



## **Spelling Bee & Board Games Hangout Manual**

Aimee's Library & Recreational Centre invites all kids aged 7 - 13 or Grades 3 - 9 to participate in the upcoming Spelling Bee & Board Games Hangout.

The event themed "The Making of the Star" is set to celebrate the stardom of every child, whilst enabling them to hone their creativity and improve their cognitive skills.

These competitions are designed for the purpose of allowing participants to gain valuable experiences through the process of competition and evaluation. We will be exposing our participants to the spirit of sportsmanship, building in them the will to be better and teaching them to embrace continuous learning.

Thank you for your help and support in achieving this goal.



### **Registration**

Registration is open at [aimeeslibrary.com/competition](http://aimeeslibrary.com/competition) and will come to a close on Wednesday, July 31, 2019. Please follow all registration rules and entry deadlines. Due to scheduling and judging constraints, late registration entries may not be accepted.

### **Conduct Code**

The conduct of any participant or parent is expected to meet all reputable standards. Polite, courteous actions toward others evidencing respect are expected at all times. Patience, kindness, and good sportsmanship will be the rule.

### **Dress Code**

All participants are to adhere to the highest standards of decorum. Therefore, participants are expected to dress appropriately and modestly for all levels of competition. Dress code is any colour of T-shirt on Jean. Schools are welcome to have their participants represented in their school uniforms.

### **Competition Manuals**

Participants are to follow all of the guidelines as stated in this manual. There will be revisions from time to time in procedures and expectations. All coordinators, officials, and judges will be made aware of the manual that will be used for each competition. Manual is made available at [www.aimeeslibrary.com](http://www.aimeeslibrary.com)

### **Competition Rulings**

All SBBG competition coordinators, officials, and judges are aware of competition rules and regulations and are empowered to make decisions as needed. Any/all rulings or decisions made by coordinators, officials, or judges are final.

### **Schedule**

Aimee's Spelling Bee & Board Games Hangout 2019 will be taking place at Sheba Centre, 20 Mobolaji Bank Anthony Way, Maryland, Lagos. Prelimaries will hold on Thursday, 22nd August, 2019 by 8am prompt, while Finals will take place on Friday, 23rd August, 2019 by 9am prompt.

### **Awards - Spelling Bee and Board Games**

Trophies and Medals will be awarded to those who place first, second and third.

Cash prizes will be awarded to the participants in first, second and third place.

Gift Book Vouchers will be awarded to the participants in first, second and third place

Consolation prizes will be awarded other winners.



### **Questions**

If you have any questions about the competition, please contact [competitions@aimeeslibrary.com](mailto:competitions@aimeeslibrary.com) or call +234 813 786 0100.

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### **Spelling Bee Guidelines**

#### **Objective**

- To improve and advance the skills associated with good spelling habits.
- To enhance student development of poise and communication under pressure.
- To expand student vocabulary and encourage accurate word usage and pronunciation.
- To boost the spirit of sportsmanship, networking and continuous learning

#### **Description of Event**

Spelling bee will be held at Sheba Centre, 20 Mobolaji Bank Anthony Way, Maryland, Lagos.

Prior to the spelling bee competition, each participant is expected to have reviewed this manual and practiced the Word List published on [aimeeslibrary.com](http://aimeeslibrary.com).

Participants will compete against each other, based on age/grade levels (Junior Category: Ages 7-9/Grades 3-5; Senior Category: Ages 10-13/Grades 6-9) to determine the grade level winner.

Main Prizes and Medals are for 1st through 3rd winners across both categories, with consolation prizes for all other winners.

#### **Eligibility of Contestants**

This competition is designed for students in grades 3-9 or aged 7-13 who have pre-registered on [aimeeslibrary.com](http://aimeeslibrary.com) and have completed their registration fee payment of #3000.

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#### **Spelling Bee Event Procedure**

The official Dictionary to be used is the Oxford Advanced Learners Dictionary (9th Edition).



## **Officials**

Officiating the Spelling Bee will be the Jury, Pronouncers, Time keeper, and Moderator.

Officials' duties may be combined and all share responsibility for making decisions.

The Spelling Bee preliminaries will take place in four rounds. Two rounds each for the junior and senior categories.

If a word has two or more accepted spellings, only the spelling found on the official Dictionary - Oxford Advanced Learners Dictionary (9th Edition) will be accepted as correct.

Definitions of words, if requested by the participant, will be read from the official dictionary.

The Pronouncers may, upon request by the participant, give a fuller explanation of the meaning of the word to supplement the dictionary definition.

The Pronouncers may also give the part of speech, language of origin, and alternative pronunciations, if requested by the speller.

## **Spelling Procedure**

The Pronouncer will pronounce the word.

Do not **SAY** the word if you wish to ask for any helps.

The participant may ask for any pronunciation, meaning, part of speech, language of origin, alternate pronunciations, or for the word to be used in a sentence before saying the word and beginning to spell.

If a participant takes undue advantage of this rule (buys time), he/she will be advised by the Bee Master.

After asking for above mentioned helps, the participant is to follow the **SAY-SPELL-SAY** format:

**SAY** - pronounce the word before beginning to spell.

This is to ensure that the participant has heard the correct word. If the participant pronounces the word improperly, the Bee Master will continue to repeat the word until the participant properly repeats it.



**SPELL** - spell the word orally.

Look at the Bee Master when spelling the word.

Speak clearly and loudly. The officials' decision is final in determining the correctness of the spelling, which may be misunderstood if not spoken clearly.

Sound out each letter separately. This is especially important with consonants followed by "e" or words with double vowels.

Participants will not be allowed to write the word using pen/pencil before or while in the process of spelling it orally.

**SAY** - pronounce the word again after the word is spelled.

**If a participant spells the word correctly, however, fails to follow the SAY-SPELL-SAY format, he/she will be warned by the Bee Master. No participant will be eliminated for not following the SAY-SPELL-SAY format.**

### **Timing**

The participant shall have 30 seconds from the time the Bee Master provides the final help or he/she properly pronounces the word until he/she must begin spelling the word. If the participant does not begin spelling at the end of the 15 second period, he/she shall be reminded by the Bee Master, who will be informed by the Head Judge (Timekeeper).

Once the participant begins spelling the word, he/she will have 30 seconds to complete the spelling of the word.

### **Retracing**

Having started to spell a word, a participant may stop and start over, retracing the spelling from the beginning. However, in the retracing, there can be no change of letters and their sequence from those first pronounced.

If any letters and/or their sequence are changed in the respelling, the speller will be eliminated.

**Elimination** - the participant will be eliminated from the bee if the he/she commits any of the following:

- fails to start spelling within the allotted time limit or after being instructed.
- misspells the word.
- retraces while spelling and changes the letter order.
- fails to complete spelling within the allotted time limit.



When a participant is eliminated from the bee, the next word is given to the next participant until there are two participants remaining.

- When the participants are reduced to two, the elimination procedure changes.
- At that point, when one participant misspells a word, the other participant shall be given an opportunity to spell that same word.
- If the second participant spells that word correctly, plus the next word on the Bee Master's list, then the second participant shall be declared the champion of the Bee.
- If one of the last two participants misses and then the other, after correcting the error, misspells the new word submitted to him/her, the misspelled word shall be referred to the first participant.
- If the first participant then succeeds in correcting the error and correctly spells the next word on the Bee Master's list, then he/she shall be declared the champion.
- If both participants misspell the same word, both shall continue in the bee, and the one who first misspelled the word shall be given a new word to spell.
- The pattern will continue until one of the participants is declared the champion.



## **Chess Game Rules**

### **Basic rules**

Chess is a two-player game, where one player is assigned white pieces and the other black. Each player has 16 pieces to start the game: one king, one queen, two rooks, two bishops, two knights and eight pawns.

### **Aim of the game**

The object of the game is to capture the other player's king. This capture is never actually completed, but once a king is under attack and unable to avoid capture, it is said to be checkmated and the game is over.

### **Start of the game**

The game is started in the position shown below on a chess board consisting of 64 squares in an 8x8 grid. The White player moves first. Then each player takes a single turn. In fact, a player must move in turn. In other words a move cannot be skipped.

### **Playing the game**

A move consists of placing one piece on a different square, following the rules of movement for that piece.

A player can take an opponent's piece by moving one of his or her own pieces to the square that contains an opponent's piece. The opponent's piece is removed from the board and is out of play for the rest of the game.

### **Check**

If a King is threatened with capture, but has a means to escape, then it is said to be in check. A King cannot move into check, and if in check must move out of check immediately. There are three ways you may move out of check:

#### **Capture the checking piece**

Block the line of attack by placing one of your own pieces between the checking piece and the King. (Of course, a Knight cannot be blocked.)

Move the King away from check.

### **Checkmate**

The primary objective in chess is to checkmate your opponent's King. When a King cannot avoid capture then it is checkmated and the game is immediately over.



### **Stalemate**

The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game.

### **Time control**

A regular chess clock is used to limit the length of a game. These clocks count the time that each player separately takes for making his own moves. The rules are very simple, if you run out of time, you lose the game, and thus must budget your time.

### **Special moves**

#### **Castling**

If the necessary conditions are met, a king and rook can move simultaneously in a castling move. The conditions are as follows:

- The king that makes the castling move has not yet moved in the game.
- The rook that makes the castling move has not yet moved in the game.
- The king is not in check
- The king does not move over a square that could be attacked by an enemy piece; i.e., when castling, there may be no enemy piece that can move (diagonally, in the case of pawns) to a square that will be passed over by the king. In short, you cannot castle through check.
- The king does not move to a square that could be attacked by an enemy piece; i.e., you may not end the castling with the king in check.
- All squares between the rook and king before the castling move must be empty.
- When castling, the king moves two squares toward the rook, and the rook moves over the king to the next square; i.e., white's king on e1 and rook on a1 move to: king c1, rook d1 (long castling); white's king on e1 and rook on h1 move to: king g1, rook f1 (short castling). The move is similar for black.

#### **En Passant**

A pawn, attacking a square crossed by an opponent's pawn which has [just] been advanced two squares in one move from its original square, may capture this opponent's pawn as though the latter had been moved only one square. This capture may only be made in [immediate] reply to such an advance, and is called an "en passant" capture.



### **Pawn promotion**

On reaching the last rank, a pawn must immediately be exchanged, as part of the same move, for [either] a queen, a rook, a bishop, or a knight, of the same colour as the pawn, at the player's choice and without taking into account the other pieces still remaining on the chessboard. The effect of the promoted piece is immediate and permanent!

### **End of the game**

#### **Winning**

The game is won by the player

- who has checkmated his opponent's king.
- whose opponent declares he resigns.

#### **Draw**

The game is drawn when the king of the player who has the move is not in check, and this player cannot make any legal move. The player's king is then said to be "stalemated". This immediately ends the game.

The game is drawn upon agreement between the two players.

The game is drawn when one of the following endings arises:

- king against king;
- king against king with only bishop or knight;
- king and bishop against king and bishop, with both bishops on diagonals of the same colour.

The player to move can claim a draw if

- the same position with the same player to move is repeated three times in the game
- there have been 50 consecutive moves of white and of black without
- any piece taken
- any pawn move

#### **Losing**

The game is lost by a player who has not completed the prescribed number of moves in the allotted time, unless his opponent has only the king remaining, in which case the game is drawn.



## **Scrabble Rules - Scrabble Official Rules**

The object when playing is to score more points than other players. As words are placed on the game board, points are collected and each letter that is used in the game will have a different point value. The main strategy is to play words that have the highest possible score based on the combination of letters.

### **The Scrabble Board**

A standard Scrabble board will consist of cells that are located in a large square grid. The board offers 15 cells high and 15 cells wide. The tiles used on the game will fit in each cell on the board.

### **Scrabble Tiles**

There are 100 tiles that are used in the game and 98 of them will contain letters and point values. There are 2 blank tiles that can be used as wild tiles to take the place of any letter. When a blank is played, it will remain in the game as the letter it substituted for.

Different letters in the game will have various point values and this will depend on how rare the letter is and how difficult it may be to lay that letter. Blank tiles will have no point values.

### **Tile Values**

Below are the point values for each letter that is used in a Scrabble game.

0 Points - Blank tile.

1 Point - A, E, I, L, N, O, R, S, T and U.

2 Points - D and G.

3 Points - B, C, M and P.

4 Points - F, H, V, W and Y.



5 Points - K.

8 Points - J and X.

10 Points - Q and Z.

### **Extra Point Values**

When looking at the board, players will see that some squares offer multipliers. Should a tile be placed on these squares, the value of the tile will be multiplied by 2x or 3x. Some squares will also multiply the total value of the word and not just the single point value of one tile.

**Double Letter Scores** - The light blue cells in the board are isolated and when these are used, they will double the value of the tile placed on that square.

**Triple Letter Score** - The dark blue cell in the board will be worth triple the amount, so any tile placed here will earn more points.

**Double Word Score** - When a cell is light red in colour, it is a double word cell and these run diagonally on the board, towards the four corners. When a word is placed on these squares, the entire value of the word will be doubled.

**Triple Word Score** - The dark red square is where the high points can be earned as this will triple the word score. Placing any word on these squares will boost points drastically. These are found on all four sides of the board and are equidistant from the corners.

**One Single Use** - When using the extra point squares on the board, they can only be used one time. If a player places a word here, it cannot be used as a multiplier by placing another word on the same square.

### **Starting the Game**

Without looking at any of the tiles in the bag, players will take one tile. The player that has the letter that is closest to "A" will begin the game. A blank tile will win the start of the game. The tiles are then replaced to the bag and used in the remainder of the game.

Every player will start their turn by drawing seven tiles from the Scrabble bag. There are three options during any turn. The player can place a word, they can exchange tiles for new tiles or they can choose to pass. In most cases, players will try to place a word as the other two options will result in no score.



When a player chooses to exchange tiles, they can choose to exchange one or all of the tiles they currently hold. After tiles are exchanged, the turn is over and players will have to wait until their next turn to place a word on the board.

Players can choose to pass at any time. They will forfeit that turn and hope to be able to play the next time. If any player passes two times in a row, the game will end and the one with the highest score will win.

### **The First Word Score**

When the game begins, the first player will place their word on the star spin in the centre of the board. The star is a double square and will offer a double word score. All players following will build their words off of this word, extending the game to other squares on the board.

Play continues in a clockwise direction around the Scrabble board.

### **Replacing Scrabble Tiles**

Once tiles are played on the board, players will draw new tiles to replace those. Players will always have seven tiles during the game. Drawing tiles is always done without looking into the bag so that the letters are always unknown.

### **The Fifty Point Bonus**

Exciting rewards can come when players use all seven tiles to create a word on the board. When this happens, players will receive a 50 point bonus, in addition to the value of the word. If the game is near the end and players are not holding seven tiles, they do not get the bonus for using all of their tiles. This is only collected for seven letter words placed.

### **The End of a Scrabble Game**

Once all tiles are gone from the bag and a single player has placed all of their tiles, the game will end and the player with the highest score wins.



### **Tallying Scrabble Scores**

When the game ends, each player will count all points that are remaining on their tiles that have not been played. This amount will be deducted from the final score.

An added bonus is awarded to the player that ended the game and has no remaining tiles. The tile values of all remaining players will be added to the score of the player who is out of tiles to produce the final score for the game.

The Scrabble player with the highest score after all final scores are tallied wins.

### **Accepted Scrabble Words**

Any word that is found in a standard English dictionary can be used in the game of Scrabble. There are also Official Scrabble Dictionaries that can be used for more word options.

There are some words that are not allowed to be played and these include suffixes, prefixes and abbreviations. Any word that requires the use of a hyphen or apostrophe cannot be played in the game. Any word that required the use of a capital letter is not allowed.

When playing an English version of the game, foreign words are not allowed to be placed on the board. However, if the foreign word does appear in a standard English dictionary, it is allowed. The reason for this is due to the fact that the word is spoken enough and is considered part of the English language.



## theBETTERchild Sex Education Game - SmartKids Board

### Objectives of the game

- ✚ To create a family bonding time.
- ✚ To teach children ways to protect themselves from sexual predators.

### Instruction

- ✚ Roll the die to move.
- ✚ Follow the number on the board for move.
- ✚ Move your piece to the right square; players caught cheating will miss a turn.
- ✚ Mark your position with your playing piece.
- ✚ Pick a card from the question card if you land on a "pick a card" square.
- ✚ Answer the question correctly to remain on the square you landed on.
- ✚ Miss the question and go back to where you were.
- ✚ Obey the instruction, if you land on any square with the sexual predator symbol(s). Check the board for the instruction and the predator card for life lessons.
- ✚ The first player to reach the **FINISH** square is the winner.
- ✚ If another player queries your answer and wins, he will count the number you rolled to land on the pick a card square while you go back to where you were.

### Only one move:

If you land on a square that has a predator symbol (Black pentagon) and you are asked to "Go back two spaces", go back two spaces and stay put. If you land on a "Pick card square" by moving back two spaces, stay put. The action that affects you is what moved you there. You can remain there till it's your turn to roll again.

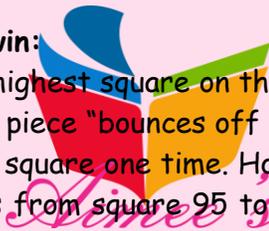
### Decide who goes first:

- ✚ The game can begin by players rolling clockwise or anti-clockwise.

### Take an extra turn if you roll a six:

- ✚ If you roll a six, then you get an extra turn. First, move your piece forward six squares and then roll the die again (when you land on an instruction square ignore, if you're still rolling six).

**Land exactly on the last square to win:**



- ✚ The first person to reach the highest square on the board (**FINISH**) wins but there's a twist! If you roll too high, your piece "bounces off the **FINISH** square" and moves back - You only bounce off **FINISH** square one time. However, you will not move beyond the **SAFE ZONE**. The safe zone is from square 95 to 100 - the area is clearly marked on the board. You can only win by rolling the exact number needed to land on the last square.

**theBETTERchild Sex Education Quiz Game (TBC-SEQ- G)**

- ✚ Cards can be used to play the theBETTERchild Sex Education Quiz Game (**TBC-SEQ-G**); which entails **shuffling the question cards, picking questions and answering them.**
- ✚ The **Sex Education Quiz Game** can be played by two or more players.

*You can start theBETTERchild Sex Education Club (TBC-SEC) in your school or where you live. Contact theBETTERman @be\_theBETTERman on Instagram for details.*

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**General Procedures**

**Caution**

- ✚ **No talking** will be allowed among participants or between participants and members of the audience.
- ✚ If a participant receives assistance from anyone in the audience, he/she will be immediately disqualified.
- ✚ The audience is also requested to remain seated until a break is offered in order to avoid confusion for the participants.