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and INE. The combination give INES DE "nt telephone wo mem-

"condition of the sub-illustrations. This idea itself subdivides into two categories. The first, on which Quiz I given below is based, is the picture that is divided by type or category. Example: under FINGERPRINT is an illustration showing four kinds of fingerprint, accompanied by the labels 1. arch, 2. loop, 3. whorl, and 4. composite. The second, on which Quiz II given below is based, is the picture divided into its component parts. Example: under BELL appears a diagram of a canonical bell with its nine principal parts identified by the numbered pointers 1. crown, 2. head, 3. shoulder, 4. waist, 5. bead lines, 6. sound bow, 7. lip, 8. mouth, and 9. clapper.

Both quizzes are very hard, and the difficulty in finding the word

KICKSHAWS

DAVID L. SILVERMAN
West Los Angeles, California

Readers are encouraged to send their own favorite linguistic kickshaws to the Associate Editor. All answers appear in the Answers and Solutions at the end of this issue.

Pictorial Quiz (Types and Parts)

We've deduced that the picture editor of Webster's Seventh New Collegiate Dictionary (not specifically identified as such on page 6a by Editor-in-Chief Philip B. Gove) was a botany minor who had no great interest in music. The dualogism is obvious merely from a comparison of the illustrations accompanying LEAF (26 types) and GUITAR (only 1 type depicted). There are at least a dozen very different types (and shapes) of guitar, and probably five or six leaf-shapes distinct enough to deserve separate pictures. However, consistency, which would tend to even up the pictorial treatments of LEAF and GUITAR, is not the hallmark of a work as complicated as Webster's Collegiate -- possibly because it is almost impossible to attain. The Collegiate is, in our opinion, the finest dictionary of American English of its size.

While looking up a word recently and passing the munificently illustrated LEAF, we decided to lay a pictorial dictionary quiz on you. If we could find some simple way to reproduce the pictures, complete with waivers by G. &C. Merriam Company, we'd go that way. Instead, the only alternative that suggested itself was to choose words whose definitions are not only supplemented by illustrations but whose illustrations are subdivided, by number, into several sub-illustrations. The reader would then be challenged to deduce the word from the captions of the sub-illustrations. This idea itself subdivides into two categories. The first, on which Quiz I given below is based, is the picture that is divided by type or category. Example: under FINGERPRINT is an illustration showing four kinds of fingerprint, accompanied by the labels 1. arch, 2. loop, 3. whorl, and 4. composite. The second, on which Quiz II given below is based, is the picture divided into its component parts. Example: under BELL appears a diagram of a canonical bell with its nine principal parts identified by the numbered pointers 1. crown, 2. head, 3. shoulder, 4. waist, 5. bead lines, 6. sound bow, 7. lip, 8. mouth, and 9. clapper.

Both quizzes are very hard, and the difficulty in finding the word
to which the picture belongs does not seem to be correlated with the number of pictorial subdivisions. In the first quiz, entry A, with only two clues, is probably the easiest of the bunch. Contrariwise, one of the hardest is entry C, with eleven clues. To aid the quizzer the answers in both quizzes are in alphabetical order, and a few easy ones have been thrown in in strategic spots to help him narrow down the "location" of the word in the dictionary. No reader will score 100 per cent on either quiz; half right is a fine score. For those who find the going too rough, a dictionary is permitted -- but it must be a pocket dictionary. Answers can be found in Answers and Solutions at the end of this issue.

Quiz I (Types)
A. 1. Indian 2. African
B. 1. claw 2. lathing 3. broad
C. 1. raceme 2. corimb 3. umbel 4. compound umbel
  5. capitulum 6. spike 7. compound spike 8. panicle
  9. cyme 10. thyrse 11. verticillaster
D. 1. wiggler 2. plunker 3. minnow 4. spinner 5. spoon
  6. bucktail
E. 1. whole 2. half 3. quarter 4. eighth 5. sixteenth
  6. thirty-second 7. sixty-fourth
F. 1. steeple-head 2. button-head 3. countersunk 4. conehead
G. 1. lean-to 2. saddle 3. hip 4. gambrrel 5. mansard 6. ogee
H. 1. conical 2. naviform 3. fusiform 4. fibrous 5. moniliform
  6. nodulose 7. tuberous 8. adventitious 9. prop 10. aerial
I. 1. ash 2. elm 3. maple (this is not what you think it is!)
J. 1. buttonhole 2. embroidery 3. manicure 4. bandage
K. 1. cap 2. set 3. lag 4. flathead 5. drive 6. dowel
L. 1. gardener's 2. plasterer's 3. bricklayer's

Quiz II (Parts)
A. 1. ring 2. stock 3. shank 4. bill 5. fluke 6. arm
  7. throat 8. crown
B. 1. siphon 2. incumbent orifice 3. excurrent orifice
  4. mantle 5. shell 6. foot
C. 1. tang 2. heel 3. face 4. tip 5. edge
D. 1. tag 2. butt 3. tail 4. joint 5. hackle 6. body 7. ribbing
  14. hook
E. 1. bit 2. blinder 3. reins 4. checkrein 5. crupper
  6. breeching 7. trace 8. girth 9. breast collar
F. 1. air intake 2. compressor 3. fuel injection
  4. drive shaft 5. turbine 6. exhaust
G. 1. share 2. moldboard 3. landside 4. beam
H. 1. tip 2. throat 3. vamp 4. collar 5. arch 6. boxing
  7. quarter 8. heel seat 9. heel 10. top lift 11. breeding
  12. shank 13. sole 14. platform 15. mudguard
I. 1. exhaust valve 2. cylinder 3. crankshaft
  4. internal supercharger 5. intake pipe 6. carburetor
7. air
J. 1. ocelot 2. lynx 3. shrew 4. skunk
K. 1. beaver 2. otter 3. mink 4. muskrat
L. 1. face 2. ear 3. foot 4. tail

Alphabetic Eleusis
Unlike the Eleusis, the sequence (one of the simply-stated laws from the sequence) is not in effect, even for some good
reason for a fine but frustrating puzzle. Only Darryl
his marvellous Word Ways puzzles can be readily determined.

Since none of the letters furnished by Ed is used for a fine but frustrating puzzle. Only Darryl's Word Ways puzzles can be readily determined.

The first column in whole or in part furnishes the sequence. The sequence is indicated by readily determining the letters from Answers and Solutions.

Clues: based on letter
1. B F G
2. A E F
3. B C D
4. F H L
5. F G J
6. B C D
7. B C D
8. A B C
9. A B D
10. B C F
11. B C D
12. B C F
13. B C D
14. B C D
15. B C D
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200. B C D
Alphabetic Eleusis

Unlike the standard form of Robert Abbott’s celebrated game of Eleusis, the reader is given, in the ten problems below, the entire sequence (one of letters instead of playing cards) that conforms to some simply-stated law of inclusion-exclusion, and is invited to deduce the law from the sequence. This gives the reader the advantage of having, in effect, experimented in each case with all 26 letters. Thus, if the membership law were vowelhood, the sequence would read A E I O U.

Since none of the ten sequences are quite that simple, clues are furnished by number below the sequences. Thanks go to Philip Cohen for some good ideas on dichotomizing the alphabet, to Ross Eckler for a fine but difficult entry originally concocted by James Thurber, and to Darryl Francis, whose entry (the first) has been cribbed from his marvelous puzzle section in Games & Puzzles Magazine, published by Edu-Games (U.K.) Ltd., PO Box 4, London N6 4DF, England.

Word Ways readers are urged to write to Circulation Mgr., Games & Puzzles, 19 Broadlands Road, PO Box 4, London N6 4DF, England for subscription rates and back issues, if desired.

The first sequence is the only one in which membership is based, in whole or in part, on the letters that have already been admitted into the sequence. In all of the other nine cases, membership in the sequence is independent of that of other, preceding letters, and can thus be readily deduced in vacuo from the law of membership. If you have trouble determining the rules that distinguish the following sequences of letters from those that do not appear in the sequence, consult Answers and Solutions.

1. B F G J K L P Q R S V W X Y Z
2. A E F H I K L M N T V W X Y Z
4. F H L M N O R S X (and Z if you’re English)
5. F G J L P Q R
7. B C D G J O P Q R S U
8. A B C E H K M O P T X Y
9. A B D O P Q R
10. B C F H I K N O P S U V W Y

Synonymy

Take two halves of a long roll, apply mustard, mayonnaise and
other condiments, and fill with salami, baloney, cheese, lettuce, to-
mato, onion, etc. and what have you got? Depending on who made it
or in what part of the country it was made, it could be a Dagwood, a
Poor Boy, a Submarine, a Hero, a Grinder, or a Hoagie. Are there
any other synonyms?

Can you add an entry or two to this list of euphemisms for god-
-darn: doggone, gol'dang, consarn, gorm, dadburn, dadgum, dad-
blast, dodrot, drat? We can't.

Three-Way Connections

There are at least three different ways in which word pairs can be
combined to form compounds. (Word Buff can probably give at least
one additional way.) The three ways are illustrated by three consecu-
tive entries in Webster's Seventh New Collegiate Dictionary: LINE
GAUGE (space), LINE-HAUL (hyphen), and LINEMAN (run-on).
The discovery of three consecutive entries of the three varieties
seems rare enough, but can you find something even rarer: three
consecutive entries of the three different varieties, distinct in
meaning, and using the same two components? If you give up, see
Answers and Solutions at the end of the issue.

A Problem of Relations

Following is a cryptic but accurate rendering of a certain well-
known sequence, in which you are identified with the last member of
the sequence. Can you decrypt it?

nephew, niece (or aunt), grandmother, nephew, brother,
father, grandfather, brother, and you

Before resorting to Answers and Solutions, you are entitled to know
that the sequence is believed to contain one or perhaps two additional
members, one at the beginning (another nephew), and one at the end,
following you (a sister).

Stolen From Bill Ballance's Encyclopaedia of Excruciating Wisdom

A diva who specializes in risque arias is an off-coloratura soprano.

There is no Statute of Limitations on revenge.

Miscellany

Darryl Francis surprised us the other day by coming up with the
second three-letter non-palindromic word synonymous with its re-
versal; BOK or KOB means "antelope" (see Funk & Wagnalls and
Chambers 20th Century Dictionary). Murray Pearce provided the
Games For Jaded Scrabble Players

You know you're a high-grade cryptographer if you can decipher this simple substitution encipherment of a Webster's Collegiate entry without the aid of a Jack Levine pattern list or Answers and Solutions:

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12345 31657345
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Most logophiles (1) own a Scrabble board, and (2) are not averse to experimenting (at least once) with promising variations. Here are four new game ideas, all using nothing more than Scrabble materials. Each has been tested by Scrabble players, and each has been certified by at least one group as an interesting change of pace from Scrabble itself. Conclusion: if you don't give at least one of them a good try, you're no logophile.

1.

Open Scrabble: the rules are identical to those of Scrabble with the exception that all tiles, both from the unused stock and on each player's rack, are exposed (letter side up). The original selection of seven tiles is made, one tile at a time, in the already-determined order of play.

It is obvious that once the word authority has been agreed upon (it can be the OED or the Big Web on down to the Basic English list), Open Scrabble is a "determinate" game. That's the gamester's word for a game in which chance plays no part; if all players make optimal use of the complete information afforded, all games played, though not necessarily carbon copies of each other, will produce the same final relative scores. Don't let that bother you. Chess, checkers and Go, among a host of other traditional games, are also determinate. But, like Open Scrabble, they defy analysis by reason of their overwhelming complexity.

Darryl Francis and a herd of Scrabble enthusiasts whom he has inspired in the pages of Games & Puzzles have almost definitely settled the question (using Chambers Dictionary as authority) of the highest possible score that can be made on the first play of the game of standard Scrabble, and have been rapidly converging on the highest score possible on a subsequent play. A fine dividend for Word Ways readers would be the annotated result of a game of Open Scrabble between two Scrabble experts, one of them Darryl, using the MWPD as authority. If nothing else, such a game might settle a vexing question on which the Westwood Word Herd are unable to agree. Should the first tiles chosen be blanks or high-scoring letters?

2.

Word Rummy: the tiles are used like playing cards, dealt letter side down to the players until each has a rack of seven. On each turn after the first, a player may take either the last discarded tile (left letter side up) or pick up one from the unexposed stock,
and then discard any tile, letter side up, from his rack. First
play naturally does not permit picking up from the discard, since
play starts with all undealt tiles unexposed. The winner is the
first player able to produce a seven-letter word from his rack.

Sophisticates in this game keep close track of the discards that the
player following them picks up, as well as their own discards, in
a defensive effort to avoid offering him favorable discards. How­
ever, they usually find that some unsophisticated, intent only on his
own rack, is the first to make rummy:

The game can be played instead with a deck of cards. The two
jokers count as blank tiles, red aces are A's, etc. up to red kings,
which are M's. Black cards range from black aces (N's) to black
kings (Z's). Each player should have a card-letter chart beside
him until he learns the letter values, especially Ked, who discarded
from Ace 5 of diamonds, 3 8 of hearts, 3 7 of spades, and 5 of clubs,
much to the disgust of kibitzers, who advised us to stick to Scrabble
tiles.

3. Permissive Scrabble: this is played like standard Scrabble with one
exception -- on his play, after the tiles he intends to use have been
removed from his rack and exposed, the player may invert any let­
ter(s) repeated in the group and employ them as wild and without nu­
merical score (like blank tiles). Thus, AAllQ may be used as five
wildies and a Q. The excessive vowel syndrome is cured by this
modification, but the triumph of a "legitimate" seven-play is cheap­
ened shamelessly. Mediocre Scrabblers like this modification; ex­
pert Scrabblers do not.

4. Solitaire Scrabble: for lonely Scrabblers unable to scare up a part­
tner, deal yourself nine tiles. Neglect scoring and simply play until
you have used up all the tiles or have stymied yourself. Each play
must be a legitimate Scrabble play with your rack of nine replenished
until the unused stock gives out. Success requires that you select
words with good openings in all four directions. Nevertheless, un­
less you keep track of the letters missing from the Scrabble comple­
ment, Kickshaws predicts that you will stymie yourself with one or
two letters to go, even if you survive the early stages.

No-Go Logos

If a Sloane could ketter, then a picture of one engaged in such an
act would make a dandy trademark for Sloane-Kettering. A pair of 44-
caliber revolvers crossed over a branding iron might do the job for
Texas Instruments, but the association is not exactly near-fetched.
Now that we've gotten those losers out of the way, try your luck on the
four losers that follow. Following each misbegotten logo are the word
lengths of the famous national corporations for which they are intend­
ed, together with the principal product of each company. If you identify
any of them correctly, you are sentenced to supply us with a similar list:

1. A sail
   (6, 7)
2. A fam
3. An eff
4. Henry

Famous Fe

Bruce (of course) represented that the es-
Colorful or presented the in our folk
compile an reputed rejet
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was a dran
Cambronne
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one please, buff, you'll

Agonizer

Here is intelli some othe
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Cut eig them with th G, I, N, O
of paper, or a
tac-toe dia the eight le
First, since cards, since is the rack.

We draw cards that the cards, in cards. How-
only on his

The two red kings, to black card beside who discarded 5 of clubs, to Scrabble


1. A sailor dragging a mooring hook by the flukes into a pawnshop (6, 7) -- glassware
2. A family of sun-bathing warblers (6-7) -- ice cream
3. An effigy of the Saviour on a one-cent piece (1,1,6) -- sundries
4. Henry Kissinger (13, 9) -- precision electronic equipment

Famous False Quotations

Bruce Catton has pointed out that the brilliant Confederate cavalry general Nathan Bedford Forrest was not so untutored as to have said that the essence of strategy was "to git thar fustest with the mostest". Colorful or not, the quote is apocryphal, and Forrest would have rejected the slur on his grammar. There are many such misquotations in our folklore, and a reader with patience and the right sources could compile an article's worth of them. It is common knowledge that the reputed reply of the Count of Cambronne, commanding general of the Imperial Guard at Waterloo, to a British request that he surrender, was a dramatic concoction. "The Guard dies but never surrenders" was not said by Cambronne, but by a French newspaperman. What Cambronne said was "merde" (since called "le mot de Cambronne"). No doubt the concoction looked better in print. So, too, did "Nuts", the reputed reply of General Macauliffe to the surrender demand of the Germans during the siege of Bastogne in 1944. But what he really said was the English translation of the mot de Cambronne. And, contrary to Bartlett's Familiar Quotations, Ambassador Charles C. Pinckney did not say "Millions for defense, but not one cent for tribute!" Pinckney himself later declared: "My answer (to France's demand in 1798 for $250,000 protection money in return for a promise not to rip off American shipping) was not a flourish like that, but simply 'Not a penny! Not a penny!'" The words may not ring, but they certainly sound more human.

Bartlett is wrong also about O. Henry's last words, according to one of his biographers: "Turn up the lights. I don't want to go home in the dark". Other biographers, drawing on the reminiscences of those present at his death, say that his last words were: "Will someone please give me another drink?" If you've ever been an O. Henry buff, you'll agree that the latter quote is more in character.

Agonizer

Here is a test of your adroitness rather than your logological intelligence quotient. Chances are that you won't pass it, except on to some other innocent guinea pig. Do try it in any event; it only hurts for an instant.

Cut eight squares, an inch on a side, out of cardboard, and label them with the capital letters A, E, G, I, N, O, R and Z. On a sheet of paper, draw a large enough tic-tac-toe diagram to accommodate the eight letters as in the left-hand
Your goal is to slide the letters around, making use of the vacant cell, until you achieve the right-hand diagram, thus converting AGONIZER to ORGANIZE. The only thing that you are not permitted is to make a diagonal move, e.g., moving a letter from the center to a vacant corner, or vice versa. Every slide must be horizontal or vertical. No time limit on this, so start now and continue until you succeed or until your patience has been exhausted.

If you succeeded, congratulations; if you tried and failed, condolences. And if you continue reading without going back and trying it at least once, shame on you for a goldbrick!

The problem is our miniaturization, with a new gimmick, of Sam Loyd's impossible "Fifteen Puzzle", which was later translated into the solvable RATE YOUR MIND PAL sliding block puzzle and publicized by Martin Gardner in his celebrated Scientific American department "Mathematical Games".

If you tried the ORGANIZE puzzle, you probably found, after several attempts, that the closest you could get, starting with AGONIZER, was ORGANIZ. At that point, had you been familiar with the Loyd puzzle, you may have concluded that the goal of ORGANIZE was impossible of attainment. Starting with any permutation of the letters, a new permutation can be reached only if the number of letter exchanges is even. To go from ORGANIZ to ORGANIZE involves only the exchange of the E and Z, and since one is an odd number, it cannot be done, at least not without a little "creativity". Now, if you had also been familiar with the RATE YOUR MIND PAL puzzle in which the array RATE YOUR MIND PLA can be converted to the former message via an interchange of the L and A and another interchange of the two R's, you might have paused to note that ORGANIZE has no repeated letters and still given up. But if, at that point, your Kickshavian hormones were active, you would have, without violating the rules of the puzzle, rotated both the N and the Z by 90 degrees. In so doing, you would have performed an exchange between the N and the Z and would now be able to perform a second exchange with the E and the N.

Recapping the solution: start with AGONIZER, transform N to Z and Z to N by rotation, and proceed directly to ORGANIZE. Challenge your friends with the puzzle, thereby creating a new set of enemies.

Challenges

1. Shiftwords: ON, TEA, RAVE, DRAPE, STRIPE, EMANATE, GELATIN and STUMBLING all share the property that they form new words upon moving the initial letter to the rear. EMANATE is a worthy specimen, unlike DRAPE and STUMBLING, since the new word is not an inflected form. What is the longest worthy specimen that you can find?

2. Non-crashing Isomorphs: a quick browse through Jack Levine's pattern word lists produces several pairs of 15-letter words that are one-to-one correspondences (e.g., CINEMIC MICROSYSTEMING and HEMATATINGLY, ELECTROLITE and either sequence of common words that unless technical), Englander's College of non-crashing.

3. Synonymous anagrams: beauty part of not cognates that root-words have.

4. Word billing in the Puzzlers' The key words RIM, GAG, a section of a wall interior of the n-1 remaining surviving an one letter from deletions, you AGE was suc triple? How Curious Couple's

Thanks to you, if you can, a

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Give up? See

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Chick Levine's
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one-to-one cipher substitutions of each other with no self-enciphered
ters (e.g., TREE and BASS, but not TREE and TOSS), among them
CINEMICROGRAPHY and METHAEMOGLOBINS, COUNTERMARCH-
and HEMISAPROPHYIC, GYNANDROMORPHIC and RESUSCI-
NINGLY, RECALCULATINGLY and SUPRAPHRARYNGEAL, and
ELECTROLYZATION and NONDIPLOMATICALLY. Most of these are
er sesquisyllabic linguistic white elephants, or rare variants
of common words, or both. In accordance with Kickshaws' doctrine
that unless the context is either slangy or technical (or slangy-technical),
English speech requires no word that does not appear in Web-
ster's Collegiate Dictionary, readers are challenged to find the long-
est non-crashing isomorphic pair therein.

3. Synanagrams: can anyone out there find a longer pair of syn-
onomous anagrams than VICEREGENCIES and VICEGERENCIES? The
beauty part of this pair (courtesy of The Logoaster) is that they are
not cognates, as so many synanagrams are, but derive from the Latin
root-words REGO and GERO. Alternate spellings are not allowed.

4. Word Deletions: Faith and Ross Eckler received number one
billing in the May 1974 issue of The Enigma (the journal of the Na-
ional Puzzlers' League) for concocting a two-way triple word deletion.
The key word was PILGRIMAGE, and the two triple deletions were
RIM, GAG, FILE and GRIM, LAG, PIE. An n-way deletion is the dis-
section of a word into n words, the first of which is excised from the
interior of the main word without permutation of its letters. Each of
the n - 1 remaining words is excised after the left and right portions
surviving are reattached, and the word excised must contain at least
one letter from each portion. If you start hunting for one-way triple
deletions, you'll find the job hard enough to see quickly why PILGRIM-
AGE was such a tour de force. Can you produce another two-way
triple? How about a three-way double or a one-way quadruple?

Curious Couplings

Thanks to Ralph Beaman for the following weird kickshaw: find,
if you can, a reasonable explanation for the pairing of the words below.

AIL PAIN COURT MAIN SALES FOUR COIN DENT OR PAYS
SABLE TOUR TON CHOSE BOND AN CHAMP BUT OURS CHAT

Give up? See Answers and Solutions.

Names

According to Webster's, August Belmont and Basil Schoenberg are
synonyms -- both mean "majestic beautiful mountain". You'll have
little trouble finding as many interlingual name equivalents as you wish.
What's more difficult is to concoct humorous names that are suggestive
of the character or occupation of an individual, as is done most expertly
by the funniest writer of them all, S. J. Perelman. Only he could come
up with the perfect name for an adroit Greek: Manuel Dexterides, who
else? Perelman's stories and sketches are filled with such excellences; for example, John J. Antennae is a perceptive radio counsellor on domestic problems and Candide Yam is a succulent Eurasian girl. Nobody can improve on S.J.P., but here are a few names he never got around to discovering. Invitation to extend the list with your own contributions goes without saying -- a statement that will make readers wonder why it was said in the first place.

<table>
<thead>
<tr>
<th>Type</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Coarse Armenian</td>
<td>Crass Vulgarian</td>
</tr>
<tr>
<td>Sumo wrestler</td>
<td>Beef Teriyaki</td>
</tr>
<tr>
<td>Israeli lish</td>
<td>Bar-Fligh</td>
</tr>
<tr>
<td>Stupid Mexican pharmacist</td>
<td>L Dopa</td>
</tr>
<tr>
<td>Lavish Italian</td>
<td>Extrava Ganza</td>
</tr>
<tr>
<td>English interior decorator</td>
<td>Perfect Lee Beastleigh</td>
</tr>
<tr>
<td>Stupid Irishman</td>
<td>Noggin O'Pake</td>
</tr>
<tr>
<td>Japanese Steno</td>
<td>Takaleta</td>
</tr>
<tr>
<td>Lazy Russian</td>
<td>Fukhov</td>
</tr>
<tr>
<td>Cowardly Mafioso</td>
<td>Chicken Cacciatore</td>
</tr>
</tbody>
</table>

The name game can be extended in many directions. One can describe a class of individual, e.g., "a fuel carrier" and find a famous name that would describe him perfectly -- in this case, Cole Porter. The idea behind this variant is far from new. Still, it would be worth a two-page article if one of you could compile a goodly list, including the oldies-but-goods. Here is one you've never heard before: "a sentient ape" is Harry Reasoner. That's one you could write a whole scenario about; we see him as Chief Primate of the Simian Liberation Army (specializing in gorilla warfare).

Another direction is in the field of inanimate objects. What famous name suggests a plush Italian sports car? Cesar-Romero. And what is the perfect name for an Italian economy car that proved to be unusually uneconomical? The Fiasco, that's what.