

# THE HIGHEST N-MOVE SCRABBLE SCORES

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The May 1982 Kickshaws presented a two-move SCRABBLE <sup>®</sup> Brand Crossword Game (hereafter referred to simply as a Scrabble game) by Gyles Brandreth scoring 314 points (in his 1980 hardcover book, The Complete Book of Scrabble) and 348 points (in the 1981 paperback version). Darryl Francis, the Kickshaws editor, wondered whether further improvement might be possible, and generalized the problem to the highest n-move Scrabble game.

The following article presents the highest-known scores for all games of six moves or less. Following the official Scrabble game rules, all the words in each solution can be found in a single dictionary. I am indebted to Jeremy Morse of London, England for the three-move game, and for the idea leading to the two-move game (he discovered the two-dictionary solution XEBEQUE and MUZJIKS, leading to the same 365-point score as the one detailed below.

In the diagrams below, the central square is indicated by an underlined letter.

1 move: ZYXOMMA 130 points (Funk & Wagnalls New Standard)

2 moves: xicaque 120  
muzjiks 145  
total 365

3 moves: analyze 108  
analyzer, requiem 146  
psychoanalyzers 410  
total 664

M	P S Y C H O A <u>N</u> A L Y Z E R S
U	E
Z	Q
J	U
I	I
K	E
<u>X</u> I C A Q U E S	M

(Webster's Third Edition)

(Webster's Second Edition)

4 moves:	charqui	112
	physical	72
	dephysicalizing	464
	jacksaw, charquis	209
	total	<u>857</u>

D E P H Y S I C A L I Z I N G  
                           H  
                           A  
                           R  
                           Q  
                           U  
                           I  
                   J A C K S A W

( Webster's Second Edition)

5 moves:	locking	84
	flexuose	118
	hydro, of	21
	ree, re, ex, eu	16
	dehydrofreezing, flocking, zo, is, ne	1371
	total	<u>1610</u>

D E H Y D R O F R E E Z I N G  
                           F L E X U O S E  
                           O  
                           C  
                           K  
                           I  
                           N  
                           G

( Webster's Second Edition)

6 moves: the same set-up as for 5 moves, with the addition of BUCK-JUMP or JACKSHAY across the K of FLOCKING, for a total of  $1610 + 158 = 1768$  points.

Jeremy Morse has suggested that FLOCKING and LOCKING be replaced with FLOWKING and LOWKING (both OED words) to gain four points in the 5-move and 6-move games. However, it is extremely unlikely that FLOWK, an obsolete Scottish variant of FLUKE, ever was used by them: the OED lists it only as a noun variant. Furthermore, all OED verb citations of FLUKE are associated with either whaling or billiards, two fields of activity that historically have had minimal association with Scotland.