



WESPA Tournament and Ratings Committee
Titles, Awards and Badges System

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Table of Contents

Section 1. WESPA Titles System	3
1. Title Names.....	3
2. Qualification Criteria.	3
2a. Games that qualify	3
2b. Tournaments that qualify.....	3
2c. Players that qualify	3
3. Norms	4
3a. Precedence and Sequence	4
3b. Timeframe	4
3c. Minimum Prior Games.....	4
3d. Minimum Number of games played	5
3e. Minimum Rating	5
3f. Maximum Rating Deviation (RD).....	5
3g. Minimum Division Size	5
3h. Minimum Number of Wins	6
3i. Minimum Tournament Length	6
3j. Competitive Presence	7
3k. Forfeiting and errata	7
4. Usage of Titles.....	7
Section 2. WESPA Awards	8
1. WESPA No. 1 of the Year – Honorary Award	8
2. WESPA Most Valuable Player – Trophy & Cash Prize Award.....	8
3. WESPA Prodigy Award – Trophy Award.....	9
4. WESPA Rising Star Award – Trophy Award	9
5. WESPA Athena Award – Trophy Award	9
6. WESPA Youth Development Award – Honorary Award	9
7. WESPA Director Award – Honorary Award.....	9
8. WESPA Benefactor (Pillar of Scrabble Advancement-POSA) Award – Honorary Award..	9
9. WESPA Star Streamer – Cash Prize Award	9
Section 3. WESPA Badges	10
1. G.O.A.T. Badge - Greatest Player of All Time.....	10
2. World Champion Badge	10
3. Trophy Badge	10
4. Rocketship Badge	10
5. Globetrotter Badge	10
6. Tile Addict Badge	11
7. WESPA Debutant Badge.....	11
Appendix I: Norm and Title Qualification Summary.....	12

Section 1. WESPA Titles System

The goal of introducing titles into the WESPA Rating System is to:

- Encourage long-term regular participation in major open events.
- Reward excellence combined with consistency.
- Provide a standardized reference point for a scrabble player's long-term prowess

Titles, once earned, are bestowed for life.

1. Title Names

The Endorsed WESPA Titles are as follows:

- Master (M)
- International Master (IM)
- Grandmaster (GM)

2. Qualification Criteria.

There are 3 categories of criteria to be met for earning a title or norm:

- Games that qualify
- Tournaments that qualify
- Players that qualify

2a. Games that qualify

- All Games must be played according to the latest WESPA Rules
- All Games must be 20 to 25 minutes per side, unless special permission is granted to a player or players by WESPA prior to a tournament
- Only standard format, 2-player Across-The-Board games qualify.
 - E.g. Exhibitions, Online play, Simultaneous multiple opponent formats do not qualify.
- Certain tournament formats may be excluded if it is determined their format is not representative of the Titles Systems e.g invitational and closed-door events, Scrabble marathons. Organisers will be notified of these exclusions following tournament registration for WESPA rating.

2b. Tournaments that qualify

A tournament must be registered and rated by WESPA

2c. Players that qualify

Titles and progress towards titles may be earned by all players of good standing as per WESPA.

Should a player fall out of good standing, they will be considered to be *Probated*. A player that is Probated is not considered have earned a title. A Probated player cannot earn progress towards further titles, until such time they are considered to be in good standing again. Probated players may not use their prior earned titles to gain entry to special tournaments, and will be treated as if they have earned no title.

3. Norms

A norm is a unit of qualification, and is achieved when a player meets all necessary requirements for that norm. A player intending to achieve a norm is referred herein as a "candidate".

Norms contribute to earning of a title. When a candidate earns three (3) norms of the criteria adhering to a given title, that player is considered to have earned that title.

A summary of qualification criteria is provided in ***Appendix I: Norm and Title Qualification Summary***

The requirement scope:

- a) Precedence and Sequence
- b) Timeframe
- c) Minimum Prior Games
- d) Minimum Number of games to be played in the Tournament
- e) Minimum Rating
- f) Maximum Rating Deviation (RD)
- g) Minimum Division Size
- h) Minimum Number of Wins
- i) Minimum Tournament Length
- j) Competitive Presence
- k) Forfeiting and errata

3a. Precedence and Sequence

Three Norms are required to earn a title and each title is earned sequentially. Norms from different Titles of M, IM and GM may not be earned concurrently. Only 1 norm can be earned per candidate per tournament for the next title yet to be attained.

A candidate who is Untitled may only earn Master Norms.

A candidate may only earn IM Norms when they have attained the title of Master.

A candidate may only earn GM Norms when they have attained the title of IM

3b. Timeframe

Norms may be earned starting from 1 January 2007.

There is no limit to the amount of time that passes between earning the first norm and earning its title.

3c. Minimum Prior Games

To earn a norm, a candidate must have played at least 50 WESPA Games prior to a qualifying tournament

3d. Minimum Number of games played

The minimum number of games required to be played by the candidate in the qualified tournament are outlined in the table below.

Norm	Games played
Master (M)	12
International Master (IM)	15
Grandmaster (GM)	22

Byes and forfeited games do not contribute to the game count. Gibsonised players who are unable to meet the above game counts may be given up to 1 game's exemption. That is, 11 games (for M), 14 games (for IM) and 21 games (for GM) for the player who got Gibsonised.

3e. Minimum Rating

At the end of a tournament, a candidate's rating will be assessed for reaching any of the following thresholds.

Norm	Rating
Master (M)	1800 or above
International Master (IM)	1900 or above
Grandmaster (GM)	2000 or above

In the case of disagreements in rating between local results and official WESPA Ratings, the WESPA Ratings Officer's assessment is final.

3f. Maximum Rating Deviation (RD)

At the end of a tournament, a candidate's Rating Deviation (RD) will be assessed whether it reaches any of the following thresholds.

Norm	Rating Deviation
Master (M)	60 or below
International Master (IM)	55 or below
Grandmaster (GM)	50 or below

3g. Minimum Division Size

There must be at least eight (8) players in the Division of the candidate in order to earn a Master or IM norm (i.e. there must be at least seven unique other players). There must be at least twelve (12) players in the Division of the candidate in order to earn a GM norm (i.e. there must be at least eleven unique other players).

3h. Minimum Number of Wins

A minimum number of wins is required in a single tournament by the candidate to earn each norm. This is determined by the below table and the number of games played by the candidate.

For the purposes of this calculation, a Win counts as 1, a Draw counts as 0.5 and a Loss counts as 0.

Norm	Win %
Master (M)	$\geq 40\%$
International Master (IM)	$\geq 50\%$
Grandmaster (GM)	$\geq 60\%$

For clarity, the following equation will be performed at the end of the tournament:

$$\text{Win \%} = \frac{(\text{Number of Wins}) + (\text{Number of Draws})/2}{\text{Games in Tournament per player} - \text{Number of Byes awarded to Candidate}} \times 100$$

Should a candidate be assigned a bye that would otherwise forfeit a norm they wish to attain, they must notify the Tournament Director immediately for re-pairing. Norms cannot be reinstated should they be forfeited in this way: it is the candidate's responsibility to remain vigilant on these criteria.

Tournament Directors and Organisers will endeavour to not assign byes frivolously to candidates. It may be prudent to keep a separate list of candidates for exclusion from this process, particularly if the number of games in the tournament is close to the minimum.

3i. Minimum Tournament Length

A qualifying tournament must be of the below minimum number of days.

Norm	Number of days
Master (M)	≥ 2
International Master (IM)	≥ 2
Grandmaster (GM)	≥ 3

A day is considered to be a distinct calendar event with at least a 10 hour break between the end of one play session and the beginning of the next. Each play session of each tournament must be of roughly the same number of games, with no days accumulating fewer than 5 games.

3j. Competitive Presence

To ensure that norms are fairly earned, there must be at least one other Titled player present in the division of the candidate. In this table, "division" means the group of players the candidate can be matched with for the duration of the tournament.

Norm	Required Title of Opponents
Master (M)	Nil.
International Master (IM)	At least two candidates in the division must have a Master Title.
Grandmaster (GM)	At least two candidates in the division must have an IM Title.

It should be noted it is **not** mandatory for the candidate to be matched with other Titled players, however it should be in the interest of the Tournament Organiser and Director to maximise competition for candidates.

Tournament Organisers and Directors will ensure that where there is a possibility of Norm candidacy, that divisions are fairly distributed according to current rating and ranks.

3k. Forfeiting and errata

Should a player forfeit any match mid-tournament in an otherwise qualifying tournament, they shall earn no norm for that tournament. Should a player be late for any game leading to forfeiture, the count of games played will be reduced accordingly.

Should a candidate leave a tournament for any other reason than a personal medical emergency, they will be considered to have forfeited their norm.

Should it be discovered that strategic byes have been assigned to a player, or there is any activity deemed suspicious by the WESPA Ratings Officer, this may be deemed as Collusion under the WESPA Rules. Attempts to intentionally manipulate and undermine the Titles system will be considered serious misconduct, and may result in players (not just candidates) being Probated.

Should player(s) become aware that tournament structure is changed from the advertised format that could threaten legitimacy of qualifications, they must notify the TD. The TD must contact a member of the WESPA Tournaments & Rating Committee to explain the deviation from the advertised format.

It is considered fair that tournament organisers could increase their number of games compared to past editions, or invite players of certain calibre to their events to increase the level of competition required to achieve a norm. However, this change should be made prior to the event's rating application submission on the WESPA website.

4. Usage of Titles

WESPA Titles are the highest form of recognition for all Scrabble players. As such, WESPA would endeavour to mention their titles along with names for all players whenever their names appear on the WESPA website, rating lists, tournament participation lists, social media mentions, and press releases. WESPA would also encourage all members to do the same.

Section 2. WESPA Awards

Awards are bestowed annually in recognition of in-game achievements, and contributions to the game community on or off the board. For all prizes that involve age, the age reference is taken on 1 January of every year. Each WESPA year runs from 1 October to 30 September of the next year. WESPA Awards will be declared shortly after 30 September each year.

1. WESPA No. 1 of the Year – Honorary Award

The award goes to the player occupying the number 1 spot on the WESPA rankings. The ranking is taken after all tournaments with ending dates up to 30 September have been submitted and rated.

For example, the '**WESPA No.1 of 2025**' award would have been awarded to Nigel Richards.

Rankings are arranged by latest rating, followed by number of lifetime WESPA games if tied on rating.

2. WESPA Most Valuable Player – Trophy Award

For this award, players who compete at WESPA-rated events of 12 or more games shall be conferred Tournament Points that accumulate and reset after each WESPA year. The player accruing the most points within the WESPA year wins the award for that year.

Tournament Points

Percentile	Platinum	Gold	Silver	Bronze
Winner	10000	8000	6000	4000
90	9000	7200	5400	3600
80	8000	6400	4800	3200
70	7000	5600	4200	2800
60	6000	4800	3600	2400
50	5000	4000	3000	2000
40	4000	3200	2400	1600
30	3000	2400	1800	1200
20	2000	1600	1200	800
10	1000	800	600	400
0	500	400	300	200

Note: Classification of rated tournaments into Platinum / Gold / Silver / Bronze will be covered in more detail in a separate note which will be released soon

Note: If a player gets to play byes or forfeits, the tournament ranking remains valid. For n byes/forfeits in the division, the bottom $n + 1$ ranks shall receive an equal number of points.

3. WESPA Prodigy Award – Trophy Award

This is awarded to the best player aged under 18 with the highest peak WESPA rating attained during the WESPA year. This is a Trophy Award and comes with entry fee waiver for the forthcoming WYSC or WESPAC, depending on the player's age. This award creates an extra spot to the nation for the upcoming WESPAC if and only if the player is too old to compete at next WYSC. The extra spot must be utilised by the said player in the forthcoming WYSC/WESPAC and the spot is non-transferrable.

4. WESPA Rising Star Award – Trophy Award

This is awarded to the player aged 18-25 with the highest peak WESPA rating attained during the WESPA year. The player must have at least 50 WESPA-rated games during the WESPA year. If the player is a newcomer, the first tournament rating is excluded for calculating peak WESPA rating.

5. WESPA Athena Award – Trophy Award

This is awarded to the female player with the highest peak WESPA rating during the WESPA year. The player must have at least 50 WESPA-rated games during the WESPA year. If the player is a newcomer, the first tournament rating is excluded for calculating peak WESPA rating.

6. WESPA Youth Development Award – Honorary Award

This is awarded to an individual or an association which the WESPA committee considers has made the most significant contribution to the development of youth Scrabble in that WESPA year.

7. WESPA Director Award – Honorary Award

This is awarded to the tournament director that WESPA considers to have made the biggest contribution to the role in that WESPA year.

8. WESPA Pillar of Scrabble Advancement-POSA Award – Honorary Award

This is awarded to the individual or organisation which WESPA wishes to thank and recognise in that WESPA year for their material/financial support to help grow the game of scrabble worldwide.

9. WESPA Star Streamer – Trophy Award

This is awarded to the individual or group of individuals which WESPA would like to show support to, in recognition of their work to advance streaming and public awareness of the game.

This could be anyone involved in streaming projects in any capacity – commentators, tech engineers, operators, software developers, coders.

Section 3. WESPA Badges

Badges are icons that can be deployed alongside player profiles across digital platforms. Badges add an element of fun and stimulate engagement in the digital sphere. Badges can be used across official WESPA digital platforms such as website, stream channels and social media.

1. G.O.A.T. Badge - Greatest Player of All Time

Number of badges available: 1

This 'G.O.A.T' badge is held by the player holding the World No.1 ranking position for the longest cumulative time. This can be held posthumously and is only passed to the next player when the duration is surpassed.

2. World Champion Badge

Number of badges available: 1 per championship

This badge icon shall feature 'World Champion' and also specify the number of times won for multi-time winners. The current holder of the badge will have a badge of different colour to former holders. Current and all former winners of WESPAC/WSC will be awarded these badges upon their adoption.

3. Trophy Badge

Number of badges available: As many as required

Winners of WESPA Platinum/Gold/Silver/Bronze grade tournaments get to collect these. Players shall hold a separate badge for each tournament grade. The badge icon shall feature a trophy coloured platinum/gold/silver/bronze accordingly and state the players' cumulative tournaments wins.

4. Rocketship Badge

Number of badges available: 5

Rocketship badges are awarded to the 5 players whose WESPA rating increased by the largest amount in that WESPA year. This is computed by taking the difference in rating between 1 October and 30 September of the subsequent year.

This is eligible to any player who has played at least 50 WESPA-rated games as of 30 September of the subsequent year. For newcomers who did not have a rating on 1 October, the initial rating is taken as reference point for determining the difference.

5. Globetrotter Badge

Number of badges available: As many as required

This is awarded to players who play in WESPA-rated events in at least 4 separate countries in the WESPA year.

6. Tile Addict Badge

Number of badges available: As many as required

This is awarded to players clocking at least 100 WESPA-rated games in the WESPA year.

7. WESPA Debutant Badge

Number of badges available: 5

This is awarded to the top 5 players with the highest post-provisional peak rating attained during the year. To be eligible, the player must have fewer than 50 WESPA-rated games at the start of the WESPA year, including newcomers who join along the way.

Appendix I: Norm and Title Qualification Summary

Below is a quick reference for the benefit of candidates.

Table 1. Norm Qualifications

Norm	Rating	Win %	RD	Tournament Length (days)	Games	Division Size	Other Titles Present	Other
Master (M)	>=1800	>=40%	<=60	>=2	>=12	>=8	N/A	N/A
International Master (IM)	>=1900	>=50%	<=55	>=3	>=15	>=8	One other Master or higher	Must have 'Master' title.
Grandmaster (GM)	>=2000	>=60%	<=50	>=3	>=22	>=12	One other IM or higher	Must have 'IM' title.

Table 2: Title Qualifications

Title to be earned	Requirements
Master (M)	3 Master Norms since 1 January 2007
International Master (IM)	M title and 3 IM Norms since 1 January 2007
Grandmaster (GM)	IM title and 3 GM Norms since 1 January 2007