

**Commander for a Day**

*Rules & Regulations*

1. Participants will compete in a head-to-head, single elimination tournament. Individual games in the first 3 rounds will last 20 minutes, but the championship game will last 30 minutes.
2. Rounds will be played on the following dates:

Round #1 – Thursday, September 18th

Round #2 – Tuesday, September 23rd

Round #3 – Wednesday, October 1st

Round #4 (The Championship) – Wednesday, October 8th

1. The standard *Scrabble* rules apply.
2. Everyone competing for the title of “Commander for a Day” must agree to all the rules and regulations (as stated in this document).
3. For the designated amount of time, the competitors will play *Scrabble*. Once the time has elapsed, whoever has won or whoever is winning, will be declared the winner. Each winner will then move on to the next round. *Please note: When the time elapses, whoever did not start the game will get one last play*.
4. First round matchups will be determined by random draw.
5. The winner of the championship game will be crowned “Commander for a Day”; the loser of the championship game will be labeled “Handmaid for a Day”. Subsequently, for the entire school day (Wednesday, December 17th), the Commander will order her Handmaid to do anything she wishes **(WITHIN REASON)**.
6. Any disputes will be ruled upon by Mr. Bain. Any and all decisions are final.