

THE NEW

# SCRABBLE®

NEWS

FIRST CLASS  
U.S. POSTAGE  
PAID  
GREENPORT,  
NY 11944  
PERMIT NO. 101

A publication of the National SCRABBLE® Association

Issue 238, September 2010



The artist John Kahn and I recently met over the Internet. Not on one of the usual social sites, but rather through a YouTube posting. He had just that day launched a short video called “Rascals Playing SCRABBLE®,” and I oddly enough stumbled across it.

Honestly, there are so many home-grown SCRABBLE® postings on this site, but this one stood out, so I followed it through to a site [www.shokan.net/scrabble/](http://www.shokan.net/scrabble/) where there was a short bio of John. An email went out, and within just minutes one came back to me. Both of us were surprised that I was one of the first persons who had stumbled across this and here I was from the National SCRABBLE® Association itself!

Several emails and a bunch of fun phone calls later, John visited John Williams and me here in Greenport on his way through town. On that rainy afternoon we sat sheltered on porch rockers at our house and got to know each other a bit. We have a promise to see the actual piece of SCRABBLE® art on his next visit to Long Island, where for now it decorates his sister’s living room.

John is a graduate of SUNY Purchase with a BFA in Visual and Circus Arts, and is well-known for his whimsical constructions which utilize complex engineering principles and mixed materials. At age 20 his work caught the attention of Muppet creator and puppeteer Jim Henson, who hired Kahn to collaborate on a variety of special projects including the interior design of Henson’s upstate New York home. John partnered with Henson on the school house, and it was his home and studio for 12 years. He also created during that time “The Great Hot Air Balloon Circus” which was installed in the lobby of Henson’s Manhattan townhouse. 1978 really established John as a fine woodworker when his Giant Egg Beater and other sculptures could be found in galleries and *Fine Woodworking Magazine*.

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## Homage to SCRABBLE®

by John Kahn

As a young boy I have such fond memories of sitting around the dining room table with at least three of my six siblings at any given gathering playing SCRABBLE®. My Mom was always at the table both participating and teaching many of the nuances to this most educational board game. While I was never able to truly compete with the elders, I sure did enjoy the “family time.” More than this I was completely engaged in all of the components of the game, which ignited my creative curiosity. How were these seemingly perfect tiles of maple wood fashioned, embossed, painted, polished, and how long a length of wood was run in that fascinatingly profiled word tray before it was chopped into the finished component.

I was so aware of the attention to detail in the construction of the playing board, the textured burgundy fabric wrapping clear around the back of the board and transitioning around the front corners with those magical miter folds which terminated so perfectly underneath the playing board print. I certainly understood that this print was a piece of carefully calculated graphic art, and studied for many hours the delineation of space, the various fonts and color selections, as well as the paper finish which allowed for the board to have less glare and therefore be visible in all directions. And to reach into that velour tile bag was an extraordinary tactile feeling both at the beginning of the game with a full belly of tiles weighty and loaded with possibilities, and as the end was drawing near when the bag’s weight exceeded the remaining tiles and therefore word options. As a ten-year-old bound-to-be artist I remember, thanks to all of my senses, exploring this marvelous educational invention by Mr. Alfred Butts.

# Picture This



**ENJOY!** An unexpected sculpture in the woods on the property of the Star-of-Texas B&B in Brownwood. Each tile is about 14" square, and the rack of letters is always a fun discovery for guests as they walk the nearby hiking trails. The B&B is at the top of the Texas Hill Country just two miles from Lake Brownwood and owned and operated by Deb & Don Morelock. Check out their website at [www.star-of-texas.com](http://www.star-of-texas.com)...or even better stop by for a spell.

## NASPA NEWS

by John Chew

Tournaments and People

(A)ESTIVATE (v) to spend the summer

Summer is a busy time for SCRABBLE® tournaments, and this summer has been more eventful than most. We started off with not one but four official SCRABBLE® tournament records being set on the July 4<sup>th</sup> holiday weekend.

Ed De Guzman (CA) had a 771-315 win over Carlynn Mayer (NV) in Reno, NV, surpassing by one point Mark "Mr. 770" Landsberg's record for high-scoring tournament game, set more than 17 years ago. Ed bingoes five times — EVINCED, SALINITY, GOATEES, NEOLITHS (triple-triple) and CARDAMoN — exchanged tiles once and averaged 47 points on his six non-bingo plays.

Ed told me that he had never had a 600-point game before (and I suppose he still hasn't), and that when he passed his personal best score of 599 he tried to stay focused on just making good plays. He wasn't 100% sure of his last bingo, which Carlynn challenged, and there were some tense moments as they walked to the word judge laptop together. Then, when they realized it might be a record-setting game, they recounted the game, turning what was originally recorded as a 773 point game into the final 771. I suspect this may also be a record for the widest point spread in a recounted tournament game.

Ed plays regularly at NASPA Club #95 in San Francisco, and says that he really enjoys flashcarding on his daily public transit commute to his job as a user experience professional at Autodesk.

At the same event, Nigel Peltier (WA) and Jeff Martin (NM) played an exceptional game. Nigel played seven bingos: PINTOES, ACONITE, RAPIDLY, INFOLDED, EMIRATE, SHEARING and DATABLE, a feat which had been accomplished in club settings by Chuck Armstrong (MI) and Robert Kahn (FL) but never before at a tournament. When you add Jeff Martin's lone bingo, CORNIESt, it marks the first time that a tour-

namment game has included eight acceptable bingos: Winter (TX) and Rob Robinsky's eight-bingo effort last year was tainted by the phoney ISOGAMIC\*.

The last record set that weekend was in the opposite end of the country and at the opposite end of the number line. Marlon Hill (MD) and Ben Schoenbrun (NY) ended a game after six scoreless turns, with no words successfully played onto the board, at a final score of -6 for Marlon to -16 for Ben. (Ben got stuck with the Q.) The total score for their game was -22 points, beating last year's record of -20 points set in a -9 to -11 victory by Helena Gauthier (NH) over Gerianne Abriano (NY).

For more information about official club and tournament records, please visit the Records page in NASPAWiki.

The big events of the summer were the 21st National SCRABBLE® Championship, held in Dallas, TX on August 7-11, followed by the 2nd World Players Championship on August 13-16.

The NSC attracted 408 players from around the world, including reigning National, National School and World Champions and eleven past champions. The top prize of \$10,000 went to 2008 winner Nigel Richards (Kuala Lumpur, Malaysia), who clinched the title at the end of the fourth day and was Gibsonized for the last three rounds. Congratulations to the other divisional winners: Scott Leifer (MA), Mark Rosenberg (NJ), Richard Spence (AZ) and Ted Barrett (NJ).

The WPC drew 28 players from eight countries, all interested in competing in the new NASPA SOW-PODS rating system. Reigning World Champion Pakorn Nemitrmansuk (Bangkok, Thailand) held the lead for a long time, but lost two of the first three games in the final four-game session, giving Nigel Richards a chance to catch up with three wins and face him in the last round for the title. Richards won, and flew home another \$3,000 richer.

Full coverage of both events can be found at [scrabbleplayers.org](http://scrabbleplayers.org), including live games, color commentary, photos, standings and statistics.

## FOR THE RECORD

### TOP RANKED PLAYERS

| RANK | RATING | NAME                    |
|------|--------|-------------------------|
| 1    | 2140   | Nigel Richards          |
| 2    | 2047   | Brian Cappelletto       |
| 3    | 2045   | David Gibson            |
| 4    | 2037   | Adam Logan              |
| 5    | 2025   | Carl Johnson            |
| 6    | 2014   | Scott Appel             |
| 6    | 2014   | Dave Wiegand            |
| 8    | 2001   | Joel Sherman            |
| 8    | 2001   | Kenji Matsumoto         |
| 10   | 1994   | Rafi Stern              |
| 11   | 1989   | Orry Swift              |
| 12   | 1968   | Nathan Benedict         |
| 13   | 1963   | Ian Weinstein           |
| 14   | 1958   | Laurie Cohen            |
| 15   | 1948   | Pakorn Nemitrmansuk     |
| 16   | 1944   | Joey Mallick            |
| 16   | 1944   | John Luebkemann         |
| 18   | 1939   | Dean Saldanha           |
| 19   | 1937   | Conrad Bassett-Bouchard |
| 20   | 1936   | Joe Dackman             |

### REACHED 2100 FOR FIRST TIME

Nigel Richards

### REACHED 20000 FOR FIRST TIME

Scott Appel

### REACHED 1900 FOR FIRST TIME

Evans Clinchy • Laurie Cohen • Sam Rosin  
Dominick Mancine • Dean Saldanha

### REACHED 1800 FOR FIRST TIME

Scott Jackson • Kevin Rickhoff • Jason Keller

### REACHED 1700 FOR FIRST TIME

Mark Schmidt • Stephen Sneed  
Scott Garner • Yvonne Lobo • Jamie Ryan

### REACHED 1600 FOR FIRST TIME

Jeffrey Nelson • Chris Bonin • Ian Chesser  
Lucas Freeman • Chris Schneider  
Geoffrey Newman • Robert Kerr  
Andrew Friedman • Jason J Smith

### REACHED 1500 FOR FIRST TIME

James Curley • Jim Brooks • Quentin Read  
Heather Steffy • Mark Rosenberg • Joe South  
Tony Cook • Liz Gottlin • Ian Chesser

### TOP RATINGS GAINS LAST 12 MONTHS

| NAME              | RATING | CHANGE | RANK |
|-------------------|--------|--------|------|
| Ted Barrett       | 1109   | +477   | 1    |
| James Curley      | 1537   | +376   | 2    |
| Oliver Roeder     | 1333   | +367   | 3    |
| Cliff Smith       | 1388   | +360   | 4    |
| Mike Lean         | 1290   | +326   | 5    |
| Judy Rosenthal    | 1306   | +325   | 6    |
| David Goldberg    | 1186   | +318   | 7    |
| Paolo             |        |        |      |
| Federico-O'Murchu | 1105   | +308   | 8    |
| Jim Burlant       | 1599   | +306   | 9    |
| Elston Wisseh     | 1250   | +302   | 10   |
| Heather Steffy    | 1532   | +282   | 11   |
| Doug Szymkowiak   | 1322   | +277   | 12   |
| Wayne Barclay     | 1411   | +272   | 13   |
| Andrew Twiddy     | 1235   | +271   | 14   |
| Raghuram          |        |        |      |
| Jonnalagedda      | 1507   | +271   | 14   |
| Nicholas Vasquez  | 1139   | +270   | 16   |
| Kolton Koehler    | 1272   | +264   | 17   |
| Chris Bonin       | 1668   | +262   | 18   |
| Ben Schoenbrun    | 1791   | +260   | 19   |
| Scott Jackson     | 1829   | +251   | 20   |



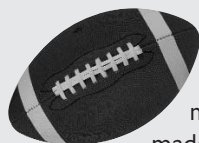
Q  
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## THEATER

Smee works for Hook onstage, but backstage he works against him in a SCRABBLE® marathon that will last until the big top for “J.M. Barrie’s Peter Pan” is brought down in September. The word game begins as soon as the actors - Jonathan Hyde as Captain Hook and Antony Strachan as his lackey Smee - arrive in the dressing room they share. It continues right on through warm-ups, makeup, costume, microphone-wiring, the first act, intermission and the second act; four hours a performance and double on weekends. When either or both characters are off-stage for more than a few minutes, you can bet they are back at the tiles.

## ON THE FIELD

Syracuse defensive back Mike Holmes savors a good mental challenge. He grew up playing chess and even joined the chess club in high school for three days, until his coach got mad that the club meetings made him late for the start of football practice. Holmes’ latest obsession is online SCRABBLE®, which he plays on his iTouch. He and linebacker Derrell Smith got into a heated competition while in Newport, R.I., for Big East media day, though Holmes’ battery died before they could decide a winner.



## INTERNET

[www.srsports.org](http://www.srsports.org) The 2010 Arkansas Senior Olympics in Hot Springs held a qualifier for the National Senior Olympics Sept. 15-19th. Among the 80 events was SCRABBLE®. Participants compete in 5-year age categories with the winners in each division receiving awards. Texas, Iowa and Nebraska are just a few other states who do the same challenges and include SCRABBLE®.

## APPS

Word Timer is a game timer for the iPhone that was specifically designed for SCRABBLE® players. It’s very portable and always close at hand for a spur of the moment game. Also, it’s a great way for someone to try out playing with a clock without making a big investment. It can be purchased at iTunes for only 99¢. Check it out at: <http://itunes.apple.com/us/app/word-timer/id355158549?mt=8>

Use the Tile Tracker to become a more competitive SCRABBLE® player. Track the tiles to help you judge the probability of drawing a certain letter or to determine your opponent’s remaining letters for improved endgame strategy! Check out Tile Tracker at: <http://itunes.apple.com/us/app/tile-tracker/id380529843?mt=8>

## A WORD FROM



**Edward De Guzman** On July 1, Edward De Guzman, from San Francisco, broke the 17-year-old single game tournament record by scoring an amazing 771 points during the 2010 West Coast Championship in Reno. The SCRABBLE NEWS caught up with Ed recently to discuss his remarkable achievement.

### 1. How have people in the tournament SCRABBLE world treated you since your record-breaking game?

I don't think any tournament players have treated me differently since the game. I think most players would agree that anyone can get really lucky in SCRABBLE®, and that one game isn't really an indicator of overall SCRABBLE® ability.

It was nice to be congratulated by other players that weekend and at other tournaments I've played since then. I've gotten a few emails, and some players would just come up to me at a tournament to congratulate me and ask about the game.

### 2. How about non-SCRABBLE® people in your life - friends, family, people at work, etc.?

The reaction has been great all around. When friends, family, and co-workers found out, they were really excited and happy for me. For some of them it was the first time they heard I was a tournament SCRABBLE® player.



### 3. Do you feel any pressure now - self-imposed or otherwise - to play at an even higher level than before?

I feel the pressure is about the same as before. In each game, I simply try to focus on making strong plays, and I take whatever result comes with it.

### 4. Could you remind us of the bingos you played in the game?

EVINCED 71  
SALINITY 94  
GOATEES 81  
NEOLITHS 158  
CARDAMON 74

### 5. How did you get interested in tournament SCRABBLE®?

Like a lot of players who started around the time I did, I had read *Word Freak* by Stefan Fatsis and was searching the Internet for tournaments or clubs as soon as I finished the book. I was living in Berkeley, California, at the time so I had plenty of options. I have always enjoyed playing SCRABBLE® since I was a kid, so when I realized there was a competitive scene that was organized, I knew that I wanted to give it a try.

### 6. How would you describe your feelings at, say, three-quarters of the way into your record-breaking game?

When my opponent put the H in the top row at just the right position for NEOLITHS, I was thinking that this is the luckiest I've ever been in a SCRABBLE® game. Rack after rack looked great or I had a place for a high-scoring play. Usually you get a few good racks in a row and then a clunky one. But I remember thinking how unusual it was to have great scoring options at every turn.

### 7. What had been your previous high game prior to this?

I think my previous high tournament game was a 599. Towards the end of the 771 game, I wasn't really thinking about the record - I actually wasn't sure what the previous record was. I was just happy to finally break 600 in a tournament.

### 8. Tell us about your opponent in the 771-point game.

My opponent was Carlynn Mayer. She's a really great opponent - I'm sure it might not have been as fun to be the opponent in this game, but she had a very good attitude about the whole thing. When she challenged my last play and it came back acceptable, she mentioned that I might have broken the record. Only then did I even realize that it might have been a record-breaking game.

### 9. Mark Landsberg, holder of the previous record of 770 points, used to wear a MR. 770 baseball cap at tournaments. Any plans to memorialize your place in SCRABBLE® history?

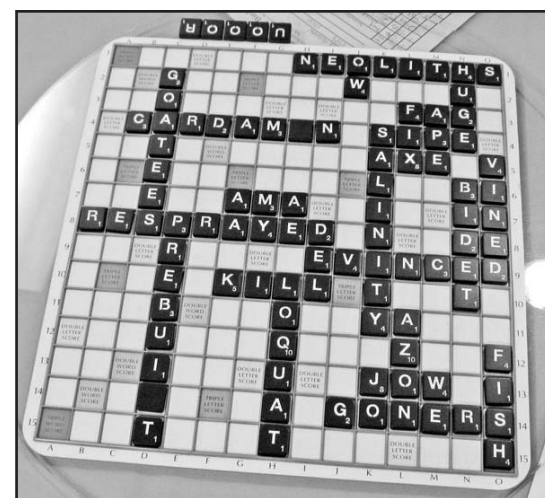
No, I don't have any immediate plans for that. I'm just happy to have the game in the record books for now.

### 10. Who are three people, living or deceased, with whom you'd like to play SCRABBLE®?

*Alfred Butts*: I wonder what he would think of how the competitive scene has developed around this game.

*Barack Obama*: I've read that he enjoys the game, but does he know all the two-letter words?

*Haruki Murakami*: I recently finished one of his non-fiction works. I like his writing style—it would be great to have a chat with him over a casual game of SCRABBLE®.



## ■ PLAYER PROFILE by Katie Schulz

Laurie Cohen came in third place at the 2010 National SCRABBLE® Championship. She is the second highest placing female in the history of the National SCRABBLE® Championship.

**Name:** Laurie Cohen **Age:** 43 **State or Province:** AZ

**Occupation:** I was trained as a social psychologist, but currently I'm the Director of Institutional Research, Planning, and Development at Scottsdale Community College. My duties include the evaluation of various college programs as well as general number crunching.

**Did you play a lot of SCRABBLE® growing up? What other games did you play?** We played a lot of games growing up. My mother, Jo Anne Cohen (also a tourney SCRABBLE® player) bought me a Junior SCRABBLE® game as a child. However, we ditched it for the "real thing" after only one game! We played nearly every board game that ever existed, but SCRABBLE® was always the favorite.

**What inspired you to start playing SCRABBLE® competitively?**

Despite playing in clubs and tourneys in the eighties, I didn't really start playing seriously until about 2001. When I started playing at the Phoenix Club, I realized that I had a lot to learn. After quitting a job I hated, I spent my period of unemployment making flashcards out of my old business cards and that led to a desire to learn more and more.

**Are you a member of a SCRABBLE® club?** I run a club in Tempe, AZ. I also attend the clubs in Phoenix and Scottsdale.

**When and where was your first rated SCRABBLE® tournament?**

I believe it was a rated tournament held at the Middletown, NY, SCRABBLE® Club. Unfortunately, there are no records of it on cross-tables (or anywhere for that matter). There were no divisions in that tourney, so my inaugural rating was pretty high (1600 or so). In the early days, I also played in tourneys in New Jersey run by Selig Wassner and a few in New York City run by Susi and Ron Tiekert.

**How many tournaments have you played in?** According to cross-tables.com, it's 93, plus one Word Game Players' Organization (WGPO) tourney. There were a few others from the 80's for which records may not exist.

**You played in a rated SCRABBLE® tournament almost every month your first year of play. How did you prepare?** By "first year," you must be referring to 2001 (my first year of playing regularly in AZ). The late Robert Whitcomb from the Tucson area told me about the Lexpert program, and that's when I started to study words. I also played a lot of club games.

**What is the highest rating you ever achieved?** My current rating of 1958!

**When was your first National SCRABBLE® Championship?** San Diego in 2002

**What were some memorable 2010 National SCRABBLE® Championship moments?** Of course, it was very exciting to be sitting at Table 1 playing Nigel Richards for two games and an unbelievable thrill to win one. It was also great to get in several games with other former national and world champions, including Pakorn Nemitrmansuk, Joe Edley, Brian Cappelletto, Dave Wiegand and Joel Wapnick. All the love and support I received from everyone around me was great. So many people wished me well! Also, having my mom there made the week even more fun and memorable.

**When did you realize you could have a top 5 finish at the National SCRABBLE® Championship?**

After day 3, I was thrilled to be in the top 10, but staying there is another story. I knew I'd have a lot of tough games ahead of me. I tried not to think too much about it, just focusing on playing my best each game.

**Did you know Rita Norr, the only woman to win the National SCRABBLE® Championship?**

Our paths didn't cross much, but of course I knew about her and of her amazing feat of winning the Nationals in 1987. I also knew of her reputation as a warm and friendly person. She was a great inspiration to me.

**What is your favorite word to play in SCRABBLE®?** I don't really have a favorite word. QI comes in handy.

**What is the one word in the Official SCRABBLE® Players Dictionary, Fourth Edition (OSPD4) you wish you could play yet haven't had the chance to?** Hmm. Maybe JOANNES, in honor of my mom!

**What is the highest scoring word you have ever played?** I don't really keep track of stats like that. The highest one I remember was a 230 point triple triple I scored in Phoenix back in Feb 2009. The word was JOBNAMES.

**What are three favorite hobbies besides SCRABBLE®?** Not sure if they count as hobbies, but I do enjoy going to the movies. I also love rock concerts and like learning about wildlife, especially birds.

**Name three of your favorite movies:** "The Godfather," "The Shawshank Redemption," "Spirited Away"

**What book are you reading now?** *Run* by Ann Patchett and *the Armchair Birder*.

**What is your favorite destination to relax?** San Diego and Hawaii are nice. I also love visiting the Grand Canyon.

**If you could have dinner with five people (still living or deceased), who would be at the table?** I always wished that my husband could have met my grandfather who passed away before we met. They would have had a lot in common, including a great sense of humor. So the two of them would be there along with my grandmother who passed away more recently. Maybe I should include some historic figures as well. How about Mahatma Gandhi and Susan B. Anthony?



PHOTO CREDIT: Patricia A. Hocker, NSA

Laurie Cohen at the 2010 National SCRABBLE® Championship in Dallas counts her tiles before a game.

## CONGRATULATIONS

**Paul Wigley (ON)** for winning DIV. 2 at Guelph, ON with a 6-0, +418 score, moving up from 1097 to 1217 rating.

**Lester Schonbrun (CA)** for his DIV. 1 win and 6-0, +402 result in Berkeley, moving up from 1812 to 1874.

**Brian Galebach (MD)** for earning 2<sup>nd</sup> place at Rockville, MD, in DIV. 1 with a 7-1, +542 finish, jumping up from 1547 to 1638. And to DIV. 2 winner **Elston Wisseh (MD)** for his 7-1, +642 score, raising his rating to 1188 from 1014.

**Reena Singhal (CA)** for winning DIV. 2 at Mountain View, CA with a 5-1, +201 result, moving up to 1133 from 1049. She was seeded 8<sup>th</sup> of the 8 players in her division.

**Stan Williams (PA)** for going undefeated, winning 7-0, +381 at Philadelphia, moving up from 1399 to 1510 as the 9<sup>th</sup> seed of 16 players.

**Geoffrey Newman (ON)** for winning DIV. 1 at Toronto. He was seeded 20<sup>th</sup> yet finished 9-3, +670 and jumped up from 1487 to 1629.

*These National SCRABBLE® Championship contestants did outstandingly well this year:*

**DIV. 1: Jeff Fiszbein (MI)** 19-12, +197: 1657-1821; **Mike Baron (NM)** 19-12, -221: 1751-1855; **Scott Jackson (MN)** 18.5-12.5, -246: 1704-1829; **Scott Hawkins (IL)** 11-20, -1159: 1108-1220.

**DIV. 2: Scott Leifer (MA)** 23-8, +829: 1620-1748; **Stephen Sneed (TX)** 22-9, +1042: 1571-1701; **John Dalton (TX)** 20-11, +857: 1534-1638; **Chris Bonin (ON)** 20-11, +236: 1569-1669; **David Engelhardt (MD)** 18-13, -334: 1425-1527.

**DIV. 3: Mark Rosenberg (NJ)** 24-7, +2484: 1481-1595; **Daniel Citron (IL)** 21.5-9.5, +1216: 1367-1495; **Samuel Smith (IN)** 21.5-9.5, +1077: 1394-1503; **Heather Steffy (OH)** 19.5-11.5, +1078: 1324-1443; **Michael Donegan (TX)** 17-14, +236: 1081-1209; **David Goldberg (CO)** 16-15, +121: 977-1120; **Maneck Contractor (LA)** 16-15, -116: 1080-1180; **Marina A. Villena (CA)** 15-16, -793: 1073-1181.

**DIV. 4: Richard Spence (AZ)** 25.5-5.5, +2185: 1298-1427; **Jason Randolph (TX)** 21.5-9.5, +1392: 1268-1409; **Mike Lean (MD)** 21-10, +752: 1185-1290.

**DIV. 5: Ted Barrett (NJ)** 24-7, +1935: 986-1109; **Flora Taylor (NC)** 24-7, +1697: 956-1092; **John Lauck (OR)** 19.5-11.5, +415: 721-874.

Extra congrats go out to **Richard Spence** and **Ted Barrett**, who are 16 years old and won their respective divisions in Dallas! **Sam Rosin**, another School SCRABBLE® “graduate” at age 17 came in 12<sup>th</sup> in Division 1 with a record of 19-12, +962. More details at [www.scrabbleplayers.org](http://www.scrabbleplayers.org)

## WWW.M-W.COM

Check it out! Merriam-Webster’s website. A word lover could get lost there for hours bouncing from one page and activity to another. Besides being the company that publishes *The Official SCRABBLE® Players Dictionary* there are also Dictionary and Thesaurus look ups, “New Words & Slang,” “Word of the Day,” “Word Games” and tons more. A sampling is below.



### TREND WATCH “Refute” and “Repudiate”

<http://www.merriam-webster.com/trend-watch/2010/07/19/1>

**When:** These words became top lookups on Merriam-Webster.com beginning July 19, 2010.

**Why:** On July 18, former Alaska governor Sarah Palin tweeted a word that isn’t in any dictionary: “Ground Zero Mosque supporters: doesn’t it stab you in the heart, as it does ours throughout the heartland? Peaceful Muslims, pls refudiate.” Gov. Palin’s coinage attracted interest in the two words that seemed to have been blended into refudiate.

*Refute* and *repudiate* have related meanings, and sound alike. *Refute* means “to deny something by providing evidence that proves it is false or incorrect”; *repudiate* means “to reject something as untrue or unfair.”

### “Rancor”

<http://www.merriam-webster.com/trend-watch/2010/07/30/>

**When:** *Rancor* was one of the top lookups on Merriam-Webster.com on August 11.

**Why:** During the trial of former Illinois Governor Rod Blagojevich, jurors used the word in a note to the judge.

The jurors’ note was quoted in *The Washington Post*: “In a situation where jurors can’t agree on given counts, what should the next logical step be?” the note said. “We’ve gone beyond reasonable attempts without rancor. We now ask for guidance.” *Rancor*’s Latin root is a verb that means “to be rancid” or “to stink.” Today, *rancor* means “bitter deep-seated ill will.”

### Word of the Day August 26, 2010

**MILQUETOAST;** *noun* : a timid, meek, or unassertive person

**EXAMPLE:** Brian was such a milquetoast that he agreed to work extra hours on Sunday even though he had already told his boss that he needed that day off.

**DID YOU KNOW?** Caspar Milquetoast was a comic strip character created in 1924 by the American cartoonist Harold T. Webster. The strip, called “The Timid Soul,” ran every Sunday in the *New York Herald Tribune* for many years. Webster, who claimed that Milquetoast was a self-portrait, summed up the character as “the man who speaks softly and gets hit with a big stick.” The earliest examples of “Milquetoast” being used as a generic synonym for “timid person” date from the mid-1930s.



OCTOBER 16, 2010

SPELLEBRATE!

1:00 to 4:00 PM

Eastfield Mall Food Court

1655 Boston Road, Springfield, MA 01126

The Boston Road Business Association will host a SPELLEBRATE Family Fun SCRABBLE® Event.

There will be a competitive level for \$10 and a family

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## STRATEGIC PLAY

by Joe Edley, 3-time National SCRABBLE® Champion

BOARD #1

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |    |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|----|
|   |   |   |   |   |   | G |   |   |   |   |   |   |   |   |  | 1  |
|   |   |   |   |   |   | F | A |   |   |   |   |   |   |   |  | 2  |
|   |   |   |   |   |   | U | T |   | Z | A | N | Y |   |   |  | 3  |
|   |   |   |   |   |   | O | R | E |   | I | T |   |   |   |  | 4  |
|   |   |   |   |   |   | W | A | R |   | N | A |   |   |   |  | 5  |
|   |   |   |   |   |   | E | N |   |   | E | X |   |   |   |  | 6  |
|   |   |   |   |   |   | O |   |   |   | I |   |   |   |   |  | 7  |
|   |   |   |   |   |   | I | S | O | L | E | A | D |   |   |  | 8  |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 9  |
|   |   |   |   |   |   | R | E | S | H | O | E | D |   |   |  | 10 |
|   |   |   |   |   |   |   |   |   |   |   | N | E | C | K |  | 11 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 12 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 13 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 14 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 15 |
| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O |  |    |

YOUR SCORE: 190 OPP. SCORE: 197

YOUR RACK: ACDEEIU

CHOICES: CAKED M9 30; UREIC E9 14; ACKEE M9 24; CUE L11 10; EAU 2L 13; KUE M11 14

BOARD #2

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |    |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|----|
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 1  |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 2  |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 3  |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 4  |
|   |   |   |   |   |   |   | L | I |   |   |   |   |   |   |  | 5  |
|   |   |   |   |   |   |   | O |   |   |   |   |   |   |   |  | 6  |
|   |   |   |   |   |   |   | N |   |   |   |   |   |   |   |  | 7  |
|   |   |   |   |   |   |   | B | I | O | T | A |   |   |   |  | 8  |
|   |   |   |   |   |   |   | Z |   |   |   |   |   |   |   |  | 9  |
|   |   |   |   |   |   |   | E |   |   |   |   |   |   |   |  | 10 |
|   |   |   |   |   |   |   | R |   |   |   |   |   |   |   |  | 11 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 12 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 13 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 14 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  | 15 |
| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O |  |    |

YOUR SCORE: 20 OPP. SCORE: 118

YOUR RACK: AEEGIRW

CHOICES: WIZ 9C 23; WAGE D1 28; WAGE D10 23; WEE D10 19; GAZE 9C 22

BOARD #3

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |    |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|----|
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 1  |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 2  |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 3  |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 4  |
|   |   |   |   |   |   |   | F | E |   |   |   |   |   |   |   | 5  |
|   |   |   |   |   |   |   | F |   |   |   |   |   |   |   |   | 6  |
|   |   |   |   |   |   |   | A | L |   |   |   |   |   |   |   | 7  |
|   |   |   |   |   |   |   | Z | A |   | J | O | W |   |   |   | 8  |
|   |   |   |   |   |   |   | E | V | O | K | E |   | V |   |   | 9  |
|   |   |   |   |   |   |   | I |   | T | I | M | E | O | U | T | 10 |
|   |   |   |   |   |   |   | N |   |   | D | Y | E | R |   |   | 11 |
|   |   |   |   |   |   |   | S |   |   |   | P | Q |   |   |   | 12 |
|   |   |   |   |   |   |   |   |   |   |   | S | C | U | L | P | 13 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 14 |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | 15 |
| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O |   |    |

YOUR SCORE: 151 OPP. SCORE: 182

YOUR RACK: CEIRTTX

CHOICES: CITER C1 25; EFT 5D 6; EXTINCT 10A 38; PREX O12 39; CALX 6C 29

While learning and playing obscure words is an integral part of the game, what keeps many players coming back for more is the challenge of deciding upon the best strategic play in a complex position. Strategic thinking is very different from word searching. *Answers on page 10.*



# SAVE THE DATE

## National School SCRABBLE® Championship

Open to students in grades 5-8  
in the 2010-2011 school year  
April 15-16, 2011  
Orlando, Florida  
Details at [www.schoolscrabble.com](http://www.schoolscrabble.com)  
Registration opens February 2011



Probably 90% of all the bingos you will ever play have common letter groupings at the beginning or end. Finding those words is a skill that can be developed with very little memorization! Learn the common letter sequences and look for them on your racks. Each combination of letters in the "A" and "B" lists below can be rearranged to spell a common word that either begins or ends with one of the letter groupings listed below.

You might want to place tiles on a rack in front of you and rearrange them as you would during an actual SCRABBLE® game. *Answers on page 10.*

**Beginnings: AN, BR, CON, SCR, UP**  
**Endings: ARY, EEN, FUL, GHT, IFY**

- |                      |                       |
|----------------------|-----------------------|
| <b>A. 1.</b> AEMNORY | <b>B. 1.</b> ADGINRTU |
| <b>2.</b> CEFIPSY    | <b>2.</b> EGHILNPT    |
| <b>3.</b> GHIPTU     | <b>3.</b> DEHLOPRU    |
| <b>4.</b> EEFINT     | <b>4.</b> AFHLLTU     |
| <b>5.</b> ABEEGRW    | <b>5.</b> ACFINSTY    |
| <b>6.</b> EGPRSUU    | <b>6.</b> ABEEHRRT    |
| <b>7.</b> CDEMNN     | <b>7.</b> EEENORSV    |
| <b>8.</b> CEPRSUV    | <b>8.</b> CDELLORS    |
| <b>9.</b> ADEIRTY    | <b>9.</b> ABGLRRUY    |
| <b>10.</b> AFGILNU   | <b>10.</b> CDEFNOSU   |

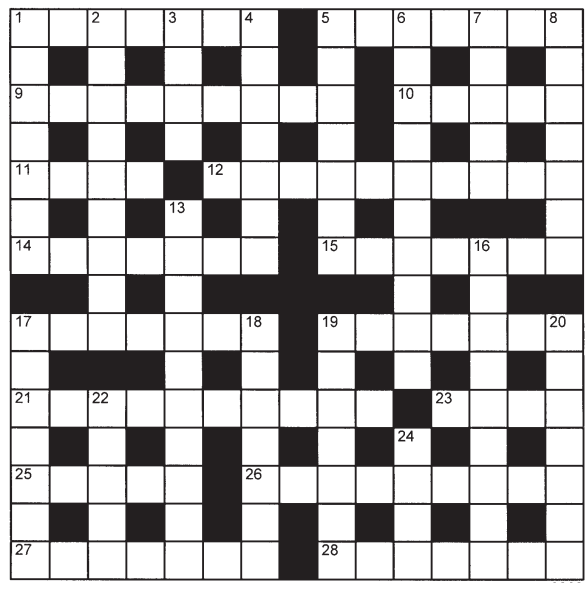


by Diane Firstman

- TEXTUARY:** where archaic words and phrases are buried
- THINDOWN:** 1) weight loss achieved through dancing at hoedowns; 2) an emaciated goose
- TIDYTIPS:** the payments for good service left by obsessive-compulsives
- TOSSPOTS:** donnybrooks in the kitchen of a restaurant
- TRAPBALL:** old-style pointing device on lap tops, doomed by its chronic mangling of fingers
- TRAPPOSE:** a fashion model in a sting operation
- TRAPROCK:** music used to lure house mice
- TRIPPETS:** cats and dogs you can rent at hotels while on vacation, so that you don't miss your kenneled pet back home as much
- TUBEWORK:** the effort to get the last bit of toothpaste out
- TURNHALL:** any large room/restaurant that continuously revolves
- TURNKEYS:** turkeys that signal before they proceed left or right
- TURNSPIT:** direction given to a group of dancing dental patients
- TYPEBARS:** where all the secretaries and stenographers hang out on Friday night
- TYOLOGY:** the study of automatic spell-checkers
- VITAMINE:** explosive device which disperses nutritional supplements at high velocities

## ANAGRAM GRIDS

by Carol Ravichandran



Answers on page 10.

- |                       |                      |
|-----------------------|----------------------|
| <b>Across</b>         | <b>Down</b>          |
| <b>1.</b> BELORST     | <b>1.</b> AELNNRT    |
| <b>5.</b> DEEIRRS     | <b>2.</b> AABCELNRS  |
| <b>9.</b> AAHLNRSW    | <b>3.</b> AHRT       |
| <b>10.</b> ACDNU      | <b>4.</b> EEILRSV    |
| <b>11.</b> ADEG       | <b>5.</b> EORRSST    |
| <b>12.</b> ACDEEKOPRV | <b>6.</b> AAEEIKLMNS |
| <b>14.</b> AGIILNS    | <b>7.</b> DKNRU      |
| <b>15.</b> ADELSTU    | <b>8.</b> CDDEER     |
| <b>17.</b> EHNOORS    | <b>13.</b> AAEMNNOSY |
| <b>19.</b> BIIKNS     | <b>16.</b> ACDEELNTT |
| <b>21.</b> CEEILNORSW | <b>17.</b> ACDHRR    |
| <b>23.</b> AEGM       | <b>18.</b> AEFLRSU   |
| <b>25.</b> ABIIL      | <b>19.</b> BEIKRSW   |
| <b>26.</b> ABELNRSTU  | <b>20.</b> AEERRSW   |
| <b>27.</b> DEENSSU    | <b>22.</b> EGIOV     |
| <b>28.</b> DEINRS     | <b>24.</b> ABST      |



## ZYZZYVA

The Last Word in Word Study

Here are all of the 7- and 8-letter words found in the *Official Tournament and Club Word List, 2nd Edition (OWL2)* that include a Y and 4 of the letters A, E, I, O and U. Courtesy of Zyzzyva, downloaded free at [www.zyzzyva.net](http://www.zyzzyva.net).

- |          |          |
|----------|----------|
| BUOYAGE  | JEALOUSY |
| OUGUIYA  | OBITUARY |
| AUDITORY | OPAQUELY |
| AUTODYNE | OUGUIYAS |
| AUTOLYSE | OUTWEARY |
| AUTOLYZE | OUTYIELD |
| AUTOTYPE | PICAYUNE |
| BEAUTIFY | POLYURIA |
| BUOYAGES | QUAYLIKE |
| BUOYANCE | QUAYSIDE |
| EQUALITY | QUEASILY |
| EUPLOIDY | ROUTEWAY |
| GUIDEWAY | UNEASILY |
| GYNOECIA | UROPYGIA |
| HYOIDEAN | VOYAGEUR |
| IDEALOGY |          |

## U GO FIRST

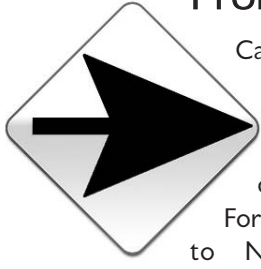
You begin first and draw



What do you play? *Analysis on page 10.*



### From Here to There



Can you turn HATE into LOVE? How can HAND become FOOT? Try this challenge. Try to link both words by changing one letter each move. For example: To get from FOUR to NINE: FOUR>FORE>FIRE>REIN>NINE. *Answers on page 10.*

**Now you try:**

CYCLES > HOTROD


## EXTENSIONS

by Joe Edley

Many small words can be extended to the right or left, or both the right and the left, to form longer words. Such extension words are sometimes difficult to find and not always available, but when they are, and they reach to Triple Word Score or Double Word Score squares, you'll find yourself one happy camper!

Below are nine racks. Each one may be used to extend at least one of the words shown on the right to form a longer word. We've printed the blank spaces surrounding each word to show you exactly how many and where the letters need to be placed. When you've successfully finished, each rack will be used exactly once, and each word will have been extended once as well. *Answers on page 10.*

- |            |                  |
|------------|------------------|
| 1. FINOSTY | A. _ _ NOT _ _   |
| 2. EHLOPST | B. _ _ SAY _ _   |
| 3. EMNOORY | C. _ _ RAT _ _   |
| 4. DEKOPST | D. _ _ LOW _ _   |
| 5. ACEIRTU | E. _ _ CUP _ _   |
| 6. DDEEIRS | F. _ _ RES _ _   |
| 7. FGHIORT | G. _ _ WIN _ _   |
| 8. EILNOPR | H. _ _ _ ONE _ _ |
| 9. EINRSST | I. _ _ _ MAR _ _ |




**Anagram Riddle**

Find an appropriate word to fill in the blanks using the designated number of letters of the boldfaced word. *Answers on page 10.*

The only minor **OBSTACLE** to his becoming a dairy farmer was his being \_ \_ \_ \_ \_ intolerant.

It was true that one of his \_ \_ \_ \_ \_ was that he was mighty **BOASTFUL**.

In the \_ \_ \_ \_ \_ there was no one as **MAGNETIC** as she, and yet her health was poor. She was dreadfully \_ \_ \_ \_ \_.



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|                          |                          |                          |                          |                          |                          |                          |                             |
|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|-----------------------------|
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>    |
| A <sub>1</sub>           | U <sub>1</sub>           | O <sub>1</sub>           | L <sub>1</sub>           | P <sub>3</sub>           | R <sub>1</sub>           | P <sub>3</sub>           | RACK 1                      |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>    |
| U <sub>1</sub>           | A <sub>1</sub>           | E <sub>1</sub>           | Y <sub>4</sub>           | L <sub>1</sub>           | Q <sub>10</sub>          | B <sub>3</sub>           | RACK 2                      |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>    |
| E <sub>1</sub>           | I <sub>1</sub>           | O <sub>1</sub>           | L <sub>1</sub>           | B <sub>3</sub>           | X <sub>8</sub>           | K <sub>5</sub>           | Double Word Score<br>RACK 3 |
| <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/>    |
| U <sub>1</sub>           | U <sub>1</sub>           | E <sub>1</sub>           | H <sub>4</sub>           | S <sub>1</sub>           | M <sub>3</sub>           | R <sub>1</sub>           | 1st Letter Triple<br>RACK 4 |

PAR SCORE 210-220  
BEST SCORE 292


FOUR RACK TOTAL  
TIME LIMIT: 20 MIN

**DIRECTIONS:** Make a 2- to 7-letter word from the letters in each row. Add points of each word, using scoring directions at right. Finally, 7-letter words get 50-point bonus. "Blanks" used as any letter have no point value. All the words are in the *Official SCRABBLE® Players Dictionary, 4th Edition, (OSPD4)*.

For more information on books, clubs, tournaments and the school program go to [www.scrabble-assoc.com](http://www.scrabble-assoc.com) or call the National SCRABBLE® Association (631) 477-0033. For a book of SCRABBLEgrams go to [www.wordgear.com](http://www.wordgear.com)

### FILL IN THE BLANKS

During a SCRABBLE® game most people find it both challenging and exhilarating to form one word that incorporates several letters already on the board that are separated by one or more spaces. Here is your rack:



In each case use only the letters on the rack above to fill in the blanks below to form a common word. Do not use a letter more than once if it doesn't appear more than once above. *Answers on page 10.*

- \_ \_ M \_ A \_ E
- \_ N \_ \_ O \_ G
- \_ \_ \_ G \_ O N
- \_ \_ \_ A \_ I \_
- \_ E \_ \_ F \_ \_
- \_ \_ E \_ T \_ A \_
- \_ O S \_ \_ \_ E
- \_ O \_ \_ B \_ R \_
- \_ \_ \_ \_ R \_ \_ E
- \_ \_ S \_ \_ C \_ \_



## know the rules

Contributed by Texas Director Mary Rhoades

Someone notices that a tile on a rack at Players A & B's game obviously came from a nearby bag instead of their own. What should be done? *Answer on page 10.*

### In other WORDS

SCRABBLE® like many special interest areas has its own vocabulary. Appearing in this column will be "new" words you may want to familiarize yourself with. **HOOK. HOOKS.** A letter that will spell a new word when it is played in the front or at the end of a word already on the board. Example: With the word HARD on the board, the letter Y is a hook letter since HARDY is acceptable. Likewise the letter C can be "hooked" since CHARD is acceptable.



North American SCRABBLE Players Association

Making words, building friendships

### Interested in becoming a Club or Tournament Director?

If you are interested in becoming a club or tournament Director, please contact the North American SCRABBLE® Players Association at [www.scrabbleplayers.org](http://www.scrabbleplayers.org).

11/13/10

## NATIONAL GAMING DAY

@ your library



For more information go to [ngd.ala.org](http://ngd.ala.org)

Looking for SCRABBLE® statistics? Check out [www.cross-tables.com](http://www.cross-tables.com) Your guide to competitive SCRABBLE®

# Annotated GAME

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |  |    |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|--|----|
| D | O | G | I | E |   | Q |   |   | B |   |   |   |   |   |  |  | 1  |
|   | M | O |   |   |   | I |   | J | A |   |   |   |   |   |  |  | 2  |
| Q | X | I |   |   |   | U | N | L | E | A | R | N | T |   |  |  | 3  |
| R |   | V |   |   |   | D | W | O | R | E |   |   |   |   |  |  | 4  |
| G |   | I |   |   |   | A |   | N | E |   |   |   |   |   |  |  | 5  |
| A | A | E | T | H | E | R | I | C | Y | F |   |   |   |   |  |  | 6  |
| S | L | E | D |   |   | O |   |   |   |   |   |   |   |   |  |  | 7  |
| M | A |   |   |   |   | T | U | F | T |   |   | R | I | N |  |  | 8  |
| R | U | N | A | I |   |   | E | N |   |   |   |   |   |   |  |  | 9  |
| D | P | O | H |   |   | A | I |   |   | S |   |   |   |   |  |  | 10 |
| S |   |   | B | I | T | T |   | U | P | S |   |   |   |   |  |  | 11 |
|   |   |   |   |   |   |   | O |   |   |   |   |   |   |   |  |  | 12 |
|   |   |   |   |   |   |   | K |   | V | E | R | G | E | R |  |  | 13 |
|   |   |   |   |   |   | Z | E | A | L |   |   | E |   |   |  |  | 14 |
|   |   |   |   |   |   | Y |   |   |   | W |   |   |   |   |  |  | 15 |
| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O |  |  |    |

Brian Cappelletto (IL) vs Nigel Richards (MAL)  
Rd. 19, 2010 NSC

| RICHARDS | ROUND | CAPPELLETTO |
|----------|-------|-------------|
| 144      | 14    | 145         |

NOTES BY JOE EDLEY

## PLAYER INFORMATION

**Brian Cappelletto (IL)** started playing competitive SCRABBLE® in 1987 as a young student. Immediately he was a player to watch. Since, he has won the 1998 Nationals, 2001 Worlds and the prestigious 2004 Boston Premier tournament among other major events. A trader out of Chicago, he loves doing impersonations and playing golf. Brian came in 2nd place at the 2010 National SCRABBLE® Championship.

**Nigel Richards (Malaysia)**, the 2010 National Champion, originally from New Zealand, now plays out of Kuala Lumpur, Malaysia. Currently the top rated tournament player, Nigel has also won the 2007 World SCRABBLE® Championship, the 2008 National SCRABBLE® Championship, and 2008 and 2010 World Players Championships.

| NAME: RACK | PLAY | SCORE/TOTAL |
|------------|------|-------------|
|------------|------|-------------|

**1. BC: AFHTTTU**  
TUFT 8G 14 T: 14

Best. It's right to sacrifice 6pt. to avoid keeping two Ts (HAFT 8G 20).

**1. NR: ACEIOTU**  
COTEAU J6 16 T: 16

COTEAU 9F 23 is also excellent, though it sims just a tad lower. After his play, the odds are that his NEXT play will score more.

**2. BC: AEEHIT?**  
AETHEIC 6C 70 T: 84

Best and highest-scoring bingo.

**2. NR: DIIIRTV**  
IVIED D3 18 T: 34

Best because it gets rid of both I's and keeps a balanced leave. "TRI" is a better leave than either IR or IT.

**3. BC: AAIINNU**  
UNAI 9D 8 T: 92

INIA K10 14 is actually better. Earning the extra six points is better than getting rid of the U, according to sim results. This makes sense because an I is not 6pt. better than a U.

**3. NR: AINNPRT**  
NIP K9 22 T: 56

Best. Nothing else scores as well AND keeps an excellent leave.

**4. BC: ADINOPQ**  
QINDAR HI 51 T: 143

This play is also best, since nothing else scores as well.

**4. NR: AELNRTU**  
UNLEARN T 3G 70 T: 126

The best of several bingos, for defensive reasons.

**5. BC: CEHNOPR**  
POH I0D 35 T: 178

PORCH L1sims slightly better, due mostly to the increased bingo chances after keeping ENR. But even without a bingo, PORCH will afford him a much better score the next turn.

**5. NR: BEGITY**  
BITT IIE 28 T: 154

Best. Nothing scores as well AND gets rid of a T.

**6. BC: ACEJNRW**  
JEW J2 29 T: 207

Best, because of the good score and the great bingo-prone leave.

**6. NR: AEGKLOY**  
TOKAY HII 39 T: 193

Or OTALGY H10 33, which is almost as good.

**7. BC: ACENRSW**  
SCREW LII 33 T: 240

Surprisingly strong. This play sims best, even though other plays score almost the same, but keep the S. SCREW has strong defensive value, given that there are still three other S's to play. Also, by playing five tiles, he hopes to draw either an S or a blank.

**7. NR: EFGLOOX**  
GOX CI 40 T: 233

FOX C1 44 is worth more and sims best. He was likely looking at keeping the F for WOLF 15L 30, or perhaps making it harder to use the TWS at 1A after placing the G at 1C. Yet, FOX will win more games in the long run.



PHOTO CREDIT: Patricia A. Hocker, NSA

2010 National SCRABBLE® Champion Nigel Richards places down another high-scoring play.

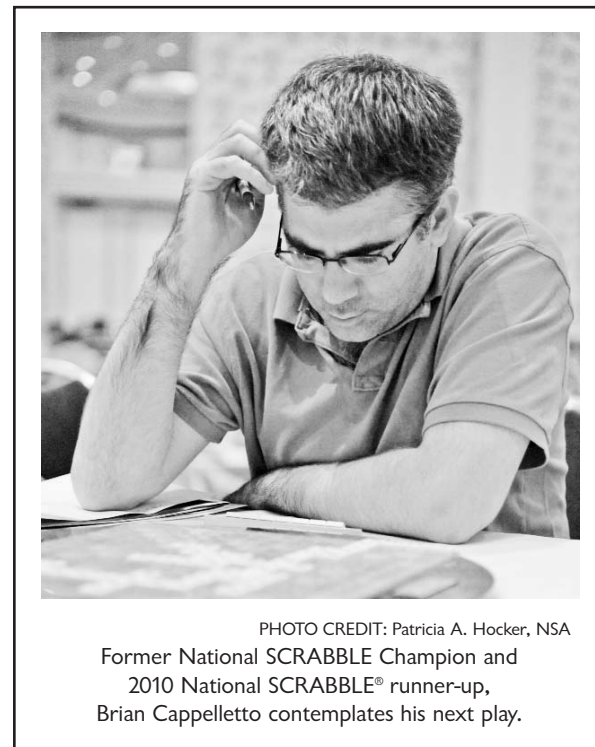


PHOTO CREDIT: Patricia A. Hocker, NSA  
Former National SCRABBLE® Champion and 2010 National SCRABBLE® runner-up, Brian Cappelletto contemplates his next play.

**8. BC: ADEEINO**  
DOGIE IA 24 T: 264

Good, but 2nd best. DOWIE 4H 26, scoring two more points and keeping the more bingo-prone ADEN, is the star play.

**8. NR: EFILORS**  
TREFOILS N3 71 T: 304

The only bingo.

**9. BC: ABEENOY**  
BARONY LI 28 T: 292

BEY M5 30 sims higher. He was no doubt more interested in using more tiles in order to increase his odds of drawing the blank, yet his play won't win as often. Keeping the 3 vowels, given the vowel-light bag, and defending the TWS at O8 a bit seems to win more often.

**9. NR: ADELRRZ**  
ZEAL I4F 33 T: 337

Sim results suggest that playing REWARD 15J 30 will win more often. If opponent does bingo through the A or Y, his Z will likely be good for another 35-40pt., keeping the game competitive until the end.

**10. BC: EEEGRV?**  
VERGER I3J 20 T: 312

ZEAL blocked (B/L)EVERAGE through the A. VERGER is an excellent way to stay in the game. It sims best.

**10. NR: ADMNRRS**  
MO 2B 16 T: 353

DARN or RAND O5 33pt. sims best. He wins a bit more often after taking the points.

**11. BC: AEEGOS?**  
ED 7C 7 T: 319

An excellent setup, which Richards will have to block.

**11. NR: ADLNRRS**  
LARDS B7 14 T: 367

Forcing the win.

**12. BC: AEGMOS?**  
OrGASM A3 41 T: 360 -  
10 (time) = 350

**12. NR: NR**  
RIN 8M 9 T: 376  
+ 2 (E) = 378

**FUN DRAISERS**  
CONTINUED FROM PAGE 5

fun level for \$10 for adults and \$5 for children. The *Official SCRABBLE® Dictionary, 4th Edition* will be used.

The top-scoring winner from each level will receive a SCRABBLE® tote bag with certificates and prizes valued at more than \$200, including a \$100 cash prize.

Contact: Carolyn Varnadore, 413-543-8000 x11

**OCTOBER 23, 2010**

2010 Literacy Volunteers Serving Adults (LVSA) SCRABBLE® Spellebration  
Benefiting the programs of Northern Delaware.

Join them for a "funraising" afternoon of team SCRABBLE® play with a heavy free lunch, snacks, adult refreshments, door prizes and some great awards!

**Times:** 12:00 Noon Registration & free lunch  
1:00 to 4:00 PM non-sanctioned SCRABBLE® Tournament  
4:00-5:00 PM Awards & raffle drawing

**Where:** Widener University - Barrister's Club  
4601 Concord Pike, Wilmington, DE

**Entry Fee:** \$150 per Team (up to five people)  
\$30 per Individual. Pre-registration is encouraged!!

**Pick of the Letter Raffle:** Choose your favorite raffle package and try your luck at winning one of ten great prize packages! Raffle tickets are \$1 each or 25 for \$20.

For more information and to register online:  
[www.litvolunteers.org](http://www.litvolunteers.org)

**Questions contact:** Lisa Wagner, 302-658-5624

**NOVEMBER 14, 2010**  
Collierville Literacy Council  
6th Annual SCRABBLE® FUNdraiser Tournament  
1:00 to 4:30 PM  
St. George's Independent School  
1880 Wolf River Blvd, Collierville, TN 38017

Teams consist of 3 players (must be at least 10 years old) and must register on the same form (individuals will be combined to create teams of 3). For more details & registration information visit [www.collierville-literacy.org](http://www.collierville-literacy.org).



and more at [cross-tables.com](http://cross-tables.com)

Plan your SCRABBLE fundraiser with the National SCRABBLE® Association's **Score Big with a Successful SCRABBLE® Fundraiser booklet.** Download and print it for free at [www.scrabbleassociation.com](http://www.scrabbleassociation.com) under the Casual Clubs tab or send \$5 in US funds to the address below to receive the 12-page color booklet.

SCRABBLE® Fundraisers  
PO Box 700  
Greenport, NY 11944

**One of these things is not like the other**

In the world of SCRABBLE® we use two distinct word sources in the US and Canada.

The book on the left we call the *OSPD4*. It is the word source for school and family use. The other, called the *OWL2*, is used in rated SCRABBLE® tournaments and NASPA clubs. It is derived from the *OSPD4*, supplemented with nine letter words and inflected forms. The list contains words only, no definitions or parts of speech labels. It also includes qualified words which are considered offensive and therefore may be inappropriate for family use.

Our puzzles and their answers will use both. The books are available at [www.wordgear.com](http://www.wordgear.com).

**ANSWERS**

**U GO FIRST**

No play here is going to be better than exchanging. You have a really good chance to bingo next turn, so make the most of it by making your "best" exchange. Here, it's better to keep EINS (+900 7 letter bingos) than AENS (+600 7 letter bingos), so exchanging AOU is the star play. Note that exchanging just the OU is okay, because AEINS is also strong, but because it's somewhat imbalanced with too many vowels, the EINS will lead to more points in the long run.

**FILL IN THE BLANKS**

- 1. LIMEADE 2. ENDLONG 3. DUNGEON
- 4. INVALID 5. NEEDFUL 6. EVENTUAL 7. NOSE-DIVE
- 8. LOVEBIRD 9. UNDERLIE 10. UNSLICED

**GRIDDLES**

LACTOSE, FAULTS, CINEMA, ANEMIC

**ANAGRAM GRIDS**

|    |   |   |    |   |    |    |   |    |   |   |    |    |    |   |    |   |   |
|----|---|---|----|---|----|----|---|----|---|---|----|----|----|---|----|---|---|
| 1  | L | O | B  | S | T  | E  | R | 6  | R | E | S  | I  | 7  | D | E  | 8 | R |
| 2  | A | A | R  | A | A  | E  | E | 9  | A | R | 10 | A  | D  | U | N  | C |   |
| 3  | T | A | R  | W | H  | A  | L | E  | S | O | M  | N  | E  |   |    |   |   |
| 4  | N | N | R  | A | L  | I  | O |    |   |   |    |    |    |   |    |   |   |
| 5  | E | G | A  | D | 12 | O  | V | E  | R | P | A  | C  | K  | E | D  |   |   |
| 6  | R | C | 13 | M | E  | T  | N |    |   |   |    |    |    |   |    |   |   |
| 7  | N | I | L  | G | A  | I  | S | 15 | S | A | L  | U  | 16 | T | E  | D |   |
| 8  | E | Y |    |   |    |    |   |    |   |   |    |    |    |   |    |   |   |
| 9  | O | N | S  | H | O  | R  | E | 18 | B | I | K  | I  | N  | I | 20 | S |   |
| 10 | R |   |    |   |    |    |   |    |   |   |    |    |    |   |    |   |   |
| 11 | C | L | 22 | O | W  | N  | E | R  | I | E | S  | 23 | G  | A | M  | E |   |
| 12 | H | G | A  | B | A  | F  | W | 24 | B | C |    |    |    |   |    |   |   |
| 13 | A | L | I  | B | I  | 26 | U | N  | S | T | A  | B  | L  | E | R  |   |   |
| 14 | R | V | S  | L | K  | T  | E |    |   |   |    |    |    |   |    |   |   |
| 15 | D | U | E  | N | E  | S  | S | 28 | I | N | S  | I  | D  | E | R  |   |   |

**KNOW THE RULES**

The director should be called. If tiles from a nearby game are noticed on either player's rack, immediately stop the clock, return the foreign tiles to the proper bag, replenish the tiles (if available), and restart the clock.

**BINGO SKILLS**

- A. 1. ANYMORE 2. SPECIFY 3. UPRIGHT
- 4. FIFTEEN 5. BREWAGE 6. UPSURGE 7. CONDEMN
- 8. SCREWUP 9. DIETARY 10. GAINFUL
- B. 1. ANTIDRUG 2. PENLIGHT 3. UPHOLDER
- 4. LOATHFUL 5. SANCTIFY 6. BREATHER
- 7. OVERSEEN 8. SCROLLED 9. BURGLARY
- 10. CONFUSED

**EXTENSIONS**

- 1C: STRATIFY 2D: HOLLOWEST 3A: MONOTONY
- 4I: POSTMARKED 5H: AUCTIONEER
- 6G: SIDEWINDER 7F: FORESIGHT 8E: PORCUPINE
- 9B: ESSAYIST

**FROM HERE TO THERE**

CYCLED, CLOYED, COLDER, RETOLD, ROOTED, HOTROD

**SCRABBLE BRAND GRAMS SOLUTION**

|                          |                 |                |                |                |                |                |              |            |
|--------------------------|-----------------|----------------|----------------|----------------|----------------|----------------|--------------|------------|
| P <sub>3</sub>           | O <sub>1</sub>  | P <sub>3</sub> | U <sub>1</sub> | L <sub>1</sub> | A <sub>1</sub> | R <sub>1</sub> | RACK 1 =     | <b>61</b>  |
| E <sub>1</sub>           | Q <sub>10</sub> | U <sub>1</sub> | A <sub>1</sub> | B <sub>3</sub> | L <sub>1</sub> | Y <sub>4</sub> | RACK 2 =     | <b>71</b>  |
| B <sub>3</sub>           | O <sub>1</sub>  | X <sub>8</sub> | L <sub>1</sub> | I <sub>1</sub> | K <sub>5</sub> | E <sub>1</sub> | RACK 3 =     | <b>90</b>  |
| H <sub>4</sub>           | U <sub>1</sub>  | M <sub>3</sub> | E <sub>1</sub> | R <sub>1</sub> | U <sub>1</sub> | S <sub>1</sub> | RACK 4 =     | <b>70</b>  |
| <b>PAR SCORE 210-220</b> |                 |                |                |                |                |                | <b>TOTAL</b> | <b>292</b> |

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**CHALLENGE**

- CHALLENGE 1:** 1. GROOM 10B 30 2. WAR-DEN 8A 40 3. HARBOR 14I 36 4. ZINNIA H1 48 5. DEFEND 10F 26
- CHALLENGE 2:** 1. ADOBE H1 37 2. MOAT L12 35 3. KALIF J2 47 4. WAFT 1L 48 5. PILAW 6B 39
- CHALLENGE 3:** 1. YA K10 20 2. LA 15L 15 3. EAR N2 15 4. AJAR H1 33 5. MUD 13L 12
- CHALLENGE 4:** 1. TORAH E1 32 2. UNREAL M8 31 3. ENABLE 8J 30 4. DEVIANT K5 54 5. OPERA 2E 18
- CHALLENGE 5:** 1. INFINITE E5 63 2. OBSTINATE 15A 99 3. PAYGRADES D4 84 4. SUMPTUOUS 1G 42 5. DEMAGOGUE A1 137
- CHALLENGE 6:** 1. DAMNED 9E 38 2. DOZ-ENTH 5E 90 3. AHEAD L8 36 4. INCLINE 12G 33 5. SALVO 8A 39

**ANAGRAM GAME**

- 1. LAWSUIT 2. TEACUP 3. COBALT 4. LANO-LIN 5. BARIUM 6. DICTUM 7. BEYOND 8. LAWMAN

**STRATEGIC PLAY**

Note: Strategic decisions usually attempt to answer the following two questions: 1) If you play a position many times, testing several different plays each time, which play would lead to a win more often? 2) What words will likely appear in the next few moves that influence the outcome of the game? Computer simulations (or "simming") and the experts' own experience are the keys to understanding and answering these questions. Notes by Joe Edley.

I. What about CAKED M9 30? Those 16 extra points look very tempting! And, in fact, there is little advantage to KUE over CAKED. However, given the state of the board, saving EIU this turn may very well lead to an exchange next turn, because there are few hotspots for a rack overburdened with vowels. For that reason, and because the potential for ACDEL to turn into something greater (note the H at H10, plus the D hook at J12), and for KUE blocking the K, simulation shows that KUE is slightly better than CAKED.

2. You might think that opening the TWS with WAGE D1 28 is too dangerous, but that's not the case. As a general rule, when you cover the DLS between two TWS squares, and particularly with a weak letter, such as a W, there's less of a danger. At D1, there is no D or R hook threat, as there is with WAGE D10 23. Plus, by opening a new hotspot, such as it is, the threat of an S hook to LIONIZER is somewhat diminished because you're likely to score at least 30 from the W if it's still open. Then too, you're so far down that opening the board is a smart thing to do because you want to keep many high-scoring options available. Add to that the fact that this is your highest-scoring play and now it's clear that WAGE D1 28 is your best shot toward victory.

3. This is a volatile board, with high-scoring S-hook opportunities, many bingo alleys and two Ss and two blanks to draw. Now is NOT the time to be timid. Either PREX O12 39 or EXTINCT 10A 38 are good plays, but EXTINCT gives you a better chance to win because you're drawing 6 new tiles as opposed to saving 4 semi-weak tiles. If you draw an S, that open E won't hurt so much, whereas your opponent may take an S hook leaving you with that E and yet another S hook. Bottom line: You need to draw better tiles, and saving CITT isn't the quickest way to do that.

# COMIC RELIEF



**“I don’t know ... playing Scrabble with you leaves me ... spellbound.”**

**A<sub>1</sub> N<sub>1</sub> A<sub>1</sub> G<sub>2</sub> R<sub>1</sub> A<sub>1</sub> M<sub>3</sub> G<sub>2</sub> A<sub>1</sub> M<sub>3</sub> E<sub>1</sub>**

an·a·gram n. a word or phrase made by transposing the letters of another word or phrase.

Imagine that several people are playing an anagram game that shows the letters A, B, C, D, L, I in the center of the table. One draws an E from a bag and tries to form the longest word with some of the 6 center letters and the E. She finds BAILED.

Below are several situations where the letters in the center of the table are given, and at the right is the tile turned up next. In each case find the longest word that uses the given letter and as many of the center letters as possible. Hint: some words do not use all the letters. Score 1 point for each letter of each word formed. A score of 40 points is good. 49 is outstanding. Answers on page 10.

|                |                |                |                |                |                |                |
|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| A <sub>1</sub> | I <sub>1</sub> | S <sub>1</sub> | T <sub>1</sub> | U <sub>1</sub> | W <sub>4</sub> | L <sub>1</sub> |
| A <sub>1</sub> | C <sub>3</sub> | E <sub>1</sub> | I <sub>1</sub> | T <sub>1</sub> | U <sub>1</sub> | P <sub>3</sub> |
| A <sub>1</sub> | B <sub>3</sub> | D <sub>2</sub> | L <sub>1</sub> | O <sub>1</sub> | T <sub>1</sub> | C <sub>3</sub> |
| A <sub>1</sub> | I <sub>1</sub> | L <sub>1</sub> | L <sub>1</sub> | N <sub>1</sub> | O <sub>1</sub> | N <sub>1</sub> |
| A <sub>1</sub> | B <sub>3</sub> | F <sub>4</sub> | I <sub>1</sub> | M <sub>3</sub> | R <sub>1</sub> | U <sub>1</sub> |
| D <sub>2</sub> | I <sub>1</sub> | M <sub>3</sub> | R <sub>1</sub> | T <sub>1</sub> | U <sub>1</sub> | C <sub>3</sub> |
| B <sub>3</sub> | D <sub>2</sub> | E <sub>1</sub> | I <sub>1</sub> | O <sub>1</sub> | Y <sub>4</sub> | N <sub>1</sub> |
| A <sub>1</sub> | A <sub>1</sub> | M <sub>3</sub> | N <sub>1</sub> | T <sub>1</sub> | W <sub>4</sub> | L <sub>1</sub> |

## ■ JOHN KAHN CONTINUED FROM PAGE 1

It was during this period that Kahn began to build his own circular, tower-shaped house on a wooded property also upstate. A studio, sculpture garden and stone quarry are also located on the upstate acreage. It took 17 years for the artist to complete the project, filling the house with his unique art and installing distinctive large sculpture throughout the grounds. Kahn’s work has been shown in numerous galleries and exhibitions throughout the New York area, in *Architectural Digest* and on HGTV.

Fifteen years ago the artist began traveling to Easter Island in the South Pacific, where he became enthralled with the inhabitants, their ancestral art and culture. He eventually established a special foundation to foster appreciation of the island’s history and preserving its culture. It was a gift to the Rapa Nui people. Always carrying a Spanish SCRABBLE® board, his love for this favorite childhood pastime was revived and, once again, a fun and simple game made his learning of language a source of entertainment. His brainstorm— to introduce this American icon to the Rapa Nui culture to help them to learn English. It seems Kahn has always been civic minded and has freely lent his expertise to various community projects.

In the early 70’s, this multi-media artist gained recognition for creating a series of giant pop art sculptures which he entitled “Amerikahna.” The series showcased his amazing woodworking skills while celebrating his appreciation for award-winning American industrial designs. Soon, his colossal wooden scissors would be hanging in the President’s office at *Vogue*, his huge wooden corkscrew in the collection of Pepsico, his giant can opener in the lobby of American Can, and his whimsical whisk from the ceiling of the Chrysler Building at ad agency Dancer, Fitzgerald, Sample.



Due to the limitations of technology, one American icon remained on his dream list to fulfill this series: a gigantic, magnetic playable pop art SCRABBLE® gameboard. Ten years later, rare earth magnets would be developed for commercial use, opening the door to this dream becoming a reality. With this renewed inspiration, and the advent of rare earth magnets, he returned to the States to complete this limited edition of the giant playable magnetic wall sculpture: “Homage to SCRABBLE®.”

While the game manufacturer and the design of the board has changed over the decades, the artist made it clear to us that this SCRABBLE® board sculpture was a significant tribute to game inventor Alfred Butts. “I want Alfred’s work to be recognized not only for what the world knows as an essential game board, but as a piece of fine art in its conception and in fact its execution. My homage pays tribute to that original creation,” he shares.

In all, nine boards have been created to a scale almost 5 times the original board size. Yet once again the integrity of the design has been preserved and honored in its amplification. This magnetic SCRABBLE® board is a continuation of the Amerikahna series and sales will help fund the Echo Foundation, an organization dedicated to the education and preservation of the East Island culture Rapa Nui. To learn more about the foundation visit [www.easterislandechofoundation.org/english/index/html](http://www.easterislandechofoundation.org/english/index/html).

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# MARK YOUR CALENDAR

| NOVEMBER 2010 |        |         |           |          |        |          |
|---------------|--------|---------|-----------|----------|--------|----------|
| SUNDAY        | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY |
|               | 1      | 2       | 3         | 4        | 5      | 6        |
| 7             | 8      | 9       | 10        | 11       | 12     | 13       |
| 14            | 15     | 16      | 17        | 18       | 19     | 20       |
| 21            | 22     | 23      | 24        | 25       | 26     | 27       |
| 28            | 29     | 30      |           |          |        |          |

## American Education Week and National Gaming Day

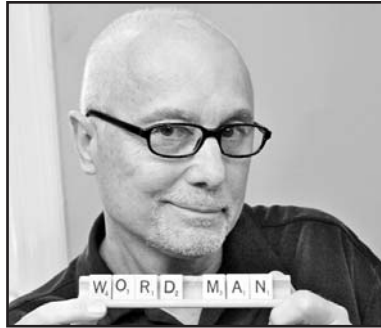
As SCRABBLE® lovers we all know that learning can be fun as well as rewarding. The NSA has learned of two fun and educational events in November we thought we would share with you.

American Education Week is a nationwide event occurring November 14-20, 2010. "National Education Association's (NEA) American Education Week (AEW) spotlights the importance of providing every child in America with a quality public education from kindergarten through college, and the need for everyone to do his or her part in making public schools great." ([www.nea.org](http://www.nea.org).) This is the 89<sup>th</sup> annual American Education Week and each day spotlights an aspect of school life. Take a look at the NEA's website to find out the themes for each day. The NEA has campaigned for the rights of educators and students since it was first established in 1857.

Karla Jenkins, Family and Community Engagement Specialist with the Baltimore City Public Schools, brought American Education Week to our attention. As a Family and Community Engagement Specialist, Karla acts as a liaison between schools and their students' families and communities. Baltimore City Public Schools is currently planning their American Education Week and after talking with Karla the NSA is excited to incorporate SCRABBLE® into their event!

Switching gears to another educational event that incorporates learning and fun: National Gaming Day on November 13, 2010. One of the National SCRABBLE® Association's partners, the American Library Association (ALA) ([www.ala.org](http://www.ala.org)) started this initiative to connect communities around the educational, recreational and social values of all types of games. The event will include a national videogame tournament as well as traditional board games and other activities. On last year's National Gaming Day more than 31,000 people of all ages played games in libraries! The ALA is hoping to double that number in 2010. Go to <http://ngd.ala.org> to find out details on what your library can do for National Gaming Day.

**So mark your November calendars!** Take some time to check out what your local schools and libraries are doing for American Education Week and National Gaming Day and play along.



by John D. Williams Jr.

## EXECUTIVE DIRECTOR'S REPORT

By most estimates, there have been 100 million SCRABBLE® games sold worldwide, with 50 million "leisure" players throughout North America. Given the vastness of these numbers, it's inevitable that all kinds of "house" rules have evolved over time. Of course, tournament players are bound by clearly defined and consistent rules for all the obvious reasons. But at home, it appears anything goes when it comes to their favorite word game.

Probably the most common house rule concerns the blank. Many, many people play SCRABBLE® with the provision that a blank can be used over and over again, as long as it's replaced by the letter it was intended to be. In other words, let's say I use the blank to represent a B in making a play. Should I draw a B later on in the game, I can plunk it down where the blank sits and then use the blank again! It goes without saying this makes for a much more wide-open game. Of all the house rules we hear about at the National SCRABBLE® Association (NSA), this is probably the most prevalent.

Another house rule with the opposite effect is the one where a player must know the definition of a word – and explain it – in order for a play to be good. This rule would severely compromise the scoring prowess of most tournament players, who know hundreds or thousands of words without a clue to their meaning. Non-tournament players often scoff at our disregard of definitions. These tend to be word purists who are even more appalled when told that SCRABBLE® is at least as much a game about math as it is about language.

We've also talked to people who like to play with eight tiles. As one might imagine, this makes for easier plays, more scoring and less defense. That said, the NSA has found as a rule most leisure players tend to play too defensively – especially early in the game. They tend to be more concerned about the opponent scoring than concentrating on getting points for themselves. Playing with eight tiles, however, is arguably a comfortable way to introduce a child or newcomer to the game. It enables them to find plays more easily and you can scale back to seven tiles down the line.

Then there are the themed games. Let's say a group of Notre Dame students are playing and decide any word associated with "Irish" will have a bonus of 25 points. So SHAMROCK, BLARNEY and KILT would be pretty obvious plays. However, this kind of game inevitably leads to some vague interpretations of the rule and some highly spirited discussions. For example, would GREEN be a bonus play? How about BROGUE?

While I personally prefer the standard tournament rules of SCRABBLE®, I also appreciate the variations. At the end of the day, anything that gets people playing SCRABBLE® is fine by me. They just need to know that should they show up at an official SCRABBLE® club or meet some fierce faceless opponent in online play, it's back to basics.

### SCRABBLE® Flash a Hit at 2010 National SCRABBLE® Championship

The National SCRABBLE® Association's press table had a lot of buzz around it at the 2010 National SCRABBLE® Championship in Dallas this past August. Players stopped by between rounds to play one of Hasbro's latest games: SCRABBLE® FLASH. The tournament SCRABBLE® players were curious about the mini electronic blocks on the table, asking "what is this?!" It's a high-speed game where players race to form new words in 60 seconds while shuffling five electronic letter tiles. The letter tiles contain 'SmartLink Technology' which recognizes words when tiles are connected and announces your score when time runs out.

Everyone that tried out SCRABBLE® FLASH had fun playing it. The overall consensus was that it's a fun variation to SCRABBLE®!



**NOW AVAILABLE AT [WWW.WORDGEAR.COM](http://WWW.WORDGEAR.COM) FOR \$29.50**