

## 2.0

TECHNICAL

## 2.1 GENERAL GUIDELINES

The general “Technical Guidelines” that would govern the NSF Inter-Club Scrabble Challenge for 2022 are detailed in **Table 1** below:

**Table: 1** **MODALITIES/RULES - GENERAL**

S/ N	ITEM	DETAILS
1.	ELIGIBILITY	<p><b>Club</b> All Scrabble Clubs that are duly Registered with NSF for the 2022 Scrabble playing Season after fulfilling all necessary registration requirements.</p> <p><b>Player</b> All Players Licensed (<i>through the Clubs which they belong</i>) with NSF for the 2022 Scrabble playing Season</p>
2.	CLUB/TEAM PARTICIPATION	Every registered Scrabble Club shall enter a minimum of <b>1 Team</b> and a Maximum of <b>3 Teams</b> (depending on the size of its Licensed members) as representatives of the Club.
3.	TEAM COMPOSITION	<ul style="list-style-type: none"> <li>Each Team shall be composed of <b>7 No.</b> Players only!</li> <li><b>Only 5 members of a Team can play in any one match.</b></li> </ul>
4.	TEAM REGISTRATION	<p>Entry Registration fee is <b>₦20,000.0</b> per Team!</p> <ul style="list-style-type: none"> <li>➤ A Club which enters the Maximum number of Teams allowed (<b>3No.</b>) shall make a Registration payment of <b>₦60,000.0</b>, only (i.e. <b>₦20,000.0</b> x 3 Teams),</li> <li>➤ A Club which enters Two (<b>2No.</b>) Teams shall make a Registration payment of <b>₦40,000.0</b>, only (i.e. <b>₦20,000.0</b> x 2 Teams),</li> <li>➤ A Club which only enters a <b>Mandatory</b> Single Team (<b>1No.</b>) shall make a payment of <b>₦20,000.0</b>, only (i.e. <b>₦20,000.0</b> x 1 Team).</li> </ul> <p><b>Note: All payments for registration by Clubs in Lieu of Teams Participation in the NSF National Inter-Club Challenge shall be made directly to the Scrabble Federation's official Bank Account.</b></p>
5.	MATCH FORMATS	<ol style="list-style-type: none"> <li>Matches shall be played on a home and away bases (see Section 2.2: <b>Table 2 – Modalities/Rules - Specific</b>),</li> <li>Each player in one Team will play the five players of the Opposing Team, respectively, to complete one leg of a Home/Away Match (see Section 2.2: <b>Table 2 – Modalities/Rules - Specific</b>)</li> </ol>
6.	SCORING	<ol style="list-style-type: none"> <li>For a win to occur; a Team must win more games than the opposing Team per round (i.e. <b>5 – 0, 4 – 1 or 3 – 2</b>),</li> <li>In the event of a draw (i.e. <b>2.5 – 2.5</b>) the Team with the higher Cumulative difference wins the Round,</li> <li>The Agglomerated scores of games played by all players of a Team in each round shall count for: <ul style="list-style-type: none"> <li><b>1 point</b> in the event of a <b>Win</b></li> <li><b>0.5 point</b> in the event of a <b>Draw</b> (highly unlikely but possible)</li> <li><b>0 point</b> in the event of a <b>Loss</b>.</li> </ul> </li> </ol>

## NSF Inter-Club Scrabble Challenge – 2022

7.	STRUCTURE	<p>The Structure for the NSF Inter-Club Scrabble Challenge for 2022 shall take the form as highlighted below:</p> <p>Stage 1 – <b>State Qualifiers (2No. Slots):</b> All Teams Registered by various Clubs within a State shall contest to stake a claim to the 2 Slots available to the State.</p> <p>Stage 2 – <b>Sub-Zonal Groupings Qualifiers (2No. Slots):</b> The 2No. Teams which emerge from each State shall contest among themselves at a Sub-Zonal Level to stake a claim to the 2 Slots available to the Sub-Zone, depending on which grouping a state falls (See <b>Table 4 – Club/Team Groupings</b>).</p> <p>Stage 3 – <b>Zonal Qualifiers (2No. Slots):</b> The 2No. Teams which emerge from each Sub-Zonal group shall contest among themselves at the Zonal Level under the respective Zones which the fall to stake a claim to the 2 Slots available to the respective Zones (See <b>Table 4 - Club/Team Groupings</b>).</p> <p>Stage 4 – <b>GRAND FINALE</b> The 2No. Teams which emerge as qualifiers from their respective Zones (i.e. 6No. Zones = <b>12 Teams</b>) shall converge at a common venue (to be determined and communicated by the NSF Board) to compete for the ultimate prize of “<b>National Scrabble Club Champion!!</b>” for the year, 2022.</p>
8.	FIXTURES, DRAWS & MATCH SCHEDULES	<ol style="list-style-type: none"> <li>1. All <b>Fixtures</b> and <b>Draws</b> guiding the Inter-Club Scrabble Challenge for all matches from <b>Stage 1 (State Qualifiers)</b>, <b>Stage 2 (Sub-Zonal Qualifiers)</b>, <b>Stage 3 (Zonal Qualifiers)</b> right through to <b>Stage 4 (the “Grand Finale”)</b> shall be Coordinated by <b>designated Certified Tournament Director/s</b> and the <b>National Technical Director</b>.</li> <li>2. Fixing of Match Day Schedules <b>shall</b> involve concerned Team captains to ensure harmonization of all dates. <ol style="list-style-type: none"> <li>i. Once dates have been established and agreed upon, the dates shall be communicated to the National Technical Director (through the Designate Certified Tournament Director) for Documentation,</li> <li>ii. The Established/Agreed dates shall be <b>sacrosanct</b> and <b>binding!</b></li> <li>iii. Failure by a Team to honour such dates as established shall result in forfeiture of the match (except a very cogent and acceptable reason is given).</li> <li>iv. However, Match dates can be changed as long as the following conditions are satisfied: <ul style="list-style-type: none"> <li>• The proposed new date/s must falls within the time frame for which a particular Stage must be completed, as set out in the General Tournament Schedule (see <b>Table XYZ</b>).</li> </ul> </li> </ol> <p><i>(Note: This Caveat applies only to <b>Phases 1 &amp; 2</b> of the Qualifiers).</i></p> <ul style="list-style-type: none"> <li>• The change in date/s <b>must</b> be with the mutual consent/agreement of concerned Team captains,</li> <li>• The Change in date/s are communicated to the National Technical Director (through the Designate Certified Tournament Director) for Documentation.</li> </ul> </li> </ol>
9.	RESULTS & RATINGS	<p><b><u>Match Results</u></b> Results of <b>ALL</b> Matches would be posted on the official Internet Website (<a href="mailto:scanplayers@yahoogroups.com">scanplayers@yahoogroups.com</a>) and other NSF recognized WhatsApp Scrabble Platforms.</p>

## NSF Inter-Club Scrabble Challenge – 2022

		<p>Designated Tournament Directors are to send the Results/Match Reports to the National Technical Director not later than <b>72 hours</b> after completion of a Match.</p> <p><b>Ratings</b>  <b>ALL</b> Matches <b>shall be rated</b> in accordance with established NSF Policy on Tournament Ratings.</p> <p>Designated Tournament Directors are to send the Tournament Files (<b>Tou.file</b>) of respective matches (<b>in the correct format</b>) to the <b>Chief Ratings Officer</b> (with the National Technical Director in the copy) for necessary action.</p>
10.	PRIZES/INCENTIVES	<ol style="list-style-type: none"> <li>1. The overall Champion of the Inter-Club Scrabble Challenge for 2022 will win a minimum of <b>N1, 000, 000.0</b> and a returnable giant trophy.</li> <li>2. Befitting Cash prizes would also be given to the first and second placed runner-ups,</li> <li>3. Accommodation will be provided for participating clubs at the “Grand Finale”.</li> <li>4. Transport Subsidy shall also be provided to all participating clubs that have qualified to participate in the “Grand Finale”.</li> </ol>
11.	ARBITRATION	<ol style="list-style-type: none"> <li>1. The State Secretariat is the first arbiter in cases of issues/disputes concerning Clubs/Teams within a State (Intra – State).</li> <li>2. The Local Organizing Committee (<b>LOC</b>) will arbitrate on issues/disputes that may arise during the Sub-Zonal/ Zonal Qualifiers (The LOC Comprises of State Chairmen and is chaired by the Zonal Coordinator of the Zone).</li> <li>3. The “Main Organizing Committee” (<b>MOC</b>) which is as constituted by the NSF Board shall be the Final Arbiter in all disputes.</li> <li>4. The Submission of the MOC on any issue <b>is FINAL!</b></li> <li>5. Clubs that are not satisfied with arbitrations at the State or Zonal Levels may escalate their grievance/s to the MOC. However it must be noted that Frivolous grievances <b>shall not</b> be entertained by the MOC.</li> <li>6. All grievances/disputes at all levels of the Tournament (from the first Arbiter through to the MOC) must be submitted and resolved before the end of a particular Stage of the Tournament, as the set-out Tournament Time-Table <b>will not be adjusted</b> to accommodate unresolved disputes.</li> </ol>
12.	GAME RULES	All Current <b>WESPA &amp; NSF</b> Rules/ Guidelines will apply during the Qualifiers/Grand Finale, except otherwise stated.
13.	DICTIONARY	<b>Collins Scrabble Words (CSW) 2021</b> - Updated.
14.	TIME ALLOTMENT	<p><u><b>Stages 1 &amp; 2 (State &amp; Sub-Zonal Groupings Qualifiers)</b></u>  20 minutes will be allotted each player per Game/Round for Stages 1 &amp; 2.</p> <p><u><b>Stages 3 &amp; 4 (Zonal Qualifiers &amp; Grand Finale)</b></u>  <b>25 minutes</b> will be allotted each player per Game/Round for Stages 3 &amp; 4.</p>

### 2.2 SPECIFIC GUIDELINES

Aside from the General Guidelines (as highlighted in 2.1 above) which will apply throughout the Inter-Club Scrabble Challenge for 2022, Specific Technical Guidelines as regards Play Formats, Draws and Fixtures are as detailed in **Tables 2** below.

# NSF Inter-Club Scrabble Challenge – 2022

**Table: 2**

## MODALITIES/ RULES - SPECIFIC

S/N	ITEM	DETAILS				
1.	PLAY FORMAT	All “Match Day” games between any two Teams (i.e. Team A vs Team B) shall be played in the format as indicated below: <b>Match Day Play Format</b>				
		Pairings				
		Round 1	Round 2	Round 3	Round 4	Round 5
		A 1 vs B 5	A 1 vs B 4	A 1 vs B 3	A 1 vs B 2	A 1 vs B 1
		A 2 vs B 4	A 2 vs B 3	A 2 vs B 2	A 2 vs B 1	A 2 vs B 5
		A 3 vs B 3	A 3 vs B 2	A 3 vs B 1	A 3 vs B 5	A 3 vs B 4
		A 4 vs B 2	A 4 vs B 1	A 4 vs B 5	A 4 vs B 4	A 4 vs B 3
		A 5 vs B 1	A 5 vs B 5	A 5 vs B 4	A 5 vs B 3	A 5 vs B 2
2.	PLAYER NUMBER	For each Matchup between two Teams, the following “Player numbering Protocol” shall be followed before the start of the match:  1. Every player of each Team who would be playing in a particular match shall be assigned a “ <b>Player Number</b> ” from 1 – 5, before the start of the Match.  2. Team Captains shall submit the Player Numbers, as allotted to the designated Tournament Director of the Match for records and subsequent application to the pre-established Match Day Play Format (see Item 1 above – <b>Play Format</b> ).  3. Once Games Commence, every Player maintains his/her Player Number throughout the duration of the Match (Player Numbers <b>CANNOT</b> be changed mid-match!).				
3.	PLAYER SUBSTITUTION	Each Matchup is “ <b>Independent</b> ” and Player Substitutions can only be made after the completion of a particular Matchup for a given fixture.  In view of the above, Player Substitutions for Matchups {especially for “ <b>Home and Away</b> ” Fixtures (See Table 2.3 - ) on a given Match Day } shall take the form as detailed below:  1. At the completion of a given match, Clubs/Teams are eligible to make Player Substitutions for the next match under the following conditions, i.e.: i. <b>Home and Away Matches:</b> After the completion of a <b>Home</b> match, both teams are eligible to make Player Substitutions for the <b>Away</b> Match, ii. <b>Elimination Draws:</b> After the completion of a matchup for a given <b>Draw</b> (i.e. Knockout or Round Robin). See Table 4 - <b>Guideline to Draws</b> .  2. Maximum number of Player substitutions allowed per match is two (2No.) and the replacement players would be drawn from the reserve player Registered with the Team.  3. The “ <b>Player Numbering Protocol</b> ” will then be applied for the new Matchup (See Item 2 above – <b>Player Numbering</b> ).				

### 2.3 GUIDELINES TO DRAWS

For the purpose of the Inter-Club Scrabble Challenge for 2022, the underlining principle of “Elimination” would be applied at every Stage of the Competition. However Match Day DRAWS would take the form as detailed in **Table 3** below:

Table: 3

GUIDELINES TO DRAWS

S/N	ITEM	DETAILS
1.	DIRECT KNOCKOUT	Teams Paired in <b>twos</b> through random draws, whereby after the completion of a Match Day Fixture (i.e. <b>Home</b> and <b>Away</b> Matchups or a <b>Single</b> Matchup), the Team with the Superior Result (see Table 1, Item 6 - <b>Scoring</b> ) proceeds to the next stage while the Team with the Inferior result is eliminated.
2.	GROUPED ELIMINATION	Teams grouped in pools of <b>Three</b> (through random draws - if there is a sizeable number of Teams participating), whereby after the completion of Match Day Fixtures on a <b>Round Robin</b> bases (these may involve <b>Home</b> and <b>Away</b> Matchups or <b>Single</b> Matchups, depending on the Stage of the Tournament), the Team/s with the Superior Result (see Table 1, Item 6 - <b>Scoring</b> ) proceeds to the next stage while the Team/s with the Inferior result is/are eliminated.
3.	ABBREVIATIONS	<p>The Under-Listed Abbreviations shall guide understanding of the various Draw Scenarios (as highlighted in Item 4 below):</p> <ul style="list-style-type: none"> <li>○ <b>N/A</b> – Not Applicable</li> <li>○ <b>R R<sub>1</sub></b> – Round Robin (One Team to qualify from the Pool)</li> <li>○ <b>R R<sub>2</sub></b> – Round Robin (Two Teams to qualify from the Pool)</li> <li>○ <b>H &amp; A</b> – Home and Away</li> <li>○ <b>S M</b> – Single Matchup</li> <li>○ <b>K/O</b> – Knock Out</li> </ul>
DRAWS		

# NSF Inter-Club Scrabble Challenge – 2022

## Stage 1:

## State Qualifiers

1.	SCENARIOS	Scenario	No. of Clubs	No. of Teams	Draw 1	Draw 2	Draw 3	Outcome
		1	1	1	N/A	N/A	N/A	Automatic qualification to next stage.
		2	1	2	N/A	N/A	N/A	Automatic qualification to next stage.
		3	1	3	<u>RR<sub>2</sub> (S M)</u> 1. (A vs B) 2. (C vs A) 3. (B vs C)	N/A	N/A	Two Teams to qualify to next stage.
		4	2	4	<u>H &amp; A (K/O)</u> 1. (A vs B) 2. (C vs D)	N/A	N/A	Two Teams to qualify to next stage.
		5	2	5	<u>Group 1 - RR<sub>1</sub> (S M)</u> 1. (A vs B) 2. (C vs A) 3. (B vs C) & <u>Group 2 - H &amp; A (K/O)</u> 1. (D vs E)	N/A	N/A	Two Teams to qualify to next stage.
		6	2	6	<u>Group 1 - RR<sub>1</sub> (S M)</u> 1. (A vs B) 2. (C vs A) 3. (B vs C) & <u>Group 2 - RR<sub>1</sub> (S M)</u> 1. (D vs E) 2. (F vs D) 3. (E vs F)	N/A	N/A	Two Teams to qualify to next stage.
	SCE- NAR IOS	7	3	7	<u>Group 1 - RR<sub>2</sub> (S M)</u> 1. (A vs B) 2. (C vs A) 3. (B vs C)	<u>Group 1 - H &amp; A (K/O)</u> 1. (A vs B)	N/A	Two Teams to qualify to next stage.

## NSF Inter-Club Scrabble Challenge – 2022

				& <b>Group 2 - H &amp; A (K/O)</b> 1. (D vs E) } 1 Team & <b>Group 3 - H &amp; A (K/O)</b> 1. (F vs G) } 1 Team	} 1 Team <b>Group 2 - H &amp; A (K/O)</b> 1. (C vs D)		
	8	3	8	<b>Group 1 - R R<sub>1</sub> (S M)</b> 1. (A vs B) } 2. (C vs A) } 1 Team 3. (B vs C) } & <b>Group 2 - R R<sub>2</sub> (S M)</b> 1. (D vs E) } 2. (F vs D) } 1 Team 3. (E vs F) } & <b>Group 3 - H &amp; A (K/O)</b> 1. (G vs H) } 1 Team	} 2 Teams <b>Group 1 - R R<sub>2</sub> (H &amp; A)</b> 1. (A vs B) 2. (C vs A) 3. (B vs C)	N/A	Two Teams to qualify to next stage.
	9	3	9	<b>Group 1 - R R<sub>1</sub> (S M)</b> 1. (A vs B) } 2. (C vs A) } 1 Team 3. (B vs C) } & <b>Group 2 - R R<sub>1</sub> (S M)</b> 1. (D vs E) } 2. (F vs D) } 1 Team 3. (E vs F) } & <b>Group 3 - R R<sub>1</sub> (S M)</b> 1. (G vs H) } 2. (I vs G) } 1 Team 2. (H vs I) }	} 2 Teams <b>Group 1 - R R<sub>2</sub> (H &amp; A)</b> 1. (A vs B) 2. (C vs A) 3. (B vs C)	N/A	Two Teams to qualify to next stage.

Stage 2:

### Sub Zonal Qualifiers

2.	SCE- NA RIO	Scenario	No. of States	No. of Teams	Draw 1	Draw 2	Draw 3	Outcome
		1	2	4	<b>H &amp; A (K/O)</b> } 1 Team	N/A	N/A	Two Teams to qualify to next stage.

## NSF Inter-Club Scrabble Challenge – 2022

	S				1. (A vs B) 2. (C vs D) } 1 Team				
		2	3	6	Group 1 - R R <sub>1</sub> (S M) 1. (A vs B) 2. (C vs A) } 1 Team 3. (B vs C) & Group 2 - R R <sub>1</sub> (S M) 1. (D vs E) 2. (F vs D) } 1 Team 3. (E vs F)	N/A	N/A	Two Teams to qualify to next stage.	
Stage 3: Zonal Qualifiers									
3.	SCENARIOS	Scenario	No. of S/Zones	No. of Teams	Draw 1	Draw 2	Draw 3	Outcome	
		1	2	4	H & A (K/O) 1. (A vs B) } 1 Team 2. (C vs D) } 1 Team	N/A	N/A	Two Teams to qualify to next stage.	
		2	3	6	Group 1 - R R <sub>1</sub> (S M) 1. (A vs B) 2. (C vs A) } 1 Team 3. (B vs C) & Group 2 - R R <sub>1</sub> (S M) 1. (D vs E) 2. (F vs D) } 1 Team 3. (E vs F)	N/A	N/A	Two Teams to qualify to next stage.	
Stage 4: Grand Finale									
4.	SCENAR-IO	Scenario	No. of Zones	No. of Teams	Draw 1 (Preliminary Round) DAY 1/DAY 2	Draw 2 (Quarter Final) DAY 2	Draw 3 (Semi Final) DAY 3	Draw 4 (Final/Third Place) DAY 3	Outcome
		1	6	12	Group 1 - R R <sub>2</sub> (S M) 1. (A vs B) 2. (C vs A) } 2 Teams	Group 1 - S M (K/O) 1. (A vs B) } 1 Team &	Group 1 - S M (K/O) 1. (A vs B) } 1 Team &	Group 1 - S M (K/O) 1. (A vs C) } 1 Team &	Champion!, 2 <sup>nd</sup> and 3 <sup>rd</sup> Placed Teams emerge.

## NSF Inter-Club Scrabble Challenge – 2022

			3. (B vs C) & <b>Group 2 - R R<sub>2</sub>(S M)</b> 1. (D vs E) 2. (F vs D) 3. (E vs F) } 2 Teams	1 Team <b>Group 2 - S M (K/O)</b> 1. (C vs D) & <b>Group 3 - S M (K/O)</b> 1. (E vs F) & <b>Group 4 - S M (K/O)</b> 1. (G vs H)	1 Team <b>Group 2 - S M (K/O)</b> 1. (C vs D)	1 Team <b>Group 2 - S M (K/O)</b> 1. (B vs D)	
--	--	--	--	---	---	---	--

### 2.4

### SCHEDULE FOR NSF INTER-CLUB SCRABBLE CHALLENGE – 2022

The Structure/Schedule of activities for the NSF Inter-Club Scrabble Challenge for the year 2022 and the “Grand Finale” is highlighted below in Table 3 and Tables 4, respectively:

**Table 4: INTER-CLUB CHALLENGE – SCHEDULE (2022)**

S/N	STAGE	ACTIVITY	DETAILS	SCHEDULE	
				Quarter of Year	Venue

## NSF Inter-Club Scrabble Challenge – 2022

1.	STAGE 1	INTRA-STATE QUALIFIERS	Clubs/Teams would compete to determine winners of the two (2No.) slots allowed for State representation (See Table 3 - Guide to Draws) within respective states.	<b>SECOND QUARTER</b> (1 <sup>st</sup> April – 30 <sup>th</sup> May, 2022)	Suitable venues within respective States
2.	STAGE 2	SUB-ZONAL QUALIFIERS	Clubs/Teams that have emerged as qualifiers from respective states would compete to determine winners of the two (2No.) slots allowed for Sub-Zonal representation (See Table 3 - Guide to Draws) in accordance with Sub-Zonal Group which respective States fall (See Table 4 – Club/Teams Groupings).	<b>SECOND QUARTER</b> (11 <sup>th</sup> – 26 <sup>th</sup> June, 2022)	Suitable venue within Sub-Zonal Group agreed to by competing teams.
3.	STAGE 3	ZONAL QUALIFIERS	Clubs/Teams that have emerged as qualifiers from respective Sub-Zonal Groups would compete to determine winners of the two (2No.) slots allowed for Zonal representation (See Table 3 - Guide to Draws) in accordance with Zonal Groups which respective States fall (See Table 4 - Club/Teams Groupings).	<b>THIRD QUARTER</b> (19 <sup>th</sup> & 20 <sup>th</sup> August, 2022)	Suitable venue within a Zone agreed to by competing teams and coordinated by the Zonal Representative for the Zone.
4.	STAGE 4	GRAND FINALE	Clubs/Teams that have emerged as qualifiers from respective Zones would contest for the tournament <b>Champion, 1<sup>st</sup> Runner-up</b> and <b>2<sup>nd</sup> Runner-up</b> positions, respectively.	<b>Fourth Quarter -</b> (Aug 2022 – 2 <sup>nd</sup> Week)	Abuja - FCT

## GRAND FINALE

Table: 4

SCHEDULE for the Grand Finale

VENUE	DAY	ACTIVITY	TIME (Hrs)	DETAILS	RESPONSIBILITIES
Desig-nated Hotel	DAY 1 (20 <sup>th</sup> October, 2022)	ARRIVALS	0800 - 0900	Arrival of Teams, NSF/ Tournament Officials (and the Press) to the venue	Athletes & Officials/ Guests & the Press.
	DAY 1	OPENING	0800 - 0830	Tournament Opening	NSF/ Athletes & Officials/ Guests & the Press.

## NSF Inter-Club Scrabble Challenge – 2022

		<b>Group Qualifiers</b>	0830 - 1330	Games 1 - 5	Athletes & Tournament Officials
		<b>Break</b>	1330 - 1430	<b>Lunch Break</b>	
		<b>Group Qualifiers</b>	1430 - 1730	Games 1 - 5	
	<b>DAY 2</b>	<b>Group Qualifiers</b>	0800 - 1300	Games 1 - 5	Athletes & Tournament Officials
		<b>Break</b>	1300 - 1400	<b>Lunch Break</b>	
		<b>Quarter Final (K/O)</b>	1400 - 1900	Games 1 - 5	
	<b>DAY 3</b>	<b>Semi Finals</b>	0800 - 1300	Games 1 - 5	Athletes & Tournament Officials
		<b>Break</b>	1300 - 1400	<b>Break</b>	
		<b>Final/Third Place</b>	1400 - 1900	Games 1 - 5	
		<b>Awards/Closing</b>	1930 - 2030	<b>Prize Awards/ Closing</b>	NSF/ Athletes & Officials/ Guests & the Press.

## 2.4 CLUBS/TEAMS GROUPING

For ease of coordination and administration (other factors considered) Clubs/Teams will grouped in accordance with States, Sub-Zones and Zones which they belong/fall, respectively as highlighted in **Table 5** below:

**Table 5: CLUBS/TEAMS GROUPINGS (Pre-Tournament Finals)**

S/N	Geo-Political ZONES	STATES	Sub-Zonal Grouping
1.	NORTH CENTRAL	1. BENUE	<b>Group 1</b> 1. BENUE 2. KOGI
		2. KOGI	
		3. KWARA	<b>Group 2</b> 1. KWARA 2. NIGER
		4. NASARAWA	
		5. NIGER	<b>Group 3</b> 1. NASARAWA 2. PLATEAU 3. FCT
		6. PLATEAU	
		7. FCT	
2.	NORTH WEST	8. JIGAWA	<b>Group 4</b> 1. JIGAWA 2. KANO
		9. KADUNA	
		10. KATSINA	<b>Group 5</b> 1. KADUNA 2. KATSINA
		11. KANO	
		12. KEBBI	<b>Group 6</b> 1. KEBBI 2. SOKOTO 3. ZAMFARA
		13. SOKOTO	
		14. ZAMFARA	
3.	NORTH WEST	15. ADAMAWA	<b>Group 7</b> 3. ADAMAWA 4. BORNO
		16. BAUCHI	
		17. BORNO	<b>Group 8</b> 1. BAUCHI 2. GOMBE
		18. GOMBE	
		19. TARABA	<b>Group 9</b> 1. TARABA 2. YOBE
		20. YOBE	
4.	SOUTH EAST	21. ABIA	<b>Group 10</b>

# NSF Inter-Club Scrabble Challenge – 2022

		22. ANAMBRA	1. ABIA 2. IMO
		23. EBONYI	<b>Group 11</b> 1. ANAMBRA 2. EBONYI 3. ENUGU
		24. ENUGU	
		25. IMO	
5.	SOUTH SOUTH	26. AKWA IBOM	<b>Group 12</b> 1. AKWA IBOM 2. CROSS RIVER
		27. BAYELSA	
		28. CROSS RIVERS	<b>Group 13</b> 1. BAYELSA 2. RIVERS
		29. RIVERS	
		30. DELTA	<b>Group 14</b> 1. DELTA 2. EDO
		31. EDO	
6.	SOUTH WEST	32. EKITI	<b>Group 15</b> 1. EKITI 2. ONDO
		33. LAGOS	
		34. OGUN	<b>Group 16</b> 1. LAGOS 2. OYO
		35. ONDO	
		36. OSUN	<b>Group 17</b> 1. OGUN 2. OSUN
		37. OYO	