

MATCHPLAY QUEENSLAND 2026 ..by Karen Richards (Matchplay Coordinator)

We are reintroducing Matchplay for Queensland with 2 sections.

Interstate players are welcome to join, if they can physically make the initial selection phase (February, 9 game tournament in Brisbane).

Other stages can be played online, by both interstate or regional Queensland players .

Townsville players are *not* required to attend the initial tournament, but will pay the appropriate entry fee, which will be allocated to the prizes for all 3 Matchplay stages.

The date for this initial phase has not yet been decided (it will *not* be 21/22 February, as I have a prior commitment on that weekend) - it will be held a week earlier or later.

Interstate players are welcome to join, if they can physically make the initial selection phase (15 February 2026, 9 game tournament in Brisbane).

Other stages can be played online, by both interstate or regional Queensland players .

Townsville players are *not* required to attend the initial tournament, but will pay the appropriate entry fee, which will be allocated to the prizes for all 3 Matchplay stages.

Like Australian Championships, A group will be rated above 1300 as at the beginning of this tournament (with the proviso that those between 1250 and 1300 may opt to play up). B is below 1300.

(Note, I am open to having 3 sections, if there is a demand – will test this option before February 2026)

INITIAL PHASE: In February, we will have a normal two-section tournament, which will also include those who don't intend to follow-through with the Matchplay phases. Interstate players who attend this event are also eligible to follow through to the finals if they qualify.

The top 8 in each section will be invited to continue on to the next phase, with the proviso that

Townsville may (prior to this tournament) nominate one player in each section, to be included as one of the 8. *If* there are 2 or more players from Townsville rated over 1500 wishing to compete, they will have a playoff, and the winner will proceed to the semi-final.

SUBSEQUENT PHASES:

These are not “rated” games. Players arrange to meet somewhere (eg club or home), for the “best of” matches. These **can be played over more than one session**. Players may **concede defeat**, if their opponent agrees (but don't give up too easily – I once won against Trevor Halsall from 80 to 385, over 300 behind – my last 6 moves were all between 60 and 80, and the final score was about 495:490).

Being aware of the tyranny of distance, for our Northern, Western, or Southern brethren, matches may be played on Woogles if a face-to face meeting is not possible. However, another Scrabble player must be present at each end as invigilator. If one player is not experienced with Woogles, the supervising player may assist them with the technical aspects. Woogles game will be 15 minutes/3 overtime. For face-to face games, 22 minutes is the standard.

Draw: In the case of a draw meaning there is no outright winner of a round, an additional game should be played.

Once a winner of a round has been determined, there is no need to continue. (eg in round one, if player A has 4 wins, player B has 1 win – the round is over after 5 games, not 7)

TIMING:

Quarter Finals: Phase 1 (top 8 in each group)

Round to be finished by **30 April**.

Semi-Finals (remaining 4) round to be finished by **30 June**.

Finals (remaining 2) round to be finished by **Queensland Championship, August**.

An example of how it works is below:

Queensland Matchplay

SECTION	Players *	Best of 7 games	Players*	Best of 9 games	Best of 11
A or B	1	1 v 8			
(or C?)	2	2 v 7			
	3	3 v 6			
	4*	4 v 5			
	5	5 v 4			
	6	6 v 3			
	7	7 v 2			
	8	8 v 1			

*may be 1
Townsville

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Townsville

finals
are
the
two
remaining
players