

## TWL2 Two- and Three-letter Words

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aa ab ad ae ag ah ai al am an ar as at aw ax ay ba be bi bo by  
 de do ed ef eh el em en er es et ex fa fe go ha he hi hm ho id  
 if in is it jo ka ki la li lo ma me mi mm mo mu my na ne no nu  
 od oe of oh oi om on op or os ow ox oy pa pe pi qi re sh si so  
 ta ti to uh um un up us ut we wo xi xu ya ye yo za

aah aal aas aba **abo** abs aby ace act add ado ads adz aff aft  
 aga age ago ags aha ahi ahs aid ail aim ain air ais ait ala  
 alb ale all alp als alt ama ami amp amu ana and ane ani ant  
 any ape apo app apt arb arc are arf ark arm ars art ash ask  
 asp ass ate att auk ava ave avo awa awe awl awn axe aye ays  
 azo

baa bad bag bah bal bam ban bap bar bas bat bay bed bee beg  
 bel ben bes bet bey bib bid big bin bio bis bit biz boa bob  
 bod bog boo bop bos bot bow box boy bra bro brr bub bud bug  
 bum bun bur bus but buy bys

cab cad cam can cap car cat caw cay cee cel cep chi cig cis  
 cob cod cog col con coo cop cor cos cot cow cox coy coz cru  
 cry cub cud cue cum cup cur cut cwm

dab dad dag dah dak dal dam dan dap daw day deb dee def del  
 den dev dew dex dey dib did die dif dig dim din dip dis dit  
 doc doe dog dol dom don dor dos dot dow dry dub dud due dug  
 duh dui dun duo dup dye

ear eat eau ebb ecu edh eds eek eel eff efs eft egg ego eke  
 eld elf elk ell elm els eme ems emu end eng ens eon era ere  
 erg ern err ers ess eta eth eve ewe eye

fab fad fag fan far fas fat fax fay fed fee feh fem fen fer  
 fes fet feu few fey fez fib fid fie fig fil fin fir fit fix  
 fiz flu fly fob foe fog foh fon fop for fou fox foy fro fry  
 fub fud fug fun fur

gab gad gae gag gal gam gan gap gar gas gat gay ged gee gel  
 gem gen get gey ghi gib gid gie gig gin gip git gnu goa gob  
 god goo gor gos got gox **goy** gul gum gun gut guv guy gym gyp

had hae hag hah haj ham hao hap has hat haw hay heh hem hen  
 hep her hes het hew hex hey hic hid hie him hin hip his hit  
 hmm hob hod hoe hog hon hop **hos** hot how hoy hub hue hug huh  
 hum hun hup hut hyp

ice ich ick icy ids iff ifs igg ilk ill imp ink inn ins ion  
 ire irk ism its ivy

jab jag jam jar jaw jay jee jet jeu **jew** jib jig jin job joe  
 jog jot jow joy jug jun jus jut

kab kae kaf kas kat kay kea kef keg ken kep kex key khi kid  
 kif kin kip kir kis kit koa kob koi kop kor kos kue kye

lab lac lad lag lam lap lar las lat lav law lax lay lea led  
 lee leg lei lek **les** let leu lev lex ley **lez** lib lid lie lin  
 lip lis lit lob log loo lop lot low lox lug lum luv lux lye

mac mad mae mag man map mar mas mat maw max may med meg mel  
 mem men met mew mho mib mic mid mig mil mim mir mis mix moa  
 mob moc mod mog mol mom mon moo mop mor mos mot mow mud mug  
 mum mun mus mut myc

nab nae nag nah nam nan nap naw nay neb nee neg net new nib  
 nil nim nip nit nix nob nod nog noh nom noo nor nos not now  
 nth nub nun nus nut

oaf oak oar oat oba obe obi oca oda odd ode ods oes off oft  
 ohm oho ohs oil oka oke old ole oms one ono ons ooh oot ope  
 ops opt ora orb orc ore ors ort ose oud our out ova owe owl  
 own oxo oxy

pac pad pah pal pam pan pap par pas pat paw pax pay pea pec  
 ped pee peg peh pen pep per pes pet pew phi pht pia pic pie  
 pig pin pip pis pit piu pix ply pod poh poi pol **pom poo** pop  
 pot pow pox pro pry psi pst pub pud pug pul pun pup pur pus  
 put pya pye pyx

qat qis qua

rad rag rah rai raj ram ran rap ras rat raw rax ray reb rec  
 red ree ref reg rei rem rep res ret rev rex rho ria rib rid  
 rif rig rim rin rip rob roc rod roe rom rot row rub rue rug  
 rum run rut rya rye

sab sac sad sae sag sal sap sat sau saw sax say sea sec see  
 seg sei sel sen ser set sew sex sha she shh shy sib sic sim  
 sin sip sir sis sit six ska ski sky sly sob sod sol som son  
 sop sos sot sou sow sox soy spa spy sri sty sub sue suk sum  
 sun sup suq syn

tab tad tae tag taj tam tan tao tap tar tas tat tau tav taw  
 tax tea ted tee teg tel ten tet tew the tho thy tic tie til  
 tin tip tis tit tod toe tog tom ton too top tor tot tow toy  
 try tsk tub tug tui tun tup tut tux twa two tye

udo ugh uke ulu umm ump uns upo ups urb urd urn urp use uta  
 ute uts

vac van var vas vat vau vav vaw vee veg vet vex via vid vie  
 vig vim vis voe vow vox vug vum

wab wad wae wag wan wap war was wat waw wax way web wed wee  
 wen wet wha who why wig win wis wit wiz woe **wog** wok won woo  
**wop** wos wot wow wry wud wye wyn

xis

yag yah yak yam yap yar yaw yay yea yeh yen yep yes yet yew  
**yid** yin yip yob yod yok yom yon you yow yuk yum yup

zag zap zas zax zed zee zek zep zig zin zip zit zoa zoo zuz  
 zzz

**Bold italic words** are not acceptable in school play.

## Beginners' Rules

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Here's what you need to know at your first night at the club.

1. You should bring along a pencil or pen, and a positive attitude. As you become an experienced player, you will want to buy professional playing equipment, but you won't need it at first.
2. When you arrive, you pay the registrar your entry fee. Bring exact change if possible; we do not accept \$10 or \$20 bills. If you are new to competitive SCRABBLE, tell the registrar and s/he will have someone sit down with you and introduce you to the game.
3. Rounds start at :45 past the hour. At the beginning of each round, your group leader for the evening hands score slips out in pairs to show who plays whom. Remember your group leader. Find your opponent, sit down at any vacant board and get ready to play.
4. To start a game, you need to decide who plays first. If one player has already gone first more times, s/he goes second. If one player has gone second more times, s/he goes first. Otherwise, you each draw a tile and the person who is closer to A goes first. Blank beats A. Mark on your score slip whether you went first or second.
5. On each turn, you may do one of: play a word (some or all of your letters in a row or column on the board), exchange undesired tiles (check to see there are at least seven in the bag, place old tiles face-down on table, announce how many there are, hit clock, draw new tiles, put back old ones), or just pass without doing anything.
6. If you play a word, you must do the following in order: put the tiles on the board, announce how many points you score, hit the clock, record your cumulative score, draw replacement tiles. While you are recording your score, your opponent may call 'hold' to ask for time to consider challenging the acceptability of your word(s). After 15 seconds on hold, you may draw provisional replacement tiles, keeping them separate from your rack.
7. When it is your turn, you may ask your opponent to confirm the current score. They must agree or disagree. If they disagree, you may pause the clock until the disagreement is resolved. If you disagree on the score at the end of the game, you may recount the game, as long as there is time before the next round begins.
8. If you are not sure that the word(s) in your opponent's play is/are acceptable in the TWL2 dictionary, you can challenge the play by saying "Challenge!", pausing the clock, and going to the challenge computer with your opponent. Normally, whoever loses the challenge loses their turn and scores zero for it, but until you have won three games at the club, you can challenge unfamiliar words without penalty. If you are caught playing an unacceptable word though, you'll still lose your turn.
9. Until you have won three games at the club, you may refer to the accompanying list of two- and three-letter words during your games.
10. If you draw X too many tiles, your opponent is entitled to look at X+2 of your tiles and choose which X go back in the bag. If you have mixed your new and old tiles, the X+2 come from the combined set; otherwise, just from the new ones. (In the case where you over-drew by just one tile, and haven't mixed your tiles, your opponent sees X+1.)
11. At the end of the game, if one player uses all his/her tiles, s/he gets double the value of the other player's remaining tiles. If both players are left with unplayed tiles, they each subtract the value of their own tiles.
12. At the end of each round, fill in your score slip, circle the winning score, add the cumulative totals and have the winner of the game return both slips to your group leader.
13. All games are timed using chess-style clocks giving 25 minutes per player. If you run out of time, you will lose ten points per minute or partial minute of overtime. If you go ten minutes overtime, you forfeit the game; more likely, the director will call a halt to the game sooner if it's time for the next round to begin.
14. If you have any questions about rules or procedure during a game, you are entitled to pause your clock and call for the Director. Do not ask your opponent questions about the rules.

To find out more about SCRABBLE clubs and tournament play, visit the following web sites:

- North American SCRABBLE® Players Association  
<http://www.scrabbleplayers.org/>
- Toronto SCRABBLE® Club  
<http://torontoscrabbleclub.com>

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