

A 15x15 Scrabble board with a green grid and colored bonus squares. The board is labeled with letters A through O on both the top and bottom. The board is populated with yellow letter tiles and blue number tiles. The tiles are arranged to form the word 'SCIENCE' across the middle. The word 'SCIENCE' is formed by the following tiles: S (1 point), C (4 points), I (1 point), A (4 points), N (1 point), C (4 points), E (1 point). The word 'SCIENCE' is formed by the following tiles: S (1 point), C (4 points), I (1 point), A (4 points), N (1 point), C (4 points), E (1 point). The word 'SCIENCE' is formed by the following tiles: S (1 point), C (4 points), I (1 point), A (4 points), N (1 point), C (4 points), E (1 point).

DR ELIZABETH JAYA JOSEPH

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GOD BLESS

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SCRABBLE SCRIBBLE - Learn scrabble words the fun way! (e-Book)

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FOREWORD

Scrabble is a popular word game, a mind-sport that is played and enjoyed for decades by many people in English-speaking countries as well as in countries where English is not the first language. It is a game that combines skills and strategies with an element of luck involved. In the process of wanting to win, players can showcase a vast repository of magnificent words coupled with the skills and strategies used to solve problems.

The author, Dr Elizabeth Jaya Joseph, has used her vast knowledge and experience of the game of scrabble to write this book with the catchy caption of "Scrabble Scribble," for all players who love to play this fun, verbal dexterity game.

The many articles written with interesting titles and in a captivating way makes them easy to read. The articles that are informative and educational can arouse genuine curiosity and help players absorb the finer points of playing scrabble and retain the useful words in memory.

To me, the highlight of the book is the manner in which quite a number of articles begin with short poetic verses in order to capture the interest of readers, stir their desire to read on and keep the articles for further reference. The poetic verses are beautifully written with meaningful messages. This spiced-up, interesting and enlightening book is indeed unique and different from other scrabble books.

This book will surely serve as an invaluable tool and add to the arsenal of books on scrabble that would be sought after by devoted players all over the world considering that the proceeds from the sale of this book will go to charitable organizations.

To someone like me who has been interested in the game of scrabble, I can vouch for the importance of this book that all scrabble enthusiasts should possess and treasure as it will be an invaluable tool in their possession.

Dr. Roy Shanker

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Director - People and Culture

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PREFACE

This book, entitled "Scrabble Scribble", is essentially a collection of more than hundred articles on the game of scrabble. Scrabble is a popular and fun game played by millions of people that combines word power with memory, strategy, creativity and even psychology. Knowledge of linguistics and mathematics gives one an added advantage.

The articles cover a wide variety of topics of interest which are detailed in the contents page. They are divided into sections namely, Specific articles; General articles; and Tips for keeps.

The book is designed for the reading pleasure of all scrabble lovers both the novice and seasoned players. It is for those who are interested in playing scrabble as a pleasurable and recreational activity with family and friends for fun and camaraderie or taking part in serious competitions to pit their wits against other players.

This book will indeed be a useful guide to all scrabble players especially for those who want fun articles to help them remember useful and valid words through the art of association, connection, comparison, contrast, mnemonics, stories and other techniques. The techniques can jog their memories at crucial moments for the right words to come to their rescue that could be used in the game.

Finally, this compilation of varied articles could be a springboard to stir the interests of scrabble players to appreciate and perhaps be inspired to write their own scrabble articles.

Thank you for purchasing this book as it is for a good, charitable cause. God bless.

Dr. Elizabeth Jaya Joseph

HOW TO USE THIS BOOK?

The following are some pointers to take note, regarding the use of this book:

1. A word that has an asterisk mark (*) beside it, indicates that the word can take the basic plural and hence (s) can be added to the word. Placing an asterisk mark is necessary so as not to confuse anyone as other forms of the plural like -es or -ies, are not covered in this book but in some exceptional cases they are taken into consideration.
2. The words cover all parts of speech of the English language. However, tenses are generally not covered other than the basic present tense. Also, comparatives and superlatives of adjectives and adverbs are not dealt with in this book. The reason being such words can be quite long and not suitable for scrabble play. However, such words will be considered if the meaning is different.
3. Basic knowledge of English grammar especially of the major parts of speech such as nouns, verbs, adjectives and adverbs that involve tenses, participles and subject-verb agreement will greatly help a player to make intelligent grammatical guesses when playing the game.
4. If the name of a person, animal or thing has two or more parts (e.g. Dolly Parton), then both or all the words can be played in scrabble separately or individually. However, invalid words will be in italics and cannot be played in scrabble (e.g. Brad *Pitt*).
5. Words that are in bold or highlighted in the short story articles are valid scrabble words.
6. Words that can be used in scrabble in this book are generally limited to eight letters. Eight to ten-letter words are extremely difficult to play and may only be possible early in the game when there is still sufficient space to maneuver and juggle letters on the board in combination with other words already on the board. However, in some cases, nine and ten letter-words are considered in the articles.
7. Sometimes, some words in an article may not reflect what the heading is trying to portray. For example, if the heading is about 'worms', most of the words, refer to 'worms'. However, there can be a few words that have nothing to do with 'worms' as they have completely different meanings. They are included because they either begin or end with 'worm'.
8. All the words in this book are considered valid words taken from published scrabble books and dictionaries listed in the bibliography. However, they are by no means exhaustive as scrabble words are constantly increasing and expanding.

Besides, there could be other valid words in other dictionaries that are not referred to in the production of this book.

9. A complete list of the two-letter words is given under Section 2, General Articles with the title, "Be a master of 2-letter words" and as such will not appear in the other articles in this book.
10. The three-letter word list also appears under General articles with the title, "Learn-up the three-letter words" and often do not appear in other articles in this book.
11. Simple and everyday words are added to most of the articles as this would help new and especially young people who have just started to play the game of scrabble.
12. It will be noticed that a number of words are repeated in different articles. This is expected as English words often have more than one meaning. However, repetition is good and helps imprint such words in our memories.
13. Apologies for any valid scrabble words that have been omitted or treated as valid when they are not inadvertently. Please let us know through e-mail and your kind gesture will be much appreciated.

INTRODUCTION

S - Scrabble is a fascinating, scintillating and

C - captivating game that can be played from dawn

R - right up to dusk if you please.

A - Also it can get you to places to participate in competitions.

B - But remember to constantly add to your arsenal

B - better and bolder words to make a

L - lasting impression on your opponents

E - every time you take control of the board.

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