARRISON, ORANGIER,
RANGIORA, RAZORING,
ROARINGS, ROARMING

A note to all players on fair play

Fair play is one of the key and non-negotiable aspects to the conduct of a successful tournament, and it is imperative for us as a community to safeguard the same.

A quick check with some players who have been on the circuit for several years made the SAI Managing Committee realise that there is limited awareness of the technical features of WESPA Scrabble rules.

To address this lacuna, we have put together this note for the benefit of players and organising committees alike to apprise them of their responsibilities in this regard – a focus on what does NOT constitute fair play.

WESPA has defined three levels under General Conduct that amount to unfair play – Cheating & Abusive Behaviour (Level 1 offence), Unethical Behaviour (Level 2 offence) and Poor Etiquette (Level 3 offence).

We are appending the Level 1 offences under Schedule 1 at the end of this note, which are the severest offences, and which every player ought to be aware of. One may go through the detailed list of all the levels and other rules at:

<https://www.wespa.org/wespa-rulesv4.pdf>.

The SAI Managing Committee has put together this note to outline players' responsibilities, to help create awareness and to invite their participation to both eliminate

unfair practices at tournaments and uphold the integrity of the game.

Players' Responsibilities:

While games between individuals are self-monitored, a key responsibility of a player is to call attention to any wrongdoing observed by them in the course of a tournament.

If you suspect a player of committing an act that seems inappropriate, you are required to bring it to the attention of:

(a) The player/s themselves if you feel it is something unintentional and may be easily rectified

(b) The Tournament Director

(c) The tournament organisers

Not reporting the act at all even though the suspicion may not be definitive and without proof, is subverting one's responsibility. The time to report it is ideally the moment it is observed, but it may also be done retrospectively at the end of the tourney if it strikes the observer as important and one that went unreported earlier.

The players witness to such an act can also report such suspicions after a tournament to any of the three representatives on the newly formed SAI Ethics Sub-Committee that comprises of Ela Ghose, Rajiv Antao and Udayan Grover.

Possible Action:

The tournament organisers and the TD in turn have the responsibility of passing on all reports including any notes of their own to the Ethics Sub-Committee, so that a history of such offences may be collated.

It is also to be noted that the TD has the discretion to take any action during a tournament that he/she deems fit upon a complaint, and his/her decision is final; this may even include direct eviction of an offending player from the tournament, and/or nullifying all games played by him/her based upon the gravity of the offence.

The Ethics Committee is empowered to take a decision based on the TD's reports and a history of past offences, and can decide on players' participation in future tournaments.

Affected parties would have the right to appeal against such a judgment, and SAI will follow an appeal procedure similar to that outlined by WESPA in the rules.

The list of incidents thus reported will be maintained by the Ethics Sub-Committee alone and will be kept confidential. There will be a separate list of suspected offenders, if any (of those participating in the event), which will be circulated to TDs and the primary representative of the organisers for extra vigilance at the tournament.

Schedule 1: Extract from WESPA Rules on Level 1 Offences

6.2.1 Definition of Cheating:

Any deliberate bad-faith violation of these Rules or the Standard Rules is an act of cheating. Cheating includes, but is not limited to:

- (a) collusion
- (b) concealing or palming tiles
- (c) knowingly announcing or accepting incorrect move scores or cumulative scores
- (d) knowingly misreporting game results
- (e) using marked tiles
- (f) looking inside the bag
- (g) using accomplices, objects or materials to obtain an unfair advantage
- (h) when a player knowingly misrepresents his or her start/reply record when self-balancing starts are in use

6.2.2 Suspected Cheating:

- (a) Players must avoid any personal action that might incur suspicion, and draw to the attention of their opponents any such action on their part
- (b) A player who believes that an act of cheating has occurred in his or her game should call the Tournament Director
- (c) A third party who witnesses an act of suspected cheating may not intervene directly, but must report

the incident to the Tournament Director

6.2.3 Definition of Abusive Behaviour:

Abusive behaviour includes, but is not limited to:

(a) making unauthorised physical contact with another player or a tournament official that intimidates, threatens or harms that person

(b) making a statement that intimidates, threatens or insults another player or a tournament official

(c) performing any other antisocial act that intimidates, threatens, insults or harms another player or a tournament official

Endgame Extra: A few stems from countries starting with B

BAHRAIN? (3)

BRAHMANI
BRANCHIA
HAIRBAND

BELIZE?? (8)

BREEZILY
EMBOLIZE
NEBULIZE
OBELIZED
OBELIZES
SEIZABLE
SIZEABLE
ZIBELINE

BENIN?? (18)

BEANING
BEGINNE
BEINING
BENDING
BENISON
BENNIES
BENZINE
BENZINS
BENZOIN
BIENNIA
BLINNED
BONNIER
BONNIES
BUNNIES
INBEING
NEBBING
PINBONE
UNBEING

BHUTAN?? (5)

AUTOBAHN
HUNTABLE
SUNBATHE
SUNBATHS
UNBATHED

BRAZIL?? (3)

BLIZZARD
BRAZILIN
PRIZABLE

BRUNEI? (8)

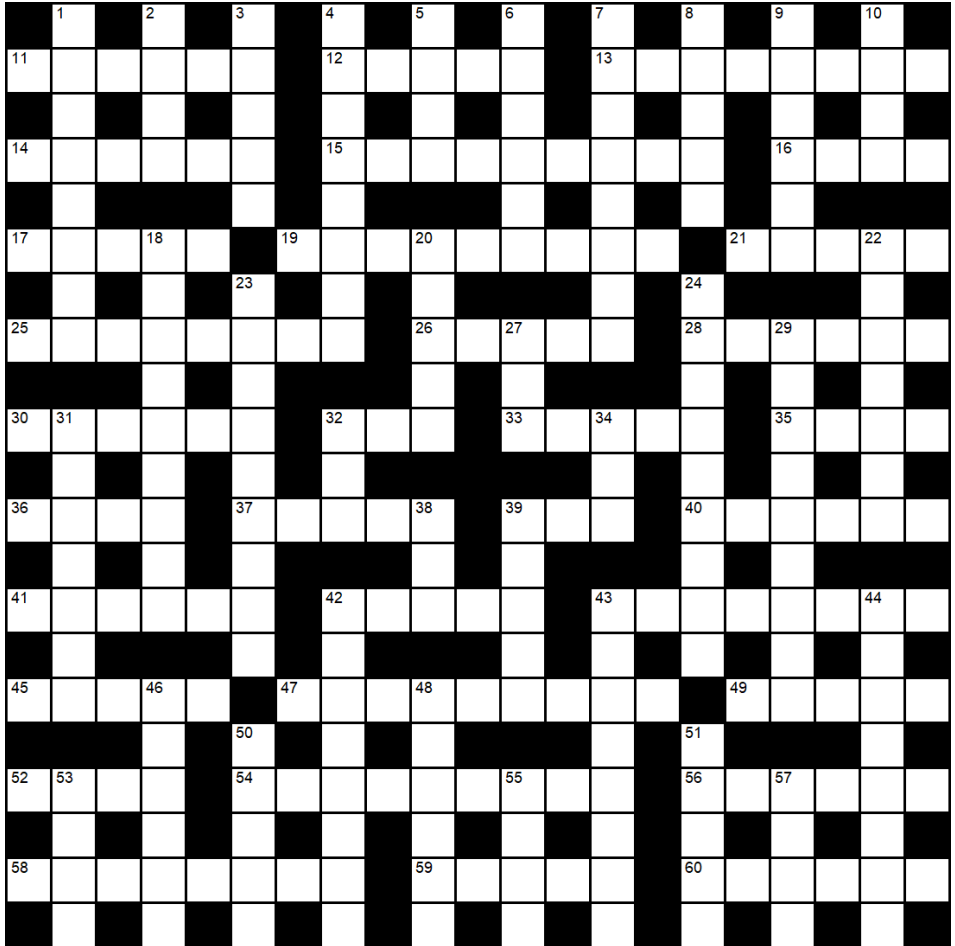
BRUCINE
BUNTIER
BURNIES
NUBBIER
RUBINES
SUBERIN
TRIBUNE
TURBINE

Puzzles and quizzes

SAI Crossword #006

by Mohan Chunkath

Each clue has one anagram that has to be entered into the grid



Across

- 11 ELUTES (6)
 12 MOXIE (5)
 13 TOEHOLDS (8)
 14 KEYEST (6)
 15 SCYTHEMAN (9)
 16 HOLT (4)
 17 RABIC (5)
 19 ACCLAIMER (9)
 21 GREET (5)
 25 TEACARTS (8)
 26 WONGI (5)
 28 OJIMES (6)
 30 UNKIND (6)
 32 MOR (3)
 33 KAIK (5)
 35 FAIN (4)
 36 EECH (4)
 37 BHAJI (5)
 39 ECH (3)
 40 EASING (6)
 41 FRICOT (6)
 42 HAUNT (5)
 43 HIDROTIC (8)
 45 SHIES (5)
 47 TRANSFUSE (9)
 49 COFFS (5)
 52 DODS (4)
 54 MACROBIAN (9)
 56 DARKLE (6)

58 OPENABLE (8)

59 SEBUM (5)

60 SHREDS (6)

Down

- 1 ARSENATE (8)
 2 RUST (4)
 3 THETE (5)
 4 EMPLOYES (8)
 5 CIDS (4)
 6 PLENTY (6)
 7 TAMPINGS (8)
 8 NOWTY (5)
 9 IGLOOS (6)
 10 PELT (4)
 18 SENTIENTS (9)
 20 MOOCH (5)
 22 DEIFIES (7)
 23 HORSEBACK (9)
 24 PRIMAEVAL (9)
 27 KIR (3)
 29 CATHINONE (9)
 31 OILCUPS (7)
 32 JAR (3)
 34 REI (3)
 38 HOB (3)
 39 SCUTE (5)
 42 UNDERFUR (8)
 43 TOASTING (8)
 44 INFIDELS (8)

46 AGNISE (6)

53 SADE (4)

48 MELENA (6)

55 BIAS (4)

50 CROGS (5)

57 ERNE (4)

51 SLUES (5)

Anagram quiz – Name the country

by Rustom Deboo

In this quiz, each clue is the meaning of a word valid in Scrabble, and each of these words has the name of a country as its anagram. The objective is to find the names of all ten countries. You can send in your answers to indianscrabble@gmail.com by 15th August 2022. One entry getting all answers right will win a cash prize of Rs. 500 in a lucky draw.

Congrats to Kala Ganesh for winning the lucky draw prize for the quiz featured in the March 2022 edition.

- | | |
|--------------------------------|--------------------------------|
| 1) Muscular weaknesses | 6) To inflame with mutual love |
| 2) Neat and trim in appearance | 7) A cardiovascular disease |
| 3) Pilfers | 8) Pertaining to rows |
| 4) Pertaining to tanagers | 9) More inclined to weep |
| 5) Royal rights and privileges | 10) Something comparable |



Find the best play

by Hriday Samtani

Find the best/highest-scoring play on offer in each of three board situations below:





3

Endgame Extra: Know the 75 seven-letter words containing two Ws

AWKWARD	QAWWALS	WAYWODE	WIGWAMS
AWLWORT	SWALLOW	WAYWORN	WILLOWS
BOWSAWS	SWOWNDS	WEBWORK	WILLOWY
BOWWOOD	SWOWNES	WEBWORM	WINDOWS
BOWWOWS	TOWAWAY	WEEWEED	WINDOWY
COWTOWN	WAIWODE	WEEWEES	WINDROW
DEWCLAW	WALKWAY	WELAWAY	WINDWAY
DOWNBOW	WALLOW	WERWOLF	WINGBOW
DOWNLOW	WARSAWS	WETWARE	WINNOWS
GEWGAWS	WARWOLF	WEYWARD	WIREWAY
KNOWHOW	WARWORK	WHENWES	WITWALL
KOWTOWS	WARWORN	WHEWING	WOADWAX
LOWBROW	WAWAING	WHIPSAW	WOIWODE
LOWDOWN	WAWLING	WHITLOW	WOODWAX
NEWMOWN	WAXWEED	WHITTAW	WOWFEST
PAWAWED	WAXWING	WHOWING	WOWSERS
PAWPAWS	WAXWORK	WIDOWED	WRAWLED
POWWOWS	WAXWORM	WIDOWER	WYSIWYG
QAWWALI	WAYWARD	WIGWAGS	

SAI round-up

The new SAI Managing Committee (MC) was elected by the SAI members on 23rd April 2022 for a two-year period. Following is the constitution of the Managing Committee:

Udayan Grover – President
 Vimisha Patel – Vice President
 Rustom Deboo – Secretary
 Harry Bhatia – Treasurer
 Ela Ghose – Joint Secretary
 Rajiv Antao – Executive Member
 Archana Aggarwal – Executive Member

- **SAI Mission and Vision**

The SAI Mission and Vision Statement has been released by the Managing Committee to provide clarity on what SAI as an association intends to achieve for the growth of the game and for the community. The statement can be found on page 19.

- **Note to players on fair play in tournaments**

With an aim to set out fair play norms to be followed in tournaments in a more concrete manner, the Committee, in line with the WESPA rules, has released a note to all players on fair play, stressing on the responsibilities of the players during tournaments, the mechanism to report any incident of unfair play to the Committee, and the possible action that

could be taken depending on the incident. The note can be found on page 31.

- **Tournament feedback forms**

Considering the need to understand the tournament expectations of players better, the Committee has introduced the concept of feedback forms that would be shared with all participants after every tournament starting from the upcoming Pune Club Scrabble Championship. The form would provide for rating various aspects of the tournament as gauged by the participants.

New members

The following members were welcomed into SAI in the last three months:

1. **Gaurika Chaudhari** (Mumbai) had never played Scrabble as a kid. She was introduced into the fantastic world of Scrabble when her son Karthikeyan represented his school in an inter-school tournament in 2018, and was awed by the intriguing melting pot of spelling, strategy and sport. This piqued her

interest, and following a nudge from Sheela Iyer, she got on the board. She intends to dabble in Scrabble for a long, long time.

2. **Aakriti Jhunjunwala**

(Kolkata) is an equity trader and investment consultant by profession. She was introduced to Scrabble by her grandmother when she was eight years old, and since then, she has always loved the game. She is looking forward to some great games in the future.

3. **Sonal Merchant** (Mumbai)

had been playing on Scrabble Go for a long time, where she was introduced to the Scrabble universe unbeknownst to her by Abhijit Shilotri. She decided to make her debut at the 2022 Nationals – till then, she had not played an in-person game in decades and never played a timed game. Buoyed by her first tournament, she played in the recent KSSA Indian Open. She believes she has found her tribe!

4. **Samarth Manchali** (Ban-

galore) is eight years old and studies in the fourth standard. He started playing a year ago, watching his mom and elder brother play. During

the lockdowns, he began playing online with his grandfather, and soon developed a habit of studying new words every day. His favourite word is STRAMASH (SAMARTH?), which is his Woogles handle. His first three-day tourney was the recent KSSA Indian Open, and he was delighted to finish seventh in the Challenger Division. He would like to play for India in the WESPA Youth Cup someday.

5. **Suguna Dandi** (Bangalore)

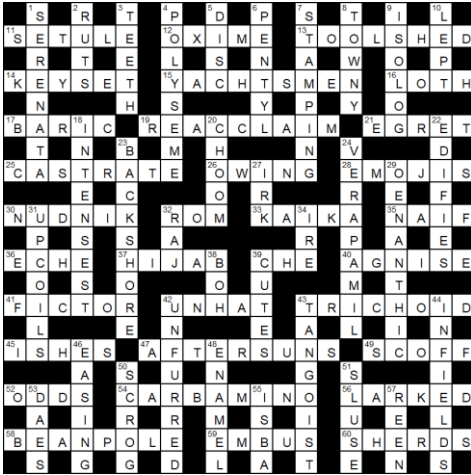
was introduced to Scrabble at the age of 11 by her childhood friend. She liked it so much that she borrowed the Scrabble set from her friend and made her own, using the hard bindings of notebooks! Seeing her interest, her dad bought her one for her next birthday. Later, due to being busy with various walks of life, Scrabble was pushed to the back of her mind. During the 2020 lockdowns, she came across the KSSA, which led her to discover tournament Scrabble. She made her tournament debut at the recent KSSA Indian Open.

6. **Kulkul Rahman** (Guwahati)

Solutions to puzzles and quizzes

SAI Crossword #006

2



Find the best play

1



Three best moves:

- L6 – (V)ENENAT(E)S – 76
- 3H – EAN – 20 (ENST)
- 14N – EN – 14 (AENST)

3



Three best moves:

- 12B – WONKERY – 110
- 12D – WONKY – 56 (ER)
- 3L – EWK – 41 (NORY)

Ratings

Below are the SAI top 60 (official) and top 15 (online) as on 30th June 2022. Please visit indianscrabble.com for full rankings.

Official ratings

	Name	Club	Rating	Games
1	Sherwin Rodrigues	MUM	1871	1622
2	Akshay Bhandarkar	OSI	1828	565
3	Eeshan Malhotra	MUM	1809	451
4	Goutham Jayaraman	OSI	1732	461
5	Aditya Iyengar	PUN	1711	580
6	Ralph Lobo	OSI	1695	218
7	Nakul Prabhu	MUM	1673	1526
8	Ranganathan Chakrav	CHN	1648	935
9	Mohan Chunkath	CHN	1611	1119
10	Udayan Grover	PUN	1593	1984
	Irfan Siddiqui	OS	1590	347
11	Charles Carneiro	OSI	1587	787
12	Nidhi Singhvi	OSI	1558	950
	Puneet Sharma	OS	1549	170
13	Mohsin Ahmed	BLR	1537	264
	Michael Tang	OS	1534	434
14	Samrath Singh Bhatia	MUM	1532	938
15	Varisht Hingorani	MUM	1530	1246
16	Sanjoy Gupta	BLR	1529	1343
17	Madhav Gopal Kamath	DEL	1513	605
18	Douglas Lobo	GOA	1510	1397
19	Rahil Parkar	MUM	1509	618
20	Sunny Bhatia	DEL	1488	1122
21	Pramit Rao	MUM	1480	58
22	Rajveer Rawlin	BLR	1479	527
23	A Krishnan	CHN	1464	513
24	Hriday Samtani	MUM	1440	601
25	Jose de Abreu	MUM	1426	931
26	Selwyn Lobo	OSI	1420	251
27	Vraj Jain	MUM	1391	593
28	Carolann Pais	MUM	1387	1592
29	Sanjay Bijlani	MUM	1383	559
30	Ishika Shivalingaiah	BLR	1382	321
31	Pankaj Bolaki	BLR	1364	305
32	Shaik Ahmed	HYD	1335	1776
33	Mangala Bhandarkar	PUN	1335	1571
34	Mehul Arora	DEL	1332	264
35	Anuj Shetty	BLR	1327	341
36	Pramit Kamath	DEL	1322	504
37	Manju Sood	BLR	1292	887
38	Rajeev Menon	HYD	1289	783
	Rohaina Tanveer	OS	1288	520
39	Amit Sood	PUN	1288	392
40	Sudhir Kamath	DEL	1281	1012
41	Yash Potnis	BLR	1276	562

	Name	Club	Rating	Games
42	Cecil Fernandes	OSI	1275	464
43	R Nalini	BLR	1244	909
	Supriya Devnani	OS	1242	106
44	Ekansh Arora	DEL	1232	193
45	Vedika Hingorani	MUM	1229	589
46	Abid Hussain	BLR	1226	309
47	Bhushan Pradhan	MUM	1221	1871
48	Suyash Manchali	BLR	1214	231
49	Sumeet Sachdev	MUM	1212	494
50	Rustom Deboo	MUM	1210	462
51	V Ramachandran	MUM	1189	1354
52	Neelam Agarwal	BLR	1186	306
53	Rehet Singh Bhatia	MUM	1185	915
54	Rajiv Antao	GOA	1183	993
55	Dipankar Chatterjee	BLR	1181	558
56	Sujana Somasekar	BLR	1165	432
57	Suchindra Potnis	BLR	1159	400
58	Rajnikant Singh	KOL	1155	231
59	Sridhar Paidikondala	HYD	1152	899
60	Shubha Shivashankar	BLR	1137	284

Online ratings

	Name	Club	Rating	Games
1	Rahil Parkar	MUM	2613	27
2	Udayan Grover	PUN	2516	80
3	Sanjoy Gupta	BLR	2455	51
4	Samrath Singh Bhatia	MUM	2361	70
	Brian Po	OS	2345	10
5	Madhav Gopal Kamath	DEL	2344	96
6	Sumeet Sachdev	MUM	2254	109
7	Pankaj Bolaki	BLR	2246	41
8	Amit Sood	PUN	2223	51
	Shaila Amalean	OS	2202	48
9	Sudhir Kamath	DEL	2196	36
10	R Nalini	BLR	2169	100
11	Ishika Shivalingaiah	BLR	2142	71
12	Rajveer Rawlin	BLR	2110	14
13	Bhushan Pradhan	MUM	2102	70
14	Shubha Shivashankar	BLR	2099	25
15	Sridhar Paidikondala	HYD	2089	55

Note that the online ratings are provisional and may not be indicative of true performance; ratings will stabilise only after several tournaments

BLR – Bangalore (KSSA)
 CHN – Chennai
 DEL – Delhi
 GOA – Goa
 GUJ – Gujarat (Vadodara)
 HYD – Hyderabad
 KOL – Kolkata
 MUM – Mumbai
 PUN – Pune
 OSI – Indian national residing overseas
 OS – Overseas foreign player (no rank)

Links to key Scrabble resources for improving and knowing more about your game

1. Stay updated with the latest in Indian Scrabble on the SAI website at <http://indianscrabble.com/>. You can also follow us on Facebook at <https://www.facebook.com/scrabbleindia/>
2. Find out all you need to know about global Scrabble on the WESPA website at <https://www.wespa.org/>
3. Play Scrabble online on Woogles at <https://woogles.io/> or at the Internet Scrabble Club at <https://www.isc.ro/>
4. Play Scrabble on the move on Scrabble Go at https://play.google.com/store/apps/details?id=com.pieyel.scrabble&hl=en_IN&gl=US
5. Check the validity of words with the Scrabble Word Checker at https://play.google.com/store/apps/details?id=com.pisanu.scrabblechecker&hl=en_IN&gl=US
6. Hone your word knowledge and keep your Scrabble skills sharp with word-study tools such as
 - (i) Scrabble Word Expert at <https://play.google.com/store/apps/details?id=com.pisanu.scrabbleexpert.free&hl=en&gl=US>,
 - (ii) Anagram Quizzer at https://play.google.com/store/apps/details?id=com.JGBBGGames.AnagramQuizzer&hl=en_IN&gl=US,
 - (iii) Zyzzyva at http://www.scrabbleplayers.org/w/NASPA_Zyzzyva:_The_Last_Word_in_Word_Study and
 - (iv) Aerolith at <https://www.aerolith.org/>
7. Simulate your games on Quackle at <http://people.csail.mit.edu/jasonkb/quackle/>
8. Check out the complete lists of valid two-letter words at <https://www.scrabble.org.au/words/twos-19.htm> and three-letter words at <https://scrabguys.home.blog/3lw/>

Note: The clickable links are embedded in the virtual edition of the magazine, which can be downloaded from the SAI website.



ENDGAME

Let us know your feedback

What did you like about this edition of Endgame? What would you like to see more of in future editions? Would you like to contribute content for the next edition? Do you have any suggestions for improvement? We await your valuable feedback and submissions, which you can send across to indianscrabble@gmail.com.

About SAI

The Scrabble Association of India (SAI) is the apex governing body for Scrabble players in India and oversees the organisation and conduct of several tournaments in the country. It maintains a tournament rating system for every SAI-rated tournament and accords a SAI rating to all its members. It is affiliated to the WESPA (World English-Language Scrabble Players Association), the global body that oversees the competitive English-language Scrabble scene throughout the world.

How to become a SAI member?

If you are a Scrabble enthusiast or know someone who is, we welcome you to join SAI. Becoming a SAI member is easy. All you need to do is visit the SAI website and apply for membership at indianscrabble.com/join-us/. You can either become a life member or an annual member. We invite Scrabble lovers of all ages to join us.

Contact us

For details about Indian Scrabble, you can visit our website at indianscrabble.com.

For general inquiries about anything related to Indian Scrabble and feedback and submissions for Endgame, you can reach out to us at indianscrabble@gmail.com.

You can also follow the Scrabble Association of India page on Facebook for updates.

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