



Following are some very interesting terms used by the die-hard Scrabble players across the world. See if you can get a hold of these terms and impress your colleagues during a game. ENJOY!!!!!!

A

ABBREVIATIONS

- **DLS - Double Letter Score**
- **DWS - Double Word Score**
- **TLS - Triple Letter Score**
- **TWS - Triple Word Score**

B

BACK HOOK a single letter which can be added to the end of a word on the board: e.g. **JUMP.....JUMPY**

BINGO The term used in North America for a bonus word.

BLOCKED GAME A game which can't be continued because there are no more legitimate moves possible. The game is deemed over and the players deduct the value of the tiles on their racks from their current score.

BLOCKER A word which can't be extended or which is difficult to build on: e.g. **VLY**

BLOWOUT A one-sided game in which one player gets all the good tiles and wins easily. Also called **GRANNIE** or **NO-BRAINER**.

BONUS A word which uses all seven tiles on a player's rack in one go gaining a 50-point bonus. **BONUS WORD**, **BINGO** or **SEVEN** are also used.

BRILLIANCY An ingenious move which floors your opponent and dazzles the spectators e.g. **QUETZALS** linking two Triple Word Squares for 374

C

CHALLENGE The verbal indication to your opponents that the word they have just played is probably wrong.

CLOSED BOARD A board situation which offers no openings for bonus words and yields few scoring options.

COFFEEHOUSING Talking to your opponents (or whistling, humming etc.) with a view to distracting them from the game. This is considered unethical play and is frowned upon in club and tournament games.

COMBO Any group of six or seven letters which combines with a range of single letters to yield a large number of bonus words. e.g. SATIRE plus H = HASTIER, SHERIAT
HASTIER plus N = HAIRNETS, INEARTH, THERIANS
COUNTING Keeping a mental record of the tiles played so you can calculate what is still in the bag and what is on your opponent's rack. See also TILE-TRACKING.

D

DINGO An unplayable bonus word on your rack - so called because it **di n go** anywhere.

DISHING See **FISHING**

DOUBLE-DOUBLE A move which spans two Double Word Squares in one go earning four times the value of the word played. Also **FOUR-TIMER**.

DOUBLE CHALLENGE A rule of play whereby the challenger forfeits a turn (or incurs a points penalty) if his or her challenge proves to be incorrect. Double Challenge is practised in clubs and tournaments in North America, New Zealand and Israel. Elsewhere the **SINGLE CHALLENGE** applies. Supporters of **Double Challenge** say that it adds finesse and adventure to the game but its opponents claim it leads to the playing of **PHONIES** and is conducive to bluffing and one-up-man-ship.

DOUBLE CROSS Using the X both ways on a Triple Letter Square or Triple Word Square.

DOUBLE-WHAMMY North American term for a **DOUBLE-DOUBLE**.

DUMP or **DUMPER** A word which allows you to unload awkward letters for a low score with a view to creating a more balanced rack.

DUMPING Making a low scoring move which rids the rack of awkward letters.

E

ENDGAME The last few moves of the game in which counting and positional finesse can determine the outcome.

EXCHANGING The act of forgoing your turn to discard lousy tiles for better ones or to discard lousy tiles for even lousier ones.

EXTENDER A group of two or more letters which extend a word on the board: e.g. SPIRE can be extended by IN- RE- CON- and PERS-

F

FISHING Throwing out one tile in the hope of picking up a specific tile to make a bonus word: e.g. discarding the R from the rack Q-U-E-T-R-A-L in the hope of picking up the Z to make QUETZAL.

DISHING is discarding one tile with the high probability of forming a bonus with the new letter: e.g. discarding the Q from the rack S-A-T-I-R-E-Q.

WISHING is exchanging all seven tiles in the hope of picking up a seven-letter word.

FREE CHALLENGE Same as **SINGLE CHALLENGE**

FRONT HOOK A letter which can be added to the front of a word on the board e.g. SHEARING

G

GOING OUT Playing the last move in the game and emptying your rack.

GRANNIE A term coined by former New South Wales Champion George Winter to describe a game in which one player ♦gets everything♦ and which even George♦s grannie could have won.

H

HOOK A letter which forms a new word when added to the front or back of a word already on the board. e.g. the W-hook in **WHELPING**

HOT SPOT A square or area of the board offering the opportunity for a bonus or other high scoring move.

I

IDIOCY An incredibly stupid move - like exchanging your blank by mistake.

J

JABBERWOCK Derryn Hinch♦s term for any weird word which doesn♦t exist -after Lewis Carroll♦s mythical creature the Jabberwock. Also **JABBERWOCKY** and **JABBERWOCKERY** - the practice of inventing and playing **JABBERWOCKS**.

K

KNOCKOUT Playing the game to win rather than to obtain high scores. Same as **MATCHPLAY**.

L

LAY-DOWN BONUS An everyday seven-letter word which is easy to find. Same as **NATURAL BONUS**

LEAVE What♦s left on your rack after you make your move.

M

MATCHPLAY Playing the game to win rather than for high scores - mainly used in the U.K. in contrast to **OPEN** or high-scoring Scrabble which was popular in Britain in the 1980♦s.

N

NATURAL BONUS Same as **LAY-DOWN BONUS**

NINE-TIMER A move which links two Triple Word Scores scoring nine-times the value of the word played. Also **TRIPLE-TRIPLE**, **TRIPLE-WHAMMY**

NONGO A promising combination of letters that doesn't make a bonus word. e.g. **I-R-E-L-A-N-D**

O

OPEN BOARD A board with openings for bonus words and offering good chances for a high-scoring game..

OPEN GAME A form of the game in which both players attempt to achieve high scores rather than win the game. Popular in the U.K. in the 1980s but has now been largely replaced by **MATCHPLAY**

OPEN SCRABBLE A variation of the game in which all letters are placed face up and are visible to both players. This format is used in Postal Scrabble.

OSPD Pronounced **Oh-Ess-Pee-Dee**, this is the familiar abbreviation of the Official SCRABBLE Players Dictionary published by Merriam - Webster and used principally in North America.

OSW Pronounced **O-Ess-Double-U**, this is the familiar abbreviation of Official Scrabble Words - a listing of allowable words derived from Chambers Dictionary and used for adjudication in the United Kingdom.

OVERDRAWING Taking too many tiles from the bag.

OVERLAP A move in which one word overlaps another e.g. B O O E F F

P

PALMING The unethical act of retaining tiles in the palm of the hand when drawing new tiles and slipping undesirable ones back into the bag.

PARALLEL PLAY Same as **OVERLAP** or **UNDERLAP**

PASSING Passing your turn by neither making a move nor exchanging tiles.

PHONEY, PHONY An unallowable word - which sometimes escapes a challenge.

POLECAT PASS Discarding an unplayable Q towards the end of the game.

POWER TILES The big ten - Q Z J and X plus the two blanks and four esses.

PREMIUM SQUARE Any square on the board that doubles (or triples) the face value of a tile (or word).

Q

Q, BEING STUCK WITH THE Picking up the Q at the end of the game and having no place on the board to play it.

Q-GAME A game decided by one player being caught with the Q.

R

RACK MANAGEMENT Playing moves which leave a healthy balance of vowels and consonants.

S

SETUP A move which sets up a hook for a specific letter.

SEVEN-LETTER WORD Same as **BONUS WORD**

SIGHT OF THE BOARD The ability to identify scoring opportunities across the board.

SINGLE CHALLENGE A rule of play whereby the challenger does not forfeit a turn if his or her challenge proves to be incorrect. A variation of this is **DINGLE CHALLENGE** or **ONE-ONLY-FREE CHALLENGE** which allows the challenger one free incorrect challenge before incurring a penalty.

SOWPODS The use of both OSPD and OSW combined as a source of adjudication - as occurs in the World Scrabble Championships. Most countries outside North America and the U.K. currently play according to this combined lexicon.

SWITCH-HITTER A word which can be transposed into another word - e.g. ANYTIME is a switch-hitter of AMENITY.

T

TILE-TRACKING The practice of marking off letters as they are played on a tracking grid or letter frequency list.

TRIPLE-TRIPLE See **NINE-TIMER**

U

UNDERLAP A move in which a word is played underneath another already on the board. MAP e.g. ERA

V

VOWEL ISCHAEMIA A shortage in the supply of consonants to the rack - an exchange transfusion is often indicated.

W

WORD DUMP See **DUMP**

X

X-RATED A description of words (or a game containing such words) which may be deemed to offend propriety.

Y

YABBERING YAHOO An obnoxious noisy player

Z

ZEDPHOBIA An obsessive hatred for the zed.