This column is devoted to various word games in which readers can match their wits against each other. Rules of play, if not given below, can be found in earlier Logomachy columns.

CAN YOU SCRABBLE? (Darryl H. Francis)

Josefa Byrne’s challenge in the August 1971 issue (the reconstruction of a Scrabble game, knowing the letters drawn on each turn by Players A and B) proved to be an unexpectedly difficult task for Word Ways readers. Murray Pearce and Mary Youngquist teamed up to provide one solution, and Ralph Beaman, Phyllis Diksa and Bruce Miller put their heads together to find a second one. Surprisingly, neither of these two solutions was the one constructed by Josefa; her solution is given below.

**Departed A:** quetzal 102

- T 
- E 
- G

**Vitalism U X O:**

- L
- N
- S

**O:** quetzal 102

**Everyone:**

- R
- H
- O

**Graffito:**

- A 
- A 
- D

**Departed:**

- O 
- A 
- I

The blank tile in OBJE*TEE is a C, and the blank tile in TURANO*E is an S. The sum of the two players’ scores is 1188 points.

The Beaman team substituted the word OUTRAN*E (blank tile a G) for TURANO*E, matching the score of 1188 points. The Pearce team substituted the word ARGON*UT (blank tile an A) but placed it so that the G intersected the word POLYGLOT, resulting in a score of 1182. Mary Youngquist points out that this game is an unlikely one, since

In the highest-scoring movement in Word W, the letters drawn from the bag (e) six tiles in the hand, is the highest-scoring movement in a Scrabble game. A begins with the highest value, and four of the six tiles are worth the highest value.

**CORRESPONDENCE**

Craze continues to make his moves from the abandoned table. A. B. T. and G. are still unable to move. Also noted is the fact that the number of players at the current game is less than the number at the game of the previous week.

**Players:**

J. Byrne
P. Cohcn
R. Eckle
D. Francs
M. Pearc
C. Petro
B. Raw!
D. Silver
M. Youngqust

**Loss Total:**

Surplus
BattinG
no knowledgeable Scrabble player would place QUETZAL so as to miss the double letter square on Q or Z.

In the May 1971 Logomachy we asked readers to determine the highest-scoring seven-letter word that could be played on the first move in a Scrabble game. As an extension of this problem, we ask Word Ways readers to determine the highest-scoring word that can be played on the first move of a Scrabble game, and which as (a) two letters, (b) three letters, (c) four letters, (d) five letters, and (e) six letters. Further, suppose that Scrabble is played using eight tiles instead of the standard seven. Ignoring the 50-point bonus, what is the highest-scoring word of eight letters that can be used to begin a Scrabble game? Lastly, A and B have just started a Scrabble game. A begins by putting down all his seven letters; B follows by turning A’s seven-letter word into a fourteen-letter one. What pair of seven- and fourteen-letter words will give the highest combined score?

CORRESPONDENCE CRASH (Mary Youngquist & David Silverman)

Crash Central has received reports of 43 games since the Crash adventure started. These games are summarized in the following table. A win is given a score of 1, a tie is 0.5, and a loss is 0. Also noted in the table are the number of tie games for each player -- recorded in parentheses along with the Loss Totals. Surplus equals the number of wins minus the number of losses, and is the basis for the Crash Ladder.

```
Players   JB   PC   RE   DF   MP   CP   BR   DS   MY   WinTotal
J. Byrne  0    1.5  1    0    2    1    4    8    10.5
P. Cohen  1.5  6    3    1    0    2    5    6    10.5
R. Eckler 1    6    2    3    1    4    8    10.5
D. Francis 1.5  6    2    1.5  0.5  4    1    1    10.5
M. Pearce 2.5  6    2    1.5  0.5  4    1    1    10.5
C. Petroski 3.5  6    3    1.5  0.5  4    1    1    10.5
B. Rawlings 4    6    3    1.5  0.5  4    1    1    10.5
D. Silverman 1    6    3    1.5  0.5  4    1    1    10.5
M. Youngquist 1    6    3    1.5  0.5  4    1    1    10.5
LossTotal 1    1.5  1    7    9.5  1.5  8    2    11.5
Surplus -1   0    5    1    1    0    4    -1    -1
BattingAverage 0 .500 .857 .533 .525 .500 .333 .333 .477
```
Crash Ladder

R. Eckler (5)
D. Francis (1), M. Pearce (1)
P. Cohen, C. Petroski, J. Byrne, D. Silverman, M. Youngquist, B. Rawlings

Challenges are open, and here are the challenge rules:

1. New players may challenge only established players listed on the bottom rung. Established players may challenge players on a lower rung, on the same rung, on the next rung above, or on the second rung above.

2. Challengees may play as many simultaneous double games as they wish, but are permitted to refuse more than two at any one time. The order of challenges as well as the game results will be tabulated by Crash Central. Challengees will have the prerogative of selecting the dictionary to be used as authority.

3. Crash Central will update the Crash Ladder each issue. The hierarchy is based on the win-minus-loss surplus, and a higher surplus means a higher rung, except when it is negative. All players with zero or negative surpluses constitute the field and occupy the bottom rung. Starting with the February 1972 issue, all field-players with negative surpluses will be credited with zeroes.

4. Challenges, queries, and game results should be directed to Crash Central: Mary J. Youngquist, 299 McCall Road, Rochester, N.Y. 14616. Crash Central reminds winners to report all games promptly; losers may also report if they wish.

Of the 43 games here reported, the two longest games ended at word 13. In a game based on Web II, Murray Pearce correctly guessed STOOD; Darryl Francis’s target was DIDYM. Darryl and Bill Rawlings tied the other 13-word game with UNZIP and NOWAY. The shortest games, excluding two mis-scored games in which Murray’s free shots gave him wins at words 2 and 4, ended at word 6. There were nine of these games, with no ties. Twenty-two games ended at word 10, and seven of these were ties.

For the benefit of new players, here is how secret words have fared so far. In the following table, Winner is the word guessed by the winner, Loser is his opponent's target, and Number is the number of the winning word. All but two of the games were played using Webster’s Pocket Dictionary; the STOOD-DIDYM game was played using Webster’s Second Edition, and the UH-HUH-WUSIH game was played using Webster’s Third Edition. The second table lists the target words used in the tie games.
<table>
<thead>
<tr>
<th>Winner</th>
<th>Loser</th>
<th>Number</th>
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