

THE NEW

# SCRABBLE®

NEWS

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GREENPORT,  
NY 11944  
PERMIT NO. 101

A publication of the National SCRABBLE® Association

Issue 240, December 2010

## SCRABBLE® SETS THE SCORE

Besides the millions of leisurely living room games, each year there are more than 300 sanctioned SCRABBLE® tournaments in North America. These rated events attract players of all levels, from curious novices to experts who memorize the dictionary. Here are some fun statistics that should impress any level of player.

### HIGHEST TOURNAMENT GAME SCORE:



Edward De Guzman scored 771 points against a 315 point game played by Carlynn Mayer in Reno, Nevada July 2, 2010. This broke Mark Landsberg's (CA) long-standing record of 770 against Alan Stern in Los Angeles, California in 1993.

**HIGHEST CLUB GAME SCORE:** 830 points by Mike Cresta (MA) vs. Wayne Yorra (MA), Lexington, MA SCRABBLE Club #108 on October 12, 2006. Both opponents were rated under 900 at the time. Wayne's losing score was 490 points, and along the way he played four bingos (using all 7 letters): JOUSTED, LADYLIKE, SCAMSTER and UNDERDOG. Their combined score of 1320 points is the highest combined score ever at an NSA sanctioned club or tournament. The winner played two Triple Triple Word Scores, FLATFISH for 239 points and QUIXOTRY for 365, making that bingo the **HIGHEST SINGLE SCORING PLAY** in club or tournament history.

### LOWEST COMBINED GAME SCORE:

Marlon Hill (MD) and Ben Schoenbrun (NY) set a new tournament record with a total of negative 22 points. The previous record was -20. The game ended after six consecutive zero scores from challenged phonies and exchanges and both players got negative points from the tiles left on their racks. Marlon drew a blank and won with -6 points, while Ben got stuck with the Q and lost with -16 points.

**HIGHEST LOSING SCORE:** 539 points by Joel Sherman (NY) to David Poder's (CA) 541 points in Campbell, CA in 2001.

**HIGHEST TIE GAME:** 502-502 by John Chew (ON) and Zev Kaufman (ON) at the 1997 Toronto SCRABBLE® Club #3 tournament.

**LARGEST ONE-GAME SPREAD:** 546 points by Richard Ross (FL) at the 1990 Florida State Championship. His opponent lost four challenges. Final score 702-156.



These two players, Mike Cresta (R) and Wayne Yorra (L), set the bar awfully high with their record-setting game of 830 points to 490. Details to the left.

## National SCRABBLE® Association Hits the Road Again

by Katie Schulz

### National Middle School Association Conference and Exhibit



Jane Ratsey Williams, Patty Hocker and Katie Schulz of the National SCRABBLE® Association (NSA) traveled to Baltimore at the beginning of November to attend the National Middle School Association (NMSA) Conference and Exhibit at the Baltimore Conference Center, located next to the beautiful Baltimore Inner Harbor. As exhibitors the NSA spread the word about School SCRABBLE® to middle school educators, and the attendees at the exhibit were excited to see us there.

We received the classic "I love SCRABBLE®!" statement over and over again as people stopped by our booth to chat with us about their favorite SCRABBLE® memories. SCRABBLE® FLASH was displayed on the table and was a HUGE hit, drawing people back a few times over the three-day event. The NSA staff even improved their game play a bit too!

We were happy to find out that some of the educators that stopped by the NSA's booth were part of the first School SCRABBLE® clubs that formed in the early 90s. They were very impressed with the updated School SCRABBLE® Starter Kit now available through Hasbro. Overall the NSA had a rewarding experience at the conference, and as always it was great to see so many teachers excited to use a game (an educational one at that) as a learning tool in the classroom or as an after school club. We hope to see some of these teachers at our next National School SCRABBLE® Championship!

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CONTINUED ON PAGE 11



## Picture This



Diehard fan

## ■ NASPA NEWS

Tournaments and People

by John Chew

When we first started accepting NASPA memberships in March 2009, we thanked our early members by offering them membership through December 31st, 2010 with their payment anytime during 2009 of a nominally annual membership fee. Well over 2,000



North  
American  
SCRABBLE  
Players  
Association

*Making words, building friendships*

players took us up on this offer, and while 12/31/2010 used to seem a long way off, it's now less than a month away and our Membership Committee has been working hard to get players to renew early and avoid a holiday rush. If you're planning on playing in year-end tournaments like Annette Tedesco's ever-popular New Year's tournament in Albany, NY, please do your directors a favor and renew early online.

To encourage you to do this, the NASPA Membership Committee announced several changes to the membership fee structure at the 2010 National SCRABBLE® Championship (NSC) in Dallas, TX. In addition to the previously existing membership categories of regular annual membership for \$30 and vanity membership (choose your own NASPA ID#) for \$50, we've added a list of other options that's so long, some members have complained that they have too many choices!

First of all, the best deal we offer is free membership. When we welcome new members to our association (even if they're well established members rated under the old NSA system), they're given a chance to say who referred them to NASPA. If that person's you, you get a free month added on to your membership. If you're a club director and you sign up just four new members between September and December, your club's annual registration fee is waived, too. The person with the most referrals in a year will get an

additional year's free membership on top of all the free months. In the lead right now is Alvin Haney (TX).

If you don't have a dozen friends wanting to sign up for a year each to give you a year's free membership, you can still save on your membership renewal in two ways: renew early, and renew for more than a year. If you renew more than a month before your current expiry date, you save five dollars, paying only \$25. If you renew for more than a year, then you save five dollars per year starting with the second year. These two benefits are cumulative, so if you renew early for three years, it will cost you \$25 + \$20 + \$20 = \$65. Many of our 3300 members have already given us a major vote of confidence by signing up for a five-year renewal!

If you're under 18, the regular annual \$30 rate is reduced to \$15, for as long as you remain under 18 at the beginning of your membership year. No, you don't get an additional \$5 off the \$15 for renewing early or for multiple years.

We also continue to offer a \$15 six-month trial offer, which is available only to players without an NSA or NASPA tournament rating. In order to accommodate players who like to play only in their club's annual tournament, there is now a \$19 one-week membership rate that should cover even the longest tournament, including early bird and late bird events.

As always, NASPA membership entitles you to play in sanctioned tournaments, participate in elections, have your achievements be officially recognized, and receive a membership card. To find out more about NASPA membership and renewal options, please click the Join/renew link in our website's sidebar. For more information about membership, please contact [naspa-member@yahoo.com](mailto:naspa-member@yahoo.com).

John Chew  
Copresident, NASPA

## FO R THE REC O RD

## TOP RANKED PLAYERS

RANK	RATING	NAME
1	2140	Nigel Richards
2	2058	David Gibson
3	2047	Brian Cappelletto
4	2037	Adam Logan
5	2024	Joel Sherman
6	2014	Conrad Bassett-Bouchard
6	2014	Scott Appel
8	2009	Orry Swift
9	2004	Carl Johnson
10	2003	Rafi Stern
11	1997	Kenji Matsumoto
12	1989	Dave Wiegand
13	1968	Nathan Benedict
14	1958	Laurie Cohen
15	1955	Ian Weinstein
16	1951	John Luebkekmann
17	1948	Ron Tiekert
17	1948	Pakorn Nemitrmansuk
19	1942	Sam Rosin
20	1941	Geoff Thevenot

## REACHED 2000 FOR FIRST TIME

Conrad Bassett-Bouchard • Rafi Stern

## REACHED 1900 FOR FIRST TIME

Mike Frentz • Lou Cornelis • Ben Withers  
Will Anderson • Noah Walton • Evans Clinchy

## REACHED 1800 FOR FIRST TIME

Shannon Burns

## REACHED 1700 FOR FIRST TIME

Benjamin Bloom  
Mark Schmidt

## REACHED 1600 FOR FIRST TIME

Geoff Tongue • Sue Gable  
Heather Steffy • Jeffrey Nelson

## REACHED 1500 FOR FIRST TIME

Chris Sinacola • Daniel Citron  
Jill Heffner • Jason Li  
James Porter • James Curley  
Jim Brooks • Quentin Read  
Heather Steffy

## TOP RATINGS GAINS LAST 12 MONTHS

NAME	RATING	CHANGE	RANK
Oliver Roeder	1401	+435	1
Ted Barrett	1243	+396	2
James Curley	1551	+390	3
Reese Willis	1190	+364	4
Elston Wisseh	1299	+351	5
Mike Lean	1309	+345	6
David Goldberg	1202	+334	7
Heather Steffy	1606	+310	8
Jackson Smylie	1195	+308	9
Wayne Barclay	1444	+305	10
Judy Rosenthal	1292	+301	11
John Dowaliby	1089	+295	12
Nancy Konipol	1365	+287	13
Norma Lovett	974	+286	14
Doug Szymkowiak	1322	+277	15
Shan Abbasi	1419	+276	16
Chad Finley	1307	+274	17
Kolton Koehler	1272	+264	18
Stefan Huber	1380	+264	18
Ben Schoenbrun	1791	+260	20





## HOLLYWOOD

Twilight costars and couple Kristen Stewart and Robert Pattinson have become obsessed with board games, including SCRABBLE® and Monopoly. *The Sun*

## POLITICS

Former President George W. Bush's new favorite iPad app is SCRABBLE®. *CNN Political Ticker*

## PRODUCTS



New to market: a "Designer Edition" SCRABBLE® more commonly known as Pink SCRABBLE®. They call it "A time-

less classic with a modern makeover." It comes with a rotating game board, pearlescent letter tiles, 4 pink tile racks and an embroidered fabric pouch. This unique pastel version of our favorite word game may be just the thing for that young girl on your holiday gift list. \$19.95 amazon.com or Toys "R" Us.

## OVERSEAS

Speaking of pink, on the other side of the pond, there is a new British SCRABBLE® champion, Mikki Nicholson, a 33-year-old transsexual from Carlisle, who achieved her 3:2 victory dressed in a shocking-pink PVC dress, pink wig and lace tights, with a hint of stubble, the press reports. We are wondering what it was about her bold word arsenal that threw off the game of her opponent Mark Nyman. Nyman is not only a former four-time national SCRABBLE® victor, but is still the only Briton to have ever won the World Championship (1993 New York City) and was also the first Champion of Champions on Channel 4's Countdown, where he has since served in Dictionary Corner.



## WORD POWER



Check out the fun website [www.freerice.com](http://www.freerice.com), which with every click gives back. FreeRice was founded in October 2007 by John Breen. In March 2009 Mr. Breen donated the site to

the UN World Food Programme. In making the donation, Mr. Breen expressed his hopes that FreeRice will be able to grow over the coming years, helping to feed and educate as many people as possible. Since its creation FreeRice has generated enough rice to feed millions of people.

## A WORD FROM



**Robert Butts** is the great-nephew of SCRABBLE® inventor Alfred Mosher Butts. He has served as the official family spokesperson for all SCRABBLE® matters for many years, having attended numerous National SCRABBLE® Association (NSA) functions as the family representative. Robert is an attorney in private practice in Poughkeepsie, New York. He resides in the Butts family homestead where Alfred lived for many years.

### 1. Do people assume you are an expert SCRABBLE® player? How would you rate your skills?

I'm asked that from time to time, but the truth is, I'm not very good. For several years our local library (of which Alfred had been a founder) held a small SCRABBLE® tournament, and I recall that the first two years I came in last. I did a little better subsequently, with a little practice.



### 2. Did you ever play with Alfred? What was that like?

I didn't have the opportunity to play SCRABBLE® with Alfred until his later years. Even in failing health, he retained his SCRABBLE® skills.

### 3. You must get the occasional random request regarding Alfred or SCRABBLE®. Can you share one or two with us?

I've been interviewed for TV productions a few times, including a segment on *The Martha Stewart Show* and a recent program for the BBC. On one memorable occasion, my daughter, Lela, and I were guests of Sunday Morning with Charles Kuralt at the CBS studios in New York as they taped a feature on Alfred after his death. Lela was 10 at the time; it was quite an event for both of us.

### 4. How would you describe Alfred M. Butts to those who never met him?

He was a very humble, considerate and generous person, who cared deeply for others, his family and community. He was fascinated with the world's mysteries, was focused and creative, and loved to take on intellectual challenges. That's probably what made him such a great inventor.

### 5. If you could play one word in a SCRABBLE® match, what would it be and why.

It's beyond me to answer this. The undisputed best player in the Butts family was Alfred's wife, Peggy, who in 1956 became somewhat of a legend by playing QUIXOTIC across two triple word scores. Alfred kept the scorecard, showing the play at 284 points.

### 6. Name three people, past or present, whom you would love to have sitting around a SCRABBLE® board for a game.

There would be several I'd like to include, but my fondest memories are of playing SCRABBLE® with Alfred and my daughter with an age spread of about 85 years.

### 7. How aware was Alfred about the legacy and worldwide subculture that his game had spawned?

Although Alfred knew he'd invented a good game, he was truly amazed at its success at home and throughout the world, the intensity of tournament play, and the devotion of its fans. It gave him a good chuckle to think about it.

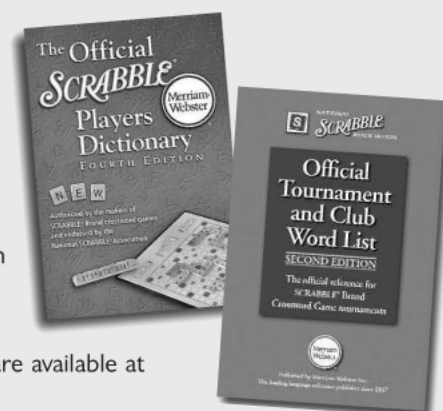
## One of these things is not like the other

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. Both books are available at [www.wordgear.com](http://www.wordgear.com).





## SC RABBLERS FILL TIKI RESORT FOR ANNUAL LAKE GEORGE, NY EVENT

by John Robertson

The eleventh annual October SCRABBLE® bash in scenic Lake George, New York, attracted a whopping 153 entrants to the 2010 main event—ensuring a packed venue and highly competitive word play.

Back in 2000, event organizer Annette Tedesco first persuaded the management at the Tiki Resort to stay open an extra weekend in October to accommodate eager SCRABBLE® players. The event has steadily grown to regular overflow crowds that require two playing areas in the hotel for the 15-round main event. The players' \$85 entry fees covered not only the main event, but also two breakfasts, a fabulous Saturday evening buffet and refreshments throughout the weekend. The hotel shuts down for the winter once the last Scrabbler has left the premises.

Preceding the main event were an eight-round early bird on Thursday, October 14 and another five-round event the following day. Thirty-two players turned out for Thursday's play and 59 got in on the early action on Friday. Divisional winners on Thursday were Will Anderson, Mason Shambach and Susan Blanchard. The seven divisional champs on Friday were Will Anderson, Richard Buck, Mason Shambach, Don Drumm, Elouise Pearl, Jane Whitmore and Henry De Young.

The main event featured five divisions of 28 players and a sixth division of 13. The 28-player pools were subdivided into two pools of 14, thus creating round-robin play for the first 13 rounds—avoiding the dreaded repeat pairings for as long as possible. John Stardom, the bottom-seeded player in Division #1, was the surprise champion. Glenn Dunlop took top honors in Division #2. Jason Li was the kingpin in Division #3. Christen Den comfortably emerged at the top of the heap of Division #4. Energetic twelve-year-old Matthew O'Connor won Division #5 while Les Hipenbecker was the popular winner of Division #6.

Following Saturday's banquet, Andy Saunders and John Robertson hosted a wide-range trivia contest. It drew 56 entrants split into ten teams. More than \$500 in prize money was awarded. Knowledge of history, current events, geography, pop culture, movies, art, celebrity gossip, sports, music—and a bit of SCRABBLE® esoterica—helped determine the winners.

Ross Brown and John Robertson were the acting directors for all three events, overseeing 1413 total games.

### DIVISION N 1

NAME	W	SPR	PRZ
1. JOHN STARDOM	12	+673	\$500
2. JASON KELLER	11.5	+1076	\$250
3. KARL HIGBY	11.5	+308	\$150
4. KEVIN COLOSA	10	+273	\$75
5. JOEL SHERMAN	10	+247	\$45
6. BRADLEY WHIMARSH	9	+393	
7. CHRIS LIPE	9	+255	
8. WILL ANDERSON	9	+205	
9. JAN DIXON	9	-279	
10. KATE FUKAWA-COONNELLY	8	+543	

### DIVISION N 2

NAME	W	SPR	PRZ
1. GLENN DUNLOP	13	+1353	\$500
2. JOE BIHLMAYER	10.5	+630	\$250
3. PAUL AVRIN	10	+568	\$150
4. TIM ANGLIN	10	+366	\$75
5. ALDO CARDIA	9	+710	\$45
6. JIM BROOKS	9	+407	
7. VERNARICHARDSBERG	9	+166	
8. SAL PIRO	9	+147	
9. MIC BARRON	9	+35	
10. DANIEL TINKELMAN	8.5	-46	

### DIVISION N 3

NAME	W	SPR	PRZ
1. JASON LI	11	+677	\$500
2. DAVID ENGELHARDT	10	+504	\$250
3. FLORENCE SPANFELNER	10	-43	\$150
4. LILA SINANAN	9	+856	\$75
5. ROGER CULLMAN	9	+615	\$45
6. CONNIE CREED	9	+613	
7. JUDY COLE	9	+86	
8. THOMAS STUMPF	9	+24	
9. ANDY SAUNDERS	9	-26	
10. SUE TREMBLAY	8	+688	

### DIVISION N 4

NAME	W	SPR	PRZ
1. CHRIS TEN DEN	13	+679	\$500
2. DENISE MAHNKEN	11	+559	\$250
3. KATYA LEZIN	11	+446	\$150
4. RYAN CHEPITA	10	+699	\$75
5. DON DRUMM	10	+474	\$45
6. BARB KESTER	9	+527	
7. JOSEPH BOWMAN	9	+493	
8. JUDITH STEIN COLEMAN	9	+318	
9. WILMA PRIZER	9	+213	
10. LINDA OLIVA	9	+110	

### DIVISION N 5

NAME	W	SPR	PRZ
1. MATTHEW O'CONNOR	13	+774	\$500
2. SUSAN BLANCHARD	11	+858	\$250
3. TERRY AIKEN	11	+509	\$150
4. COLLEEN SHEA	11	+455	\$75
5. FREDERICK SCHNEIDER	10	+638	\$45
6. HENRY DEYOUNG	10	+134	
7. DOREEN FIORELLI	9	+164	
8. RUTH NABI	9	+101	
9. RUSSELL MCKINSTRY	8	+425	
10. TINA CUR	8	+269	

### DIVISION N 6

NAME	W	SPR	PRZ
1. LES HIPENBECKER	11	+707	\$250
2. FLORENCE ROTT	10	+297	\$125
3. RUTH BROWER	9	+838	\$75
4. SYLVIA POLSON	9	+828	
5. ANDREA HATCH	9	+201	
6. SUZETTE RODRIGUEZ	7	+532	
7. VALERIA HUBER	7	+489	
8. MERRAN DUNLOP	7	+385	
9. CAROL SALVINO	7	-62	
10. DEBORAH AVINS	5	-273	

## CONGRATULATIONS

**Craig Rowland (ON)** for his DIV.

1 win at Toronto, finishing with a 6-1, +303 record and moving up from 1684 to 1764.

**Jason Idalski (MI)** for going undefeated at South Lyon, MI.

His 8-0, +430 scores were sufficient to raise his rating to 1910, up from 1861.

**Debbie Sullivan (NY)** for her DIV. 2

win at Port Jefferson. Her 7-1 +374 finish brought her to 1212 from 1125.

**Moses Bodah (AB)** for his Calgary Main Event DIV. 3 win and 15-6, +170 results, moving him up to 1157 from 1023. And to **Reese Willis (BC)** for his 8-0, +797 crunch of the opposition in DIV. 3 at the Calgary Early Bird, jumping up to 1168 from 1084. And to **Ben Settle (AB)** for his undefeated 8-0, +413 result in DIV. 2 at the same Early Bird, moving from 1095 to 1167.

**Dan Terrell (IL)** for sweeping the opposition at Chicago in DIV. 3 with an 8-0 +632 score, jumping up to 1454 from 1346. And to **Steve Robbins (IL)** for also losing not a whit with an 8-0, +488 score, moving up from 1154 to 1261.

And a special congrats to all of the other major winners of the Lake George tourney for their incredible performances: DIV. 1 **John Stardom (ON)**, seeded last in DIV. 1, for his 12-3, +673 results, which moved him up from 1663 all the way to 1839! **Karl Higby (NY)** for his 11.5-3.5, +308 in DIV. 1, finishing 3rd

CONTINUED ON NEXT PAGE



Photo Credit: Roger Cullman, rogercullman.com

In a more relaxed moment, Director John Robertson co-hosts evening trivia contest.



**Geoff Thevenot (TX)** for his DIV. 1 win at the very strong San Francisco Open. His 16-3, +1415 moved him up to 1941, up from 1876. Congrats must also go to **James Leong (BC)** for staying with him, finishing 2nd, also at 16-3, with a +1040, and moving up from 1863 to 1929.



Photo Credit: David Briggs

Two high schools had board games on the brain when planning their homecoming themes. California's St. Anselm Catholic School's freshman class created a seven foot SCRABBLE® board spelling out school activities, and New York's Shoreham-Wading River High School's freshman class also created a SCRABBLE® themed float.



Photo Credit: Reprinted Courtesy of TBR Newspapers



www.wordgear.com

*by Joe Edley, 3-time National SCRABBLE® Champion.*

**BOARD # 1**

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

**CHOICES:** AAL 6L 17; AD 6M 16; DAG 9H 12; AX M6 9;  
ADIT K5 10; AL 6M 13; LAX M5 10

**BOARD # 2**

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

**CHOICES:** OI 9I 12; EXCH EIIO; FIE G8 7; OI 7F 9;  
KOI J8 9; EXCH EIO; OE 7F 9

**BOARD # 3**

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

**CHOICES:** ALA G7 9; AAL G6 10; AREA 3A 18;  
AA J2 10; AA 9F 10; ASEA 5G 10; ALAE G7 10

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.*





PHOTO CREDIT: Ann Sanfadle Photography/annsan.smugmug.com

Does that come with cglemaauo?

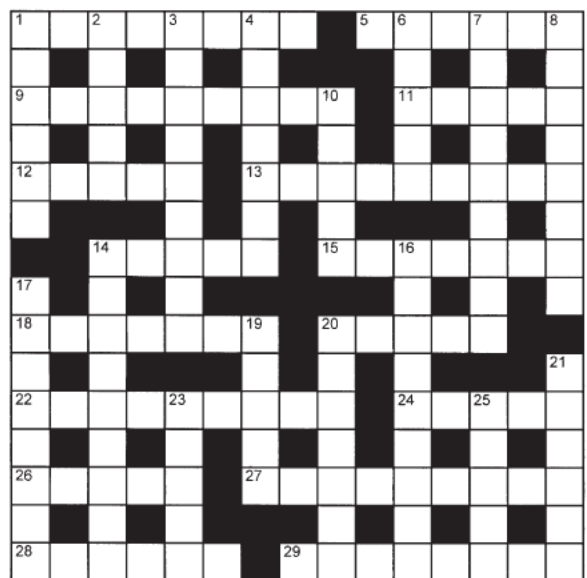


by Diane Firstman

- WINKLING:** an inkling acknowledged through a wink
- WOODCHAT:** 1) "speak softly and carry a big stick"; 2) instant messaging amongst termites; 3) in the days of log cabins, another way of stating "if these walls could talk"
- WISELIER:** a person who reclines and/or sleeps in a chiropractic-sound position
- WOOLFELL:** the sheep equivalent of age-related hair loss
- WOOLHATS:** what sheep construction workers wear while on the job
- WOOLLENS:** literally having the wool pulled over one's eyes
- WOOLWORK:** part of sign around the neck of a homeless and hungry sheep ("WOOLWORK for food")
- WORKFARE:** 1) the cost of public transportation to one's job; 2) the offerings of the cafeteria at one's job
- WORKFOLK:** labor songs of the 1960s, and the like
- WORMGEAR:** annelid apparel
- YARDBIRD:** a flying animal born with three feet?
- YARDWAND:** "magical" item which some guys wish they had when asked to rake the leaves and mow the grass
- ZOONOSSES:** exhibit of rhino rhinoplasty, ostrich olfactory processes and the like
- AGEE:** the person you are growing old with
- AGHA:** agricultural jokes, most often told on "funny farms"

## ANAGRAM GRIDS

by Carol Ravichandran



Answers on page 10.

### Across

- 1. AADEGINR
- 5. AAAELZ
- 9. ABCDEIKRU
- 11. AGNRW
- 12. EGINY
- 13. DEGINOSTU
- 14. CDEER
- 15. DEERSS
- 18. AGNORSU
- 20. ABENS
- 22. AADGGINRT
- 24. ACELR
- 26. EILOV
- 27. ADENORSTW
- 28. AEINNO
- 29. ADEELLRU

### Down

- 1. ADEGNR
- 2. ADIIR
- 3. EEEEGNRRV
- 4. DIKNOOW
- 6. EIOWZ
- 7. AEEFILNSS
- 8. AAEGINRS
- 10. AERST
- 14. AACINNORT
- 16. EFLNORSUW
- 17. EFGLOOXV
- 19. DEIPS
- 20. ABEGINO
- 21. DEIIRS
- 23. AABEM
- 25. ACLOR

## BINGO

### SKILLS-

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: BL, IM, RE, SP, UN**

**Endings: EE, IER, IES, OUT, UM**

- |           |             |              |              |
|-----------|-------------|--------------|--------------|
| <b>A.</b> | 1. ANPRSTU  | <b>B. I.</b> | 1. AEGILOPS  |
|           | 2. AILMNPT  |              | 2. AIIMNTTU  |
|           | 3. AMNRTTU  |              | 3. ACORRTUY  |
|           | 4. DOOPRTU  |              | 4. AEIMMRTU  |
|           | 5. AABLNTT  |              | 5. ABEEENST  |
|           | 6. ADEEOPT  |              | 6. ADENRUWY  |
|           | 7. AELMORV  |              | 7. ABFFLOST  |
|           | 8. AEFINNS  |              | 8. ADEIRRTW  |
|           | 9. FFINOPS  |              | 9. ABEEIKRS  |
|           | 10. BEHIRSU |              | 10. AEILMRTT |



## ZYZZYVA

The Last Word in Word Study

Here are all of the 6-letter words found in the *Official Tournament and Club Word List, 2nd Edition (OWL2)* that include a Z and four vowels or an X and four vowels. Courtesy of Zyzzyva, downloaded free at [www.zyzzzyva.net](http://www.zyzzzyva.net).

### X

- |        |        |
|--------|--------|
| ADIEUX | ATAXIA |
| ALEXIA | EXODOI |
| ANOXIA | EXUVIA |

### Z

- |        |        |
|--------|--------|
| AZALEA | OOZIER |
| DOOZIE | ZAikai |
| EPIZOA | ZOARIA |
| IODIZE | ZOECIA |
| IONIZE | ZOOIER |

ZOUAVE

## U GO FIRST

You begin first and draw



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

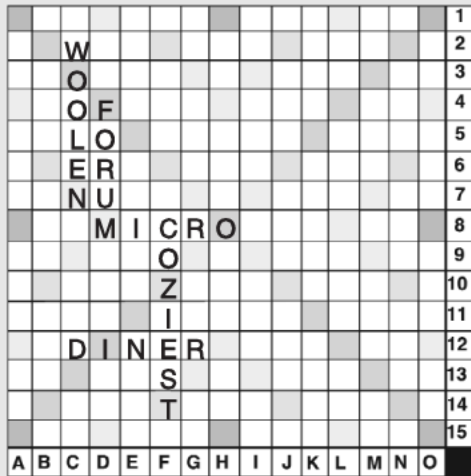


# CHALLENGE!

by Joe Edley, 3-time National SCRABBLE® Champion

The puzzles below will test your abilities and will teach you how to find more scoring opportunities. Feel free to pull out your game board and tiles and set these positions up. Answers on page 10.

CHALLENGE #1



Where on Challenge #1 can each of the following words be played to score the most points using the bonus squares listed? You may (but need not) use letters already on the board to help form the words.

1. PHOTON (DWS)
2. WISDOM (DLS-TWS)
3. KARMA (DLS-DLS)
4. DWARF (TLS-DWS)
5. KNEAD (DWS)

CHALLENGE #2



Place the following words on Challenge #2 in order to score the most points. As in #1, you may (but need not) use letters already on the board. We've listed your target score. Can you match or beat it?

1. ACUTE 26pt.
2. BOUNCE 43pt.
3. MINX 52pt.
4. DECO 25pt.
5. OMEN 27pt.

CHALLENGE #3



Find the highest-scoring common-word play that may be formed on Challenge #3, using only the two letters given. Can you match or beat our target scores?

1. IW 14pt.
2. DE 15pt.
3. LI 20pt.
4. SW 26pt.
5. DO 19pt.

CHALLENGE #4



Find the highest-scoring common-word play that may be formed on Challenge #4, using ALL of the letters given for each rack. Can you match or beat our target scores?

1. EFGN 38pt.
2. BLRUY 36pt.
3. EMRSTU 45pt.
4. AADEH 44pt.
5. CEHMOR 44pt.

CHALLENGE #5



Find the highest-scoring common-word play that may be formed on Challenge #5, so that the play is also an extension of a word already on the board. The extension may be either at the front or back or both the front and back. Can you match or beat our target scores?

1. AEGNSUY 56pt.
2. ACEINNU 39pt.
3. AACHINR 56pt.
4. EHIQSSU 92pt.
5. INSTUWY 135pt.

CHALLENGE #6



Find the highest-scoring play that may be formed on Challenge #6, using each of the racks below. Can you match or beat our target scores?

1. ACLORUY 41pt.
2. DEGGLOU 48pt.
3. ADHORTX 61pt.
4. EHIORTU 44pt.
5. ACKMOST 54pt.

★ For Beginners

★★ For Intermediates

★★★ For Experts







## 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:

WHERE TO > MAILMAN

## 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. EFIPRTY | A. _ _ R I G _ _     |
| 2. EORRSTU | B. _ _ G A L _ _     |
| 3. AEEGNNT | C. _ _ N A M _ _     |
| 4. EILNOTY | D. _ _ _ S O N _ _   |
| 5. AEINPRT | E. _ _ _ O N E _ _   |
| 6. DEGINRR | F. _ _ _ _ F I N _ _ |
| 7. ACMNNOU | G. _ _ _ _ G E M _ _ |
| 8. AEILMOS | H. _ _ _ _ L E A _ _ |
| 9. EGLNORT | I. _ _ _ _ T R Y _ _ |




### 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.*

He remained \_ \_ \_ \_ \_ in spite of the persistent off-tune notes hit by the unflappable **VOCALIST** on his street corner.

His **FOREHAND** remained strong, but he was a bit hampered by the \_ \_ \_ \_ \_ on his head, which kept falling off mid-point.

He may have been a **LUNKHEAD**, but he knew how to \_ \_ \_ \_ \_ the repercussions of dating an armadillo.



G<sub>2</sub>

R<sub>1</sub>

A<sub>1</sub>

M<sub>3</sub>

S<sub>1</sub>

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I <sub>1</sub>	E <sub>1</sub>	H <sub>4</sub>	S <sub>1</sub>	R <sub>1</sub>	D <sub>2</sub>	D <sub>2</sub>			
A <sub>1</sub>	U <sub>1</sub>	G <sub>2</sub>	T <sub>1</sub>	N <sub>1</sub>	M <sub>3</sub>	S <sub>1</sub>			
E <sub>1</sub>	I <sub>1</sub>	T <sub>1</sub>	J <sub>8</sub>	N <sub>1</sub>	D <sub>2</sub>	C <sub>3</sub>			
E <sub>1</sub>	I <sub>1</sub>	Y <sub>4</sub>	D <sub>2</sub>	T <sub>1</sub>	F <sub>4</sub>	G <sub>2</sub>			

PAR SCORE 155-165  
BEST SCORE 216

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)

## know the rules

Contributed by Texas Director Mary Rhoades

It is Player A's turn. Player B, suspecting that there is a previous miscounted word on the board, is recounting the score, closely pointing at the tiles as he counts. What should happen? *Answer on page 10.*

## 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.*

- |     |   |   |   |   |   |   |   |
|-----|---|---|---|---|---|---|---|
| 1.  | _ | _ | T | _ | A | _ | T |
| 2.  | _ | _ | _ | A | L | _ | R |
| 3.  | _ | _ | E | _ | A | _ | H |
| 4.  | _ | P | _ | _ | _ | _ | T |
| 5.  | _ | _ | W | _ | B | _ | _ |
| 6.  | _ | _ | A | R | _ | _ | G |
| 7.  | _ | A | _ | W | _ | M | _ |
| 8.  | _ | _ | T | _ | H | _ | L |
| 9.  | _ | _ | C | _ | M | _ | _ |
| 10. | _ | _ | _ | _ | M | _ | L |

## 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. Players are going for **TURNOVER** when they play as many tiles as possible in order to draw as many new tiles as possible. By playing for turnover (usually using 5 or 6 tiles in one play), a player maximizes his/her chances for drawing the better tiles (in order from first to fifth they are: blank, S, E, X, Z). If you have played 60 tiles in a game, you had a 60% chance of drawing the good tiles. That's a 50% better chance than your opponent had.



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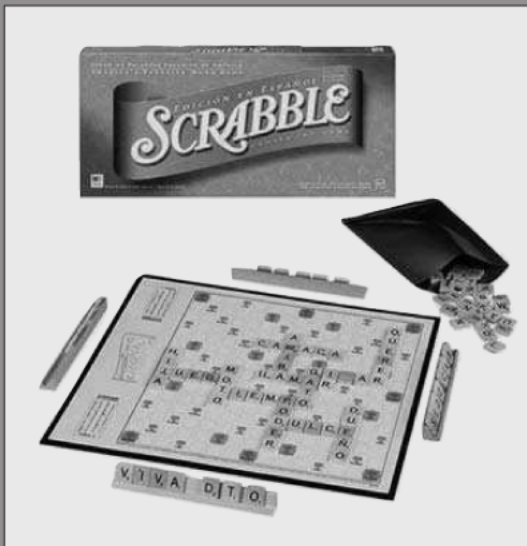
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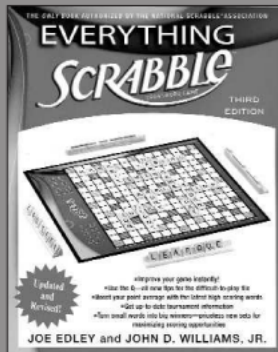
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## ANSWERS

### U GO FIRST

The most interesting choice here is whether to take the points with VISUAL 8D 26, keeping an A, or save 4 good tiles by playing VAU 8G 12. Though the S is often touted as being worth 8pt., here, and many times at the beginning of a game, it is worth several more points. Why? Because the first player to play a bingo has a decided advantage. Playing VAU, keeping AILS, gives you an excellent chance to bingo either the next turn or the following one, and that will do you better in the long run than leaving it to chance on a six tile draw where you open up six fresh tiles for your opponent to play through. Simulation suggests that VAU will be worth an extra 5pt. in the long run.

### FROM HERE TO THERE

THEREON, NEITHER, TRAINEE, RETINAL, AILMENT, MAILMEN, MAILMAN

### ANAGRAM GRIDS



### KNOW THE RULES

Do not touch the board when your opponent's clock is running (this includes the tiles on the board). The person whose turn it is should have visual access to the board at all times.

### BINGO SKILLS

**A. 1. UNSTRAP 2. IMPLANT 3. TANTRUM 4. DROPOUT 5. BLATANT 6. ADOPTEE 7. REMOVAL 8. FANNIES 9. SPINOFF 10. BUSHIER B. 1. SPOILAGE 2. TITANIUM 3. CARRYOUT 4. IMMATURE 5. ABSENTEE 6. UNDERWAY 7. BLASTOFF 8. TAWDRIER 9. BAKERIES 10. REMITTAL**

### EXTENSIONS

**1D: PERSONIFY 2E: ERRONEOUS 3G: ENGAGEMENT 4B: LEGALITY 5A: IRRIGATE 6H: RINGLEADER 7I: COUNTRYMAN 8F: SEMIFINAL 9C: ORNAMENT**

### GRIDDLES

STOICAL, FEDORA, HANDLE

### FILL IN THE BLANKS

**1. OUTLAST 2. LOYALER 3. EYELASH 4. OPULENT 5. NEWSBOY 6. YEARLONG 7. LAYWOMEN 8. NUTSHELL 9. UNCOMELY 10. SOLEMNLY**

SCRABBLE BRAND GRAMS SOLUTION									
R <sub>1</sub>	E <sub>1</sub>	D <sub>2</sub>	D <sub>2</sub>	I <sub>1</sub>	S <sub>1</sub>	H <sub>4</sub>	RACK 1 =	66	
M <sub>3</sub>	U <sub>1</sub>	S <sub>1</sub>	T <sub>1</sub>	A <sub>1</sub>	N <sub>1</sub>	G <sub>2</sub>	RACK 2 =	70	
I <sub>1</sub>	N <sub>1</sub>	J <sub>8</sub>	E <sub>1</sub>	C <sub>3</sub>	T <sub>1</sub>		RACK 3 =	15	
F <sub>4</sub>	I <sub>1</sub>	D <sub>2</sub>	G <sub>2</sub>	E <sub>1</sub>	T <sub>1</sub>	Y <sub>4</sub>	RACK 4 =	65	
PAR SCORE 155-165							TOTAL	216	

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### CHALLENGE

**CHALLENGE 1: 1. PHOTON E1 37 2. WISDOM H10 47 3. KARMA G6 33 4. DWARF 2B 40 5. KNEAD E11 36**

**CHALLENGE 2: 1. ACUTE 13C 26 2. BOUNCE B10 43 3. MINX L1 52 4. DECO 6G 25 5. OMEN 9G 27**

**CHALLENGE 3: 1. WINO 4K 14 2. DE 2N 15 3. LI 13M 20 4. WAS I1 26 5. UNDO L1 19**

**CHALLENGE 4: 1. GONEF 7C 38 2. BURLY 8K 36 3. MUSTER M9 45 4. AHEAD C3 44 5. CHROME J9 44**

**CHALLENGE 5: 1. SYNAGOGUE L4 56 2. CINNAMON 1H 39 3. CHARLATAN 4D 56 4. SQUEAMISH E3 92 5. UNWIELDY A8 135**

**CHALLENGE 6: 1. ROYAL O11 41 2. GURGLED K5 48 3. THORAX 12G 61 4. OTHER 6H 44 5. STOCKADE H1 54**

### ANAGRAM GAME

**1. BEHAVE 2. LIBIDO 3. BECOME 4. EMBALM 5. COLLAR 6. INVAD 7. ANTHILL 8. BISECT**

### 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.

**1.** There is nothing better than taking advantage of your S-in-hand by playing AAL 6L 17. You score well and there are now two S-hook spots to play your future bingos. Yes, you might get burned by your opponent's S, but if you make this kind of

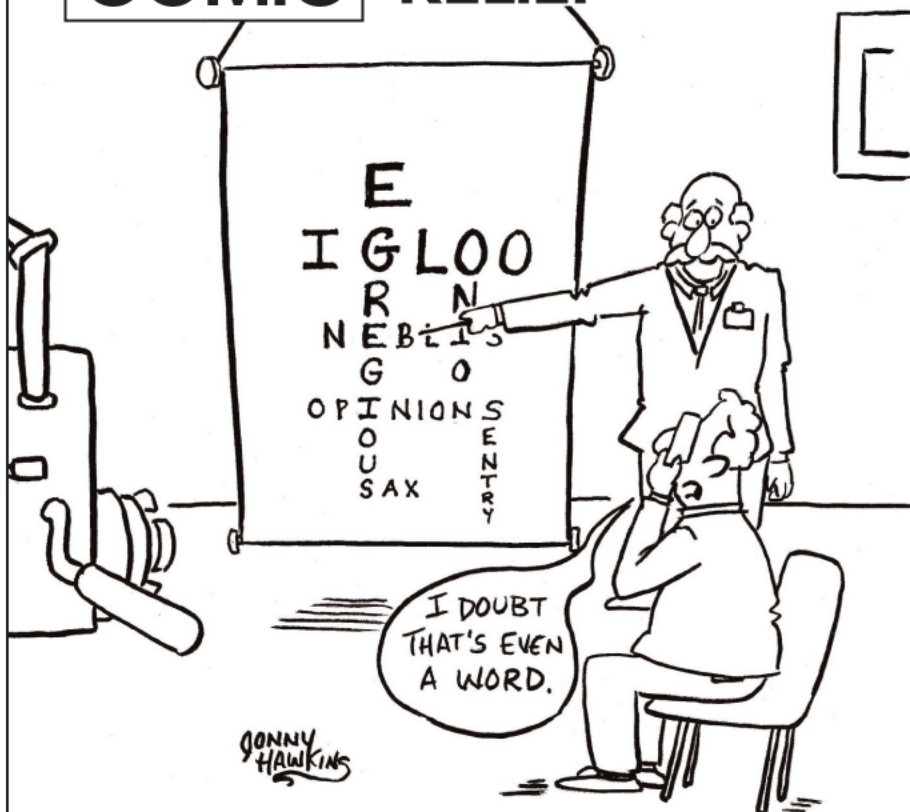
play often enough, there will be an overwhelming number of occasions where you'll benefit more. Note that you might think that AL 6M 13 is a similar type of board-opening play with a much improved leave (ADERS), and so should be better for you. But while the leave IS much stronger, your opponent will almost certainly play there, given that there are so many hooks available: A, L, E, B and P. That kind of danger is definitely NOT worth it.

**2.** While you don't usually want to leave three vowels and two consonants, sometimes, and particularly with a "five-vowels + ST" rack, it's just the thing to do. Here, KOI is your best chance. OI, at either 7F or 9I, leaves an unnecessary TLS open, as does OE 7F and FIE G8. What about exchanging? Is it worth it to give up the 9 pt.? Simulation suggests that taking the EEIST leave and 9pt. is better than just taking the EIST leave.

**3.** Here is a position that illustrates the axiom: When you're behind, if you can't use one hotspot well, open up another one! First note that there are at least two places for high point tiles to score well: Either on the A column or at 1A-1D, and also at J2-J4. ALAE G7 saves the powerful AERS combo and opens up a big TLS at F10. If your opponent has a Z you could be in trouble, but if not, s/he may be scared enough to block it, leaving the very nice N at A2 for your potential 3x3. The bottom line is that when you're down by a significant margin, it's important to keep building places to play your bingos or high-point tiles, even if you don't yet have them. And while ALAE may not be worth as many spread points in the long run as other more defensive plays might be, because of its volatility, it will, nevertheless, give you your best chance to win this particular game.



# COMIC RELIEF



## Vision testing for Scrabble players

### ANAGRAM GAME

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>	E <sub>1</sub>	E <sub>1</sub>	H <sub>4</sub>	L <sub>1</sub>	V <sub>4</sub>	B <sub>3</sub>
B <sub>3</sub>	I <sub>1</sub>	I <sub>1</sub>	L <sub>1</sub>	N <sub>1</sub>	O <sub>1</sub>	D <sub>2</sub>
B <sub>3</sub>	C <sub>3</sub>	E <sub>1</sub>	G <sub>2</sub>	M <sub>3</sub>	O <sub>1</sub>	E <sub>1</sub>
A <sub>1</sub>	E <sub>1</sub>	L <sub>1</sub>	M <sub>3</sub>	M <sub>3</sub>	P <sub>3</sub>	B <sub>3</sub>
A <sub>1</sub>	C <sub>3</sub>	L <sub>1</sub>	O <sub>1</sub>	R <sub>1</sub>	T <sub>1</sub>	L <sub>1</sub>
A <sub>1</sub>	D <sub>2</sub>	I <sub>1</sub>	N <sub>1</sub>	U <sub>1</sub>	V <sub>4</sub>	E <sub>1</sub>
A <sub>1</sub>	H <sub>4</sub>	I <sub>1</sub>	L <sub>1</sub>	L <sub>1</sub>	N <sub>1</sub>	T <sub>1</sub>
B <sub>3</sub>	C <sub>3</sub>	E <sub>1</sub>	I <sub>1</sub>	T <sub>1</sub>	T <sub>1</sub>	S <sub>1</sub>

## RECORDS CONTINUED FROM PAGE 1

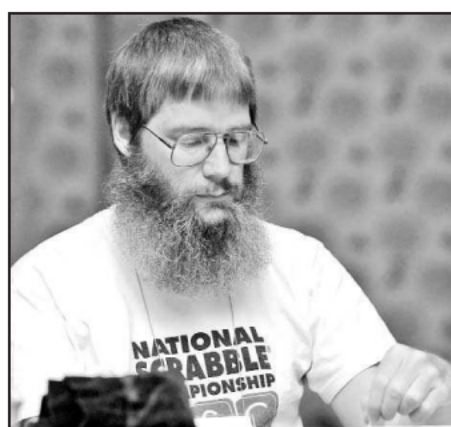
**MOST POINTS SCORED WITH ONE TILE:** 99 by Tom Kelly (NY) at a 1999 Plainview, NY event. He played an S on 15A to form QUIRKS/SMOTHERED.

**HIGHEST PER TURN AVERAGE (counting exchanges):** 61.2 POINTS by National Champion Jim Kramer (MN) at Waltham, MA in 2000 in a game against world champion Joel Wapnick. In nine plays he scored 551 points. His first four plays were CAROUSED (62), OREGANO (97), DILUTIVE (80) and ASTRINGE (140). His last play was a bingo, RETIRING 72. Six years later Kramer became National Champion in Phoenix, AZ.



Jim Kramer

**HIGHEST AVERAGE SCORE** in a one-day tournament was earned by Christopher Sykes (ON), who finished 7-0, +995 and averaged 485.3 points per game at Branford, ON, in November 2007. In a two-day or more tourney, the record is 470.11 points by Chris Cree (TX) in 2007 at the Houston Labor Day tournament. Cree finished with a 16-2, +2117 record.



Nigel Richards

**YOUNGEST EXPERT:** Currently the youngest SCRABBLE® expert is Sam Rosin (NJ). Sam was born in 1993, started his SCRABBLE games in the School SCRABBLE® Program and is currently rated 1942.

**HIGHEST RATED PLAYER AT TIME OF PRINTING:** Nigel Richards, from Kuala Lumpur, Malaysia, with an extraordinary rating of 2140. Richards is followed by David Gibson at 2058.

### Looking for more fun bits and pieces about our favorite word game? Here are a few great places to start!

- [www.scrabbleplayers.org](http://www.scrabbleplayers.org) for tournament SCRABBLE®
- [www.schoolscrabble.com](http://www.schoolscrabble.com) for resources and a roster of clubs for school children
- *Everything SCRABBLE®, Third Edition* by authors Joe Edley & John D. Williams Jr., available for \$16.95 at [www.wordgear.com](http://www.wordgear.com)
- [www.cross-tables.com](http://www.cross-tables.com), Keith Smith and Seth Lipkin's website with statistics and more statistics on tournament players and upcoming events
- *Word Freak* by Stefan Fatsis, available for \$16 at [www.wordgear.com](http://www.wordgear.com)
- "Word Wars" and "Scrabylon," two documentaries following tournament players, available at [Amazon.com](http://Amazon.com)

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## NEWBIE'S FIRST SCRABBLE® LESSON

### Part Two

by Joel Sherman, Director of NYC Club and World and National SCRABBLE® Champion

**The best tiles** in the SCRABBLE® set are the blanks and S's; don't waste them. An S should generally not be played in a non-bingo unless it yields a score at least 8 points more than anything you can play without it, and the blank should net at least 20 more points. Two reasonable exceptions to that rule are when you have more than one S in your rack, and when you need to close off a dangerous opening from your opponent. S's and blanks are extra valuable because they add flexibility both to your rack and to your options for fitting words on the board (S starts 50% more words than any other letter, in addition to all the nouns and verbs it pluralizes) – they usually allow bingos to be played, but they can't do it without other useful letters...

... the best of those others are the letters in "CANISTER." If you can collect any five or six letters in this word, there are a great many letters that can complete your rack to yield a 7- or 8-letter bingo. But don't forget your vowel/consonant balance while trying to collect these letters. If you make a play that keeps CNRST in your rack, chances are one of three things has happened or will happen: 1) you already had a bingo and failed to play it, 2) you didn't have a bingo because you just found it necessary to play off two consonants, and 3) your next rack will still have too many consonants. If you keep 5 of CANISTER, they should include at least one vowel, and keeping 6 of CANISTER should include at least two of the vowels.

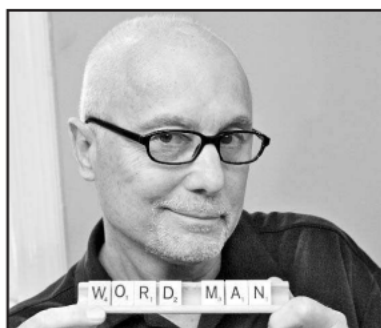
**Avoid** playing vowels next to dark blue and red squares; they let your opponent play a heavy consonant parallel and earn the premium in two directions. Be eXtra alert to this while the X is still unseen.

**Building** larger words is easier if you think in terms of common prefixes like re-, pre-, post-, for-, fore-, co-, con-, sub-, over-, bi-, di-, tri-, poly-, mono-, hypo-, hyper-, dis-, be-, de-, out-, mis- and un-; and suffixes such as -ed, -er, -or, -age, -ing, -al, -ly, -ally, -ic, -oid, -tion, -able, -ible, -less, -ness, -man, -men, -ment, -est, -ier, -ies, -iest, -ist, -ism, -ish, -ium, -ia, -ity, -ify, -ize, -ise, -ary, -ory, -ology, -ate, -ite, -ine, -ive, -ase, -ose, -ful, and -like. But don't fixate on UN-; U is UsUally the worst vowel you can hold, and don't fixate on -ING either; a lot of words contain those three letters but don't end with them, and the G can be a very awkward tile if you don't have a word that ends with -ing, more so if you have more than one G at a time.

**Keep your mind open**, and shuffle your tiles on your rack if you are having trouble finding words. When you find what you think is a good play, sit on your hands until you find a better one. Don't feel like you are in a race to finish the game – there's no bonus for unused time – you have 25 minutes to make all your plays, and the more of it you use without exceeding that limit, the less you'll miss and the more strong plays you'll find.

#### Got this mastered?

Then try your hand at rated tournament play at [www.scrabbleplayers.org](http://www.scrabbleplayers.org).



by John D. Williams Jr.

## EXECUTIVE DIRECTOR'S REPORT

No one needs to tell the readers of this publication that playing SCRABBLE® can become somewhat addictive – a positive addiction. Years ago, a Hasbro executive strongly suggested that I always use that qualifying adjective when discussing our feelings about the game.

Speaking of people's playing habits and routines, it's safe to say that SCRABBLE® play on the Internet has brought this activity to a new level of play. Almost everyone I talk to says SCRABBLE® online play has not replaced live matches, it's complemented them. So it's pretty safe to say that more SCRABBLE® is being played presently than at any time in history.

I currently play using the SCRABBLE® application on Facebook. It is, in fact, the only legal platform for Internet play for North Americans. It works great with one or two exceptions. The chief one is its inability or unwillingness to accept phony words. So I can neither play a phony against my opponents nor they against me. This can be annoying, as sometimes playing a good phony is the best strategic move in a game. However, there is no penalty for playing a phony on the program either. So a player—myself included—can just keep guessing at words until one sticks. I've both won and lost Facebook games this way. In general, it favors the weaker player. The National SCRABBLE® Association (NSA) has talked to the folks at Electronic Arts about fixing this quirk or at least making it an option.

Other than that, it's a blast. I have a current roster of 11 players from all over the continent. They include very good living room players, a bunch of NASPA tournament players and a producer in Los Angeles whose goal is to make it into the Guinness Book of World Records by playing 100 people at once. (The Guinness people have told him that he has to win 70% of the matches and his opponents cannot be first-graders or individuals sporting a double-digit I.Q.)

It's great to wake up in the morning and, over coffee, see that 8 or 9 people have made their move overnight. It's also nice to be able to make my moves leisurely, as there is no timer involved. The hardest part is resisting the urge to log on every five minutes to see if anyone has made a move. Also, as a number of these people are self-employed and work at home, there are often four or five moves a day per opponent!

To date, it appears I am pretty much the same player in cyberspace that I am in real life. I don't know why I expected it to be any different, although one of my regular on-line opponents believes she is about 60 points a game better in the comfort of her own home. Personally, I still prefer the tactile aspect of putting my hands in a tile bag, playing with the rack and seeing my opponent's face when I throw down an unexpected bingo. Now if only I could do that a little more often.

### SCHOOL SCRABBLE® 2010 CAPITOL CUP



DECEMBER 11  
WASHINGTON, DC

## NSA HITS THE ROAD CONTINUED FROM PAGE 1

### School SCRABBLE® Capitol Cup

The National SCRABBLE® Association (NSA) is excited to announce the first ever School SCRABBLE® Capitol Cup, taking place in Washington, DC on December 11, 2010. This event is a 5-round one-day tournament open to 50 teams of 5<sup>th</sup>-8<sup>th</sup> graders and will kick off a citywide effort for 2011 between the National SCRABBLE® Association and the Office of the Chancellor of the DC Public Schools. The tournament will take place at Walker Jones Education Campus, a beautiful inner-city facility with a community library and recreation center attached to the school and a half acre "farm" where students garden farm to table. Cash prizes will be awarded to the top three teams: \$2,000 for first, \$1,000 for second and \$500 for third. The event is open to teams across the country.

Word Freak author, NPR correspondent and School SCRABBLE® coach Stefan Fatsis will direct the event and is bringing 11 local teams.