LOGOMACHY

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)

In the February 1972 issue, we presented Word Ways readers with a partially completed Scrabble game and the set of tiles A, E, G, I, N, R and a blank, and asked them to find as high-scoring a move as possible. The solution we had in mind converted the blank tile to an S; using the E of ELECT and the L of LEA, one can then spell the word GENERALIS across the top of the puzzle. GENERALIS scores 30 points, RILL scores 6 points and the bonus for using all seven letter sis 50 points, making a total of 86. The trick in this problem is that the word GENERALIS does not appear as a separate entry, but as part of the term LEX GENERALIS.

Josefa Byrne of Mill Valley, California improved upon this solution by converting the blank tile to an A and forming the word GENERALIA. Note that her word appears as a main entry in Webster's Third.

In a game of Scrabble, you are confronted with the board position depicted at the right (V on the center square). You have the tiles A, E, N, R, S, Z and a blank. What is the highest score achievable in accordance with the normal rules?

CORRESPONDENCE SINKO (Mary Youngquist, Dave Silverman)

Six Sinko players have reported games since our February report. The following table lists players, wins, losses, win-minus-loss surpluses, and batting averages.

<table>
<thead>
<tr>
<th>Player</th>
<th>Wins</th>
<th>Losses</th>
<th>Surplus</th>
<th>Bat Avg</th>
</tr>
</thead>
<tbody>
<tr>
<td>M. Pearce</td>
<td>15</td>
<td>5</td>
<td>10</td>
<td>.750</td>
</tr>
<tr>
<td>G. Crum</td>
<td>3</td>
<td>1</td>
<td>2</td>
<td>.750</td>
</tr>
<tr>
<td>B. Rawlings</td>
<td>1</td>
<td>3</td>
<td>-2</td>
<td>.250</td>
</tr>
<tr>
<td>D. Silverman</td>
<td>2</td>
<td>4</td>
<td>-2</td>
<td>.333</td>
</tr>
<tr>
<td>M. Youngquist</td>
<td>9</td>
<td>11</td>
<td>-2</td>
<td>.450</td>
</tr>
<tr>
<td>D. Francis</td>
<td>4</td>
<td>10</td>
<td>-6</td>
<td>.286</td>
</tr>
</tbody>
</table>
In the 34 games played to date, the first player has won 14 times and the second player has won 20 times. Thus it seems the second player has the advantage, particularly if he follows the strategy outlined by Murray Pearce (it certainly appears to work for him): (1) If possible, place a word parallel to the first word such that no words at right angles can be formed. (2) If this is not possible, place a word parallel to the first word such that right angle words are possible in two and only two columns or rows, and make sure that no matter what pair of words is played in these two positions you can still form two (or three) words at right angles to them. Of course, as Murray points out, there is always a chance that the second player (or first player!) will make a mistake even when applying this strategy. This is illustrated in the following game.

Murray, the first player, placed ADIEU in the center row of the grid. Mary then placed JAZZY across the top of the grid, thinking that right angle words were possible in only two positions. However, she overlooked one word, and Murray found what he thinks is the only third word which would give him a win in this game, based on the Merriam-Webster Pocket Dictionary. Can the reader find the word? The completed grid will be given in Answers and Solutions.

CORRESPONDENCE CRASH  (Mary Youngquist, Dave Silverman)

Only five game reports have come crashing in since the last issue. Four of these were between Murray Pearce and Mary Youngquist, and the other was an editorial duel between Ross Eckler and Dave Silverman. Here is the revised Crash ladder (see February 1972 issue for explanation of numbers):

Crash Ladder

R. Eckler (5) .750
M. Pearce (4) .561
D. Francis (1) .533
J. Byrne, P. Cohen, C. Petroski, B. Rawlings, D. Silverman, M. Youngquist .000 .500 .500 .375 .400 .433

In the Pearce-Youngquist games each player won two. Murray guessed MOUND at #11 and SHALL at #10, while Mary guessed ABYSM at #10 and FICHU at #6. The opposing words were: MUMPS, WACKY, VASTY and INDEX.

The most frustrating game on record at Crash Central is the recent Eckler-Silverman one: note the incredible number of mutually non-crashing words Dave fired at Ross before getting a single crash!

Silverman: COLOR 0, BLACK 0, WHITE 0, GREEN 0, EBONY 0
FIGHT 0, DEVIL 0, MARSH 0, JUMBO 0

Eckler: SC 0, NC 0, NB 0, GE 0
CRASH 0, DBL 0, MARE 0, JUMBO 0

Even after Dave was able to get up to SNU:

...
Even after Dave uncapped that mighty crash in his third salvo, there were several possible words to choose from, making it difficult to get up to SNUFF and hit the target.

QUERY

Ralph Beaman of Boothwyn, Penna. proposes that readers of Word Ways submit new words of logological interest from recent authoritative, widely-distributed sources. Words must be non-dictionary new words having some unusual logological feature from well-recognized publications. Each should be explained, defined, illustrated, and referenced. For example, the comment about the palindromic premier Lon Nol and U Nu in the August 1970 Kickshaws would be appropriate. Ralph suggests a more recent example: PKJKP (all capitals) is the title of an article in Nature, February 11, 1972. No definition is given, but evidently it refers to a seismic phase having waveforms (whatever that means!). It is used in the phrases "a seismic phase PKJKP travelling" and "a collection of waveforms of PKJKP". Note that this word is both palindromic and all-consonant.

M. Youngquist
.433
Murray

ABYSM

PS, WACKY,

is the re-

mutually

gle crash!

BONY 0