

Fig 1 move = QUAKE  
score \_\_\_\_\_ total \_\_\_\_\_

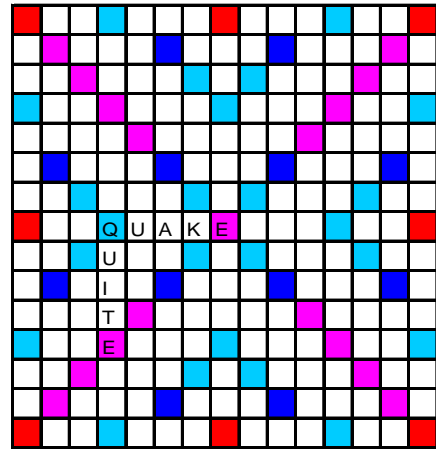


Fig 2 move = QUITE  
score \_\_\_\_\_ total \_\_\_\_\_

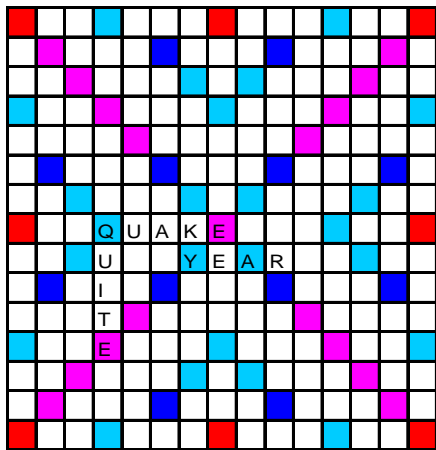


Fig 3 move = YEAR  
score \_\_\_\_\_ total \_\_\_\_\_

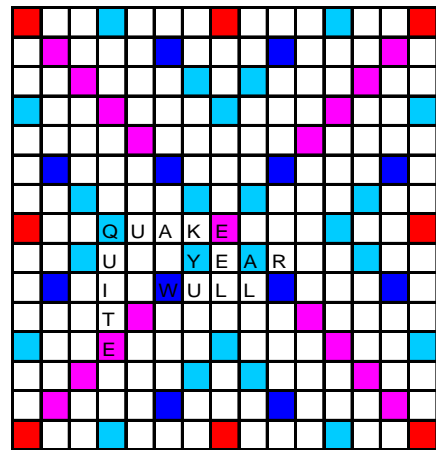


Fig 4 move = WULL  
score \_\_\_\_\_ total \_\_\_\_\_

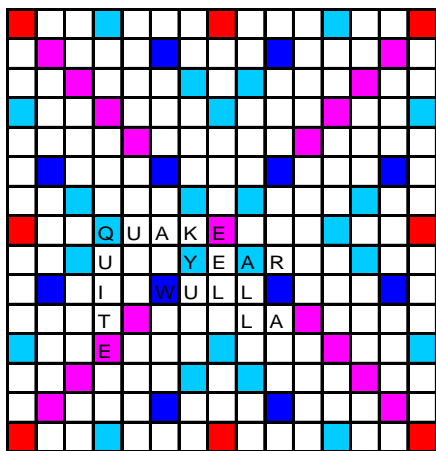


Fig 5 move = LA  
score \_\_\_\_\_ total \_\_\_\_\_

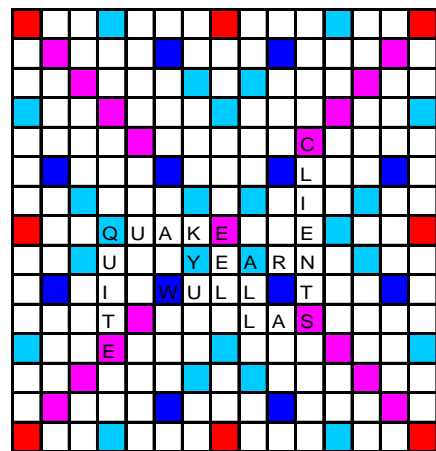


Fig 6 move = CLIENTS  
score \_\_\_\_\_ total \_\_\_\_\_

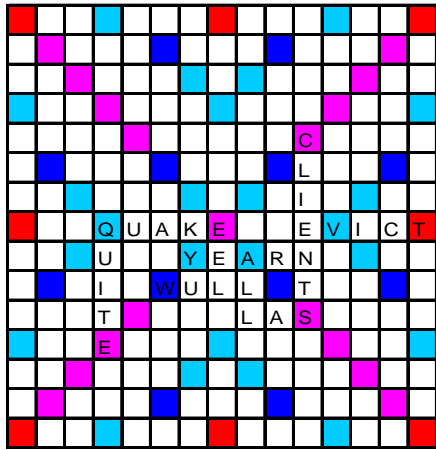


Fig 7 move = EVICT  
score \_\_\_\_\_ total \_\_\_\_\_

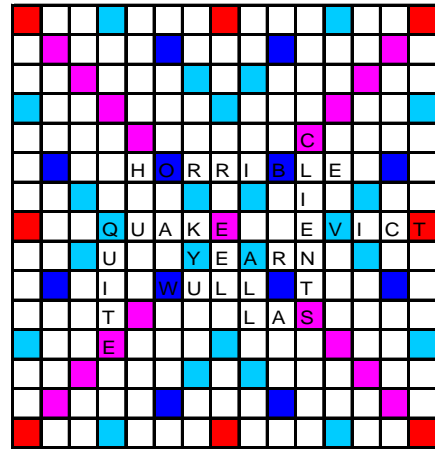


Fig 8 move = HORRIBLE  
score \_\_\_\_\_ total \_\_\_\_\_

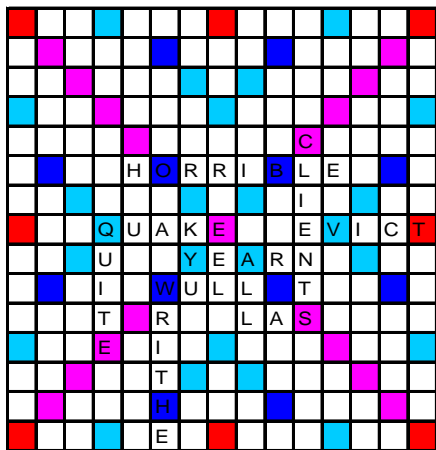


Fig 9 move = WRITHE  
score \_\_\_\_\_ total \_\_\_\_\_

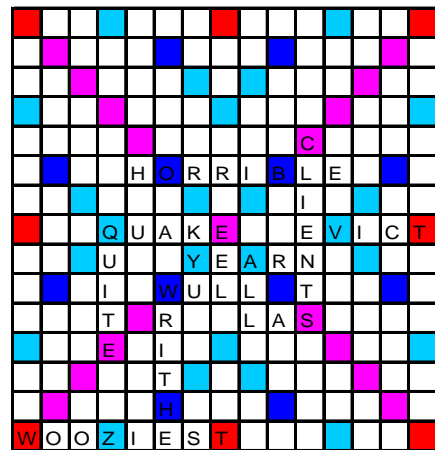


Fig 10 move = WOOLZIEST  
score \_\_\_\_\_ total \_\_\_\_\_

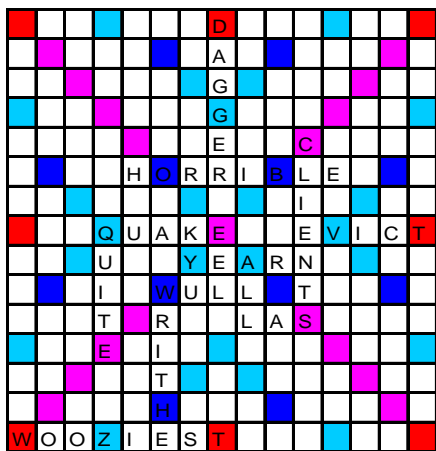


Fig 11 move = DAGGER  
score \_\_\_\_\_ total \_\_\_\_\_

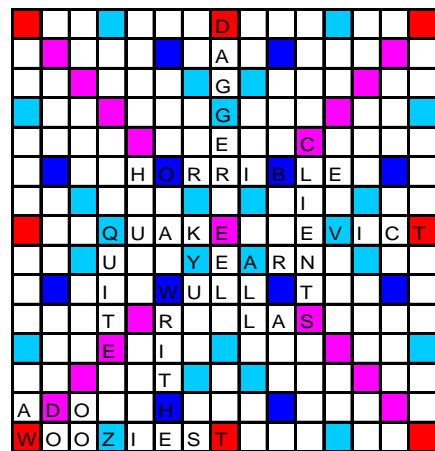


Fig 12 move = ADO  
score \_\_\_\_\_ total \_\_\_\_\_

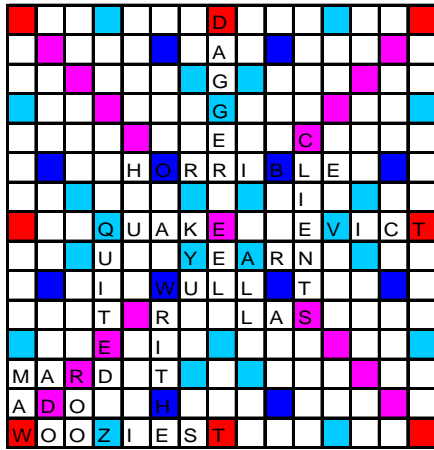


Fig 13 move = MARD  
score\_\_\_\_\_ total\_\_\_\_\_



Fig 14 move = RAPPINGS  
score\_\_\_\_\_ total\_\_\_\_\_

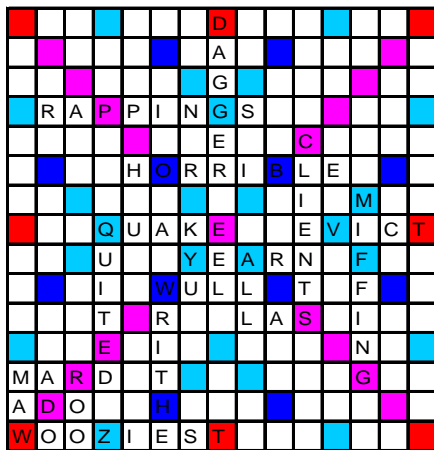


Fig 15 move = MIFFING  
score\_\_\_\_\_ total\_\_\_\_\_



Fig 16 move = DAYTIME  
score\_\_\_\_\_ total\_\_\_\_\_



Fig 17 move = OXER  
score\_\_\_\_\_ total\_\_\_\_\_



Fig 18 move = OU  
score\_\_\_\_\_ total\_\_\_\_\_



Fig 19 move = DOVEN  
score \_\_\_\_\_ total \_\_\_\_\_



Fig 20 move = VENA  
score \_\_\_\_\_ total \_\_\_\_\_



Fig 21 move = GOO  
score \_\_\_\_\_ total \_\_\_\_\_



Fig 22 move = BANJo  
score \_\_\_\_\_ total \_\_\_\_\_



Fig 23 move = SEAQUAKE  
score \_\_\_\_\_ total \_\_\_\_\_

### Move 1

The word **QUAKE** covers a **DW** square so we need to know the score of all the letters first before we can double it. The **Q** is on **DL** square so scores 20. All the other letters are scored at face value as they don't cover any premium squares other than the **E**. So  $20 + 1 + 1 + 5 + 1 = 28$ . Now you can double the word score to 56.

### Move 2

The word **QUITE** only covers a **DW** square as there are no premium squares under the **UIT**. The **Q** is now only face value as it was already on the board. So  $10 + 1 + 1 + 1 + 1 = 14$ . Now double the word score to 28. Add the 56 and 28 together to get your overall score of 84.

### Move 3

The word **YEAR** also makes the words **KY** and **EE**. The **K** covers a **DL** square as does the **A**. The **K** has to be doubled in both words. So the word **YEAR** is scored  $8 + 1 + 2 + 1 = 12$ . **KY** is scored  $5 + 8 = 13$ . **EE** is scored as  $1 + 1 = 2$ . Now add all three together and you get 27. Add this score onto 84 and you now have 111.

Remember a **DW** or **TW** is scored last after the individual tile scores. Look out for double – doubles or triple – triples either as individual letter scores or word scores. Be careful when making other words with the word you have played especially if premium squares are involved. They count in both words. Remember to add on your bonus fifty points if you use up all of your seven tiles in one go. Oh, and the blank scores as zero! It does not assume the value of the letter it represents.

I'll leave you to work out the rest of the move scores.

Fig	score	total
1	56	56
2	28	84
3	27	111
4	30	141
5	5	146
6	100	246
7	42	288
8	71	359
9	20	379
10	320	699
11	33	732
12	21	753
13	48	801
14	76	877
15	46	923
16	98	1021
17	48	1069
18	24	1093
19	10	1103
20	36	1139
21	8	1147
22	57	1204
23	96	1300