BONEHEAD Problem

by Nick Ballard

In the finals of a championship, you are playing a five-game match with **NWL-2023** as the official lexicon. You and your opponent have won two games apiece, but she leads on spread. Therefore, *a tie is the same as a loss to you*. In this final game, you are in a pure must-win situation.

Do not hope for a mistake. You and your opponent will play perfectly going forward and you know the other will play perfectly, too.

On turn, you trail by **139** points (245–384), and there are five tiles in the bag. Your rack and unseen pool appear below the diagram. If you make the best move and get very lucky, you can win.

What is your best play?

? E I N O S W

Unseen: **ADIIILMPRRRT (12)**

Solution

I recommend that you copy the large diagram above or the fourth or eleventh diagram (identical except smaller) such that you can view it side by side with the text.

If you prefer an abbreviated solution analysis, look for the short version at:

https://nackbg.com/scrabble/

Your opponent's name is Damosel. She prefers to be called "Dame," for short.

The best play will likely be a quite a surprise to you. Before revealing it, though, I'll cover relatively plausible-looking attempts and the reasons that none of them quite works.

Direct Bingo

First, let's have a look at the tempting 102-point bingo, 1A **WINESOpS**.

After bingoing, you draw the last five tiles in the bag. With your three best draws of (1) AIMPR, (2) ADMPT and (3) ADMPR, you are able to erase most of your deficit, but you still come up (equally) short.

1) Dame, with DIILRRT, plays L1 KIDLIT. With AIMPR, you go out with PRIMA and lose by **13**. See diagram **below**. [If instead Dame blocks with H13 DIT, you A6 APP, she 10A RIFER, your O8 GRIM loses by 11.]

2) Dame with IIILRRR, plays G10 RIGOR. With ADMPT, you play 15H DAMP, she plays 10A LIFER, and you go out with D7 VALET. You lose by **13**.

3) Dame with IIILRRT, plays 4K TILER. With ADMPR, you 10F PAD (blocking 9D LIRI), she 6L RIB, where your out-play L11 MORN loses by **13**.

Your bingo in the opposite corner, **WINESOp** (96)—not diagrammed—scores fewer points. With Dame's worst rack IIILRRR, she plays G10 RIGOR, you 4D DAM, she 5E LI, when you go out with M7 TIP and lose by 23.

WINESOpS, KIDLIT, PRIMA = –13

BONEHEAD idea

What about fishing one tile, hoping to draw the P? If you connect with 1A WINESOPS (or 15I WINESOP), where the drawn P replaces the tile you fish, you can score extra points. Another part of the equation is the number of points that your fishing play might outscore Dame on her additional turn. (There is pressure on her to play short; if she empties the bag and you bingo *out*, you'll collect a fistful of points in rack penalty.)

The most prolific square on which you can play one tile, by far, is 14N. You can score 46 points for BONEHEADS (with the S) or 42 points for BONEHEADs (with the blank).

Dame does not know what you are fishing for, but (from your standpoint) only a P-draw connects with a bingo.
[R doesn't quite give you A4 POWERINg (blocked by QI), and M doesn't quite give you 15D aIRWOMEN (spoiled by "FI").]

The arguments in favor of the one-tile play of **BONEHEADS** can be summarized thusly:

- With this large a deficit (139), desperation can be justified: you need a substantial parlay.
- This (46) is the maximum number of points you can score without emptying the bag.
- You will score 5 extra points for bingoing with the P (in 1A WINEsOPS) instead of the S.
- If Dame plays four or more tiles without blocking the top, you can bingo out when she has a full or near-full rack of tiles. For example, if she plays A7 PLAID (30), you go out with WINEsOPS and win by 2 points.

On that last bullet point: Dame always makes the best play. She cannot know where your real bingo threat(s) are, but she does weigh the risk of emptying the bag. When she doesn't empty it, you can fish again but no bingo you might get down can overcome the extra points Dame will have outscored you on the extra exchange of turns.

BONEHEADS, RIGOR, WINEsOPS, TRIM, PA = –3

After BONEHEADS, Dame has an unseen pool of ?ADEIIIILMNOPRRRSTW minus the seven tiles in front of her. With her worst racks, she sees that she can lose. She likely hangs on against a K-column play (e.g., TWOPENcE for 106), but her concerns include A4 MANPOWER (121) and E2 ANANdAMIDE (115). If she blocks both of those as well as 11E PLAyDOWN (108) with 10A RIFER (10), she loses to a W-bingo at 15D (which scores as much as 124) or sometimes to 4E bAPTIZED (114) or to 1A IMPOWERS (120) or other bingo on row 1.

The defense with the most rigor is G10 RIGOR for 16 (blocking the greatest preponderance of the above threats). She loses to MANPOWER but not to bAPTIZED and usually not to IMPOWERS.

Against the *actual* rack you aim to obtain (?EINOPW), Dame's worst rack is IIIRRRT, but her best play of RIGOR still holds up. Tragically, your WINEsOPS (107) falls short even if A is the last tile in the bag. After Dame follows up with 15H TRIM (27), you go out with A7 PA (18) and lose by **3** points. Refer to the diagram **above**.

(Given the same BONEHEADS-RIGOR sequence, if you draw M (instead of P), you can't bingo with ?EIMNOW. A final chance is to one-tile fish *again* with L1 KI (6) and draw A (the last tile in the bag), but Dame precisely knows your final rack (?AEMNOW) and can either block your sole bingo of A4 MANPOWEr for 118 (e.g., with 11B PUT), or outrun it (e.g., with 4D DIPT (31).)

BONEHEADs with the **blank** scores 4 fewer points (42, compared to 46 with the S). You recoup that 4 points when you bingo with 1A WINESOPS (111) instead of WINEsOPS (107). Dame is diverted by fewer bingo threats, but even if she has nothing better than RIGOR, you merely break even; you still lose by **3** points.

An intriguing notion is fishing one, two or three tiles somewhere and, if Dame doesn't empty the bag, you can still plunk down the S or blank on 14N *next* turn. Refer to "Digression" in the BONEHEAD of Contention section.

The reference table below lists all 100+ point bingos that are playable from the full pool of 19 tiles (including the 7 on your rack). For example, there exist a few bingos that are one tile away from being playable with ?EINOSW: 1A WINESOPS or 15I WINESOP (with various blank substitutions implied), 1A WINESApS, 15I WINESAp, 1A WIDENeSS, and K5 DOWERIES with D or R as a blank; refer to the One-tile Fishes chart of the Appendix.

The more tiles you play off, the more of the bingos on this 100+ list fall within your horizon. You can, in theory, play *any* bingo that exists in the 19-tile pool (that fits on the board) after a fishing play, including any of the countless sub-100-scorers that do not appear in the table. Regardless, Dame has to account for any real or phantom bingo threats you might cause her to fear. The best way to use this table is as a reference.

The list below is streamlined. If same-rack bingos on the same line score the same, one (e.g., K5 fOREPAWS) is included and the rest (e.g., K5 ROPEWAyS) are excluded (my choice is often arbitrary). Through-letters (e.g., the G in O8 GREWSOME) are underlined.

1A AuTOPENS is excluded because its rack (?AENOPT) can score the same there with 1A NOTEPAdS, while 1A NOTEPAdS isn't listed either because *non*-blank NOTEPADS (listed) is higher scoring. If two bingos from the same rack score *differently* on the same line, the lower-scoring bingo is omitted; for example, E5 eNAMORED (111) is included and E5 DRAgOMEN (109) is excluded.

From a given rack, the highest-scoring bingo on each line (e.g., 15I IMPOSER (106), 1A IMPOSERS (111), K5 MOPERIES (112)) are all listed. The point is that other line(s) might get blocked.

Bingo Table

Horizontal

Vertical

1-row

1A

IMPOWERS 120
WIfEDOMS 112
RePOWERS 111
ROPEWAyS 111
SOMEWAyS 111
WINESAPS 111
WINESOPS 111
WIRETAPS 111
MEgAPODS 110
SWoOPERS 110
eNDOWERS 108
IMPANELS 108
IMPEDeRS 108
IMPOSERS 108
SIDEWAyS 108
TIDEWAyS 108
wIDOWERS 108
PuTAMENS 107
NOTEPADS 107
METOPoNS 106
MIRADORS 106
DAMOSELS 105
DEPOSALS 105
DeWATERS 105
eMPERORS 105
ReNEWALS 105
ThROWERS 105
AbDOMENS 104
DISAvOWS 104
DuRAMENS 104
DaLAPONS 104
DOWAgERS 104
DReAMERS 104
STREWeRS 104
WIDENeRS 104
WIDENeSS 104

MaTADORS 103
PaRADERS 103
PaRADORS 103
PIcADORS 103
PLeADERS 103
ReMODELS 103
ALMONERS 102
ARMORERS 102
DeMETONS 102
DeMONESS 102
DePOSERS 102
DIMEROuS 102
MALODoRS 102
MINARETS 102
MINERALS 102
PRAETORS 102
PRIORESS 102
REPOSALS 102
SWeARERS 102
SWeATERS 102
SWoONERS 102
uPDATERS 102
WAgONERS 102
DIMETeRS 101
fIREPANS 101
fIREPOTS 101
fORAMENS 101
IoNOMERS 101
oINOMELS 101
ScRAPERS 101
STeAMERS 100
TINAMOuS 101
SToOPERS 101
TRoOPERS 101
vITAMERS 101
WATEReRS 101

4-row

4D

bAPTIZED 114
bAPTIZER 112
bAPTIZES 112
DIALyZER 110
DIALyZES 110

4E

DAMOZELS 107
IODIZERS 102
IONIZERS 100

5-row

5D

MEROPIAS 110
MELODIAS 105
DEMONIAn 100

5E

SPOLIATE 100

11-row

11E

PLASMOID 109
PLAyDOWN 108
fLATWORM 106
PLEONASM 106
PLEROMAS 104
PLANfORM 102
PLASTRuM 102
PLATfORM 102
PLATINuM 102
SLALOMED 101
gLAMPERS 100
PLAsMINS 100
PLENIsMS 100

15-row left

15D

WARDRoOM 124
WARDShIP 124
WARTIMES 122
WARERoOM 121
MEROPIAS 114
WARsTLES 113
MERIDIAN 111
EARWORMS 109
MARLINES 108
MARLITES 108
MARTINIS 108
MARcONIS 105
MARmOSET 105
MARRaNOS 105
MARtINET 105
EARLDOMS 103
TERAPhIM 103
DARIOLES 100
DERATION 100

15-row right

15H

DAMPEST 109
LIMPEST 106
PRoMOED 103
ADIPOSE 101
DAMNEST 101
IPoMOEA 100

15I

IMPOSED 109
IMPASTE 106
IMPASTO 106
IMPOSER 106
WINESAP 105
WINESOP 105
DAMNEST 101
DAMOSEL 101
DEPOSAL 101
DEPOSIT 101

E-column

E2

ANANdAMIDE 115

E5

TWASOMEs 117
ShADOWER 116
ALAMODES 115
cLAMORED 111
eNAMORED 111
SeAWATER 111
uNAWARES 111
STAMINAL 110
DRAgOMAN 109
eMANATED 109
sPADONES 109
AMARONES 108
OPALINES 108
PLATANES 108
PLATINAS 108
PRALINES 108
cLAMORER 106
eTAMINES 106
fLAMINES 106
ImAMATES 106
sTAMINAS 106
SlALOMER 106
SIALIDAN 105
eMANATES 104
APAtITES 103
IMAgINAL 103
IMAgINER 103
IMAgINES 103
gRADATES 101
gRADINES 101
ReALISED 101
ReASONED 101
OxALATED 101
DeALATES 100

A-column

A4

MANPOWER 121
MALPOSED 115

A5

AMPhIPOD 107
EMPOWeRS 107
EMPLANeD 104
APPOINTS 101
APPOSITE 101
APPLIERS 101
APPLIEST 101

O-column

O8

GREWSOMe 115
GLADSOME 110

K-column

K4

ANSWERED 106
PyODERMA 106
TROWELED 106
TWOPENcE 106
WoOMERAS 106
ANSWERER 102
MASTERED 102
MISDEALT 102
PhONEMES 102
POSTERED 102
PROTEIDE 102
PROTEIDS 102
PROTENDS 102
PROTEoME 102
TROWELER 102
WASTERIE 102
WeSTERED 102
WISTERIA 102
WoODENER 102

K5

DOWERIES 112
fOREPAWS 112
MOPERIES 112
MODELERS 108
MODERNES 108
NOTEPADS 108
POLEMIcS 108
SOMEDEAL 108
cOMEDIES 104
MOIETIES 104
POLENTAS 104
ROPERIES 104
TONEARMS 104
DOMESTIc 103
bONEMEAL 100
cONEPATL 100
fOREARMS 100
ESPEcIAL 100
gOMERELS 100
gOMERILS 100
POLEAxES 100
TOxEMIAS 100

H-column

H8

DIPLOMAS 108
DIPLOMAT 108
DAMPENeD 106
DIPSADEs 101
DOLMADES 104
DAMPENeR 103
DEcROWNS 103
DIAMONDS 103
DISbOWEL 103
DAMNEDeR 101
DOMESDAy 101
DAIMONES 100
DEPLANeD 100
DESPONDs 100
DIPLONTS 100
DISPENDs 100

Additional bingos (excluded from the list above) can arise by clever *setups*. For example, you can fish OSW with 11K OWSE (25) and draw to 15I **PINETuM**. (CAT doesn't take a T hook, but SCAT does!) However, as the fish and bingo together score only 125, the best you can do is lose by 14 points. A bit better is to tack on the N with 11K OWSEN (27) and if you get down 15H **PRIMAtE** (again hooking SCAT/T), you can lose by as little as **9**.

You can fish ENSW with 5A WRENS (16), keeping ?IO. Dame, in blocking multiple bingo threats, plays G10 RIGOR (16), and you are able to squeeze in 4D **ATOMIZeD** (118) above WRENS. Even so, you lose by **7**.

Triple-triple threats: These are typically blocked for a low score. Diversion is your aim; Dame is less likely to block high-scoring bingos to which you might actually draw. The 17 distinct one-tile fishes on 15J, 15K, 15L or 15M that phantomly threaten 3x3's score only 1 to 6 points. Better is fishing SW with L12 **OWNS** (15), which "threatens" four triple-triples, including 15H DRAMShOP (172) and DEANShIP (152); if Dame has IIILRRT or IILRRRT and blocks with the guaranteed winner 15I LITS (11), your best draw of AM (for H8 DAIMONEs, 109) loses by **6**.

For convenience, the feature position is repeated below.

? E I N O S W

Unseen: **ADIIILMPRRRT (12)**

Two-tile Fishes

For each of the 15 two-tile combinations you can fish, multiple candidate plays, typically, seem to offer hope. Some of your closest losses arise from fishing ?O with 4G cOZ (19). If Dame holds any seven of the eight tiles IIILRRRT, her best play is G10 RIGOR. If you've drawn AP, you go out with 1A WINESAPS (111) and lose by **5**. See the **left-hand** diagram **below**.

Another try is 4D Ne or Na (16). As this move blocks some bingo lines, it isn't ideally where you want to play, but it is the only way to get 16 points from fishing ?N, and it has the virtue of preventing Dame's bailout scoring play 4D TIRL (23). If Dame's rack is IIILRRT, she plays G10 RIGOR (in part to block phantom bingos like 15D MEROPIAS (114)). If you have drawn DR, you then go out with the double-double K5 DOWERIES (112) and again lose by **5** points. See the **right-hand** diagram **below**.

cOZ, RIGOR, WINESAPS = –5

Ne, RIGOR, DOWERIES = –5

(There are at least two other two-tile fish scenarios that lose by 5 points and many more that lose by 6.)

Three-tile Fishes

Three-tile fishes give you a lot more bingos to fish for, and they are still challenging to Dame, who has to ponder 36 racks you might have. (Given that two tiles are left in the bag, she faces a pool of nine unseen).

There are a dozen scenarios that lead to you losing by 1 point. Here is a pair of examples: if you play O3 **OWN** (24, keeping ?EIS) and Dame holds IIIRRRT or IIILRRR, she blocks four bingo lines with G10 RIGOR and with the right draw you go out (respectively) with 4D DIALyZES or bAPTIZES and lose by **1**. The first of those two bingos appears in the **left-hand** diagram **below**.

Two three-tile fish scenarios lead to a tie. One will be addressed later. The other is E10 **NEW** (29), which prevents the tough defense of G10 RIGOR, and it almost pays off. With Dame's worst rack IIILRRR, a low-scoring block on row-15 risks losing to a bingo on column A or K; she is saved by D1 LWEI (16), when your draw of A-M-P allows you to go out with 15D MeROPIAS (110) and the game ends in a **tie**. See the **right-hand** diagram **below**.

OWN, RIGOR, DIALyZES = –1

NEW, LWEI, MeROPIAS ends in a Tie

Bonehead of Contention

The three-tile fishing option of A1 **NOW** leads to complications. If Dame has the same IIILRRR rack, she sees a rich pool of ?ADEIMPST and is concerned about many high-scoring bingos that you might have—on several lines. The words DAMPEST (at 15H) and IMPASTE (at 15I), which score as much as 109 (though they are not even the greatest threats) can each permute from eight different racks.

Dame's best bag-emptying choice is D1 LWEI (16), which blocks your largest threats of 4D bAPTIZED (114) and bAPTIZES (112), but in that case *you* can win by 1 point with MERoPIAS (111), catching her with DT. From Dame's point of view, there is a 1/36 chance you have the lethal rack of ?AEIMPS. See **left-hand** diagram below.

Instead, Dame employs a special tactic: play only *one* tile and leave a tile in the bag, so that (critically) you don't bingo *out*. After her best play of G12 GOR (12), she accepts that if MS is in the bag *and* she draws the M (a 1/72 chance), you play 4D bAPTIZED (114) then go out with the unblockable BONEHEADS (46) for a 24-point win. From Dame's perspective, GOR wins 71/72 of the time. The 1/72 losing part is shown in the **right-hand** diagram.

NOW, and if LWEI (error), MERoPIAS = +1 (you win by 1)

NOW, GOR, bAPTIZED, RIM, BONEHEADS = +24

Luckily for Dame (and not for you), MS cannot *actually* be in the bag because the S is on your rack. Your best post-GOR sequence is 4D bAPTIZES (112) + M draw, she plays O8 GRID, and your out-play 3M MY loses by **4**.

That variation suggests a potential winning idea for you: To overcome a leave-one-in-the-bag defense such as GOR, can you (a) play some bingo *and* (b) play BONEHEADS for 46 (or BONEHEADs for 42) points?

First of all, in your situation, "b" must precede "a," never the other way around (the S or blank would have to be in the bag). Because your initial rack contains both the S and the blank, there is no way to bingo and *then* play BONEHEADS/s (though Dame doesn't know it); you will have already spent both the S and blank in the bingo.

Second, to be consistent with your ?EIS leave, your bingo must have an E, an I, and either a blank or S but *not both* (one of those is to be first used for BONEHEADS/s). Several bingos on the L column (e.g., ADMITTEe) fit that description but 70 points isn't enough. That narrows the options to 15I IMPASTE (106) and IMPAsTE (102), but there is an annoying conflict in the lower right: a bonehead of contention, if you will.

In particular, after A1 NOW (29), you draw three of AMPT; and Dame, with IIILRRR, plays GOR and draws D. You can play BONEHEADS/s but it *self-blocks* your desired 15I IMPAsTE/IMPASTE! (And 15D TERAPhIM was blocked by GOR.) Truthfully, though, even without that clash, you would need some alternate spot to bingo with those tiles; otherwise, Dame wins simply by blocking at the bottom (even J14 HI would suffice).

Digression: As aforementioned, playing BONEHEADS on the very first move leads at best to a 3-point loss. One might instead speculate about fishing one or two tiles somewhere, Dame plays short and leaves a tile in the bag (though she often doesn't) and *then* you play BONEHEADS/s followed by a bingo. However, I'm convinced that such a narrowly crafted sequence cannot succeed, because with *two* plays Dame is able to block the prime real estate.

Consider, for example, fishing the O with 12C JO (18) and Dame is saddled with IIILRRR. The racks you can draw to are ?EINSW (your leave) plus A, D, M, P or T. After you (next) play BONEHEADS, you have accumulated ?EINW plus *two* of ADMPT. In the meantime, let's say that Dame has used her two turns to block the bottom with G10 RIGOR and the top with D2 WEIR, even though her freshly drawn tiles would surely offer better options on her second turn. By that time, you are limited to lesser-scoring spots: with ?EINW + two of ADMPT, your best bingo of L3 uNWITTED (72) loses by 15—despite the 46-point boost from BONEHEADS.

Another example: the initial *two*-tile fish of A7 POW (30) allows Dame to empty the bag with RIGOR, but even if she plays WEIR first and then RIGOR (again ignoring any better plays with new tiles), after BONEHEADS you have ?EIN + three of ADMPT, and your high-scoring bingos are blocked; the best you have is L3 ANIMaTED (70), which loses by 11. End of digression.

Let's recap A1 NOW (as you cannot achieve either the left- or right-hand diagram above). NOW has no chance to win even against IIILRRR; Dame is too smart to blunder with LWEI. Her carefully calculated one-tile play of GOR loses only to bAPTIZED plus an S draw (for BONEHEADS), as indicated in the right-hand diagram above; this is a 1.4% chance from Dame's point of view, but *you* know it can't happen (as the S is already on your rack).

You can fish the same letters with M7 WINO (29), H13 WON (27), M3 OWN (27), O3 OWN (24), etc., but even in landing 4D bAPTIZES (112) or 15D MERoPIAS (111) your best result is a 1-point loss. If you play WINO and Dame has IIILRRR, she again resorts to GOR. After BONEHEADS (which self-blocks 15I IMPAsTE and empties the bag), you threaten to win with 4D bAPTIZED (having picked up ADPT over two draws) but Dame blocks it.

In similar fashion, if you play A1 **SOW** (instead of NOW) in the upper left and Dame holds IIILRRR, she plays the one-tile G12 GOR, calculating that if MN is in the bag and she draws N (1/72 chance), you play bAPTIZED (114) and the game ends in a tie. Given your leave of ?EIN, the best you can actually manage is to draw ADM, play the 10-letter bingo E2 ANANdAMIDE (115) with T in the bag, and (after 4K RIPER, D2 WET) you lose by 1.

Here is another (convenience) diagram of the feature position:

Unseen: **AD I I I LMPRRRT (12)**

Four-tile Fishes

Several four-tile fish scenarios lead to you losing by 1 point, and three four-tile fishes end in a tie game. One of those ties is explained in the section that immediately follows. The other two are illustrated in a later section.

The Ties that Bind

Suppose that in some generic Scrabble game that there is one tile in the bag; Player A has to consider up to eight possible racks that Player B might have. If we ignore the possibility of duplicate tiles, there are eight ways that the game can play out.

Further suppose that Player A is considering two candidate plays:

- Candidate #1 leads to six wins and two ties.
- Candidate #2 leads to seven wins and one loss.

In such a case, candidates #1 and #2, though they lead to different win-tie-loss distributions, are equally strong.

As specified in the problem's conditions (spelled out at the beginning of the article), however, if *this* game (the last game of a playoff match) ends in a tie, it is the *same as a loss* for you. The logical converse is that *a tie is as good as a win for Dame*. Therefore, given the bulleted choice above, Dame should and will play candidate #1 (awarding her six wins and two ties). She would even opt for eight ties rather than seven wins and a loss!

Dame's diligence in this regard can prevent you from winning a game that you otherwise might.

SOWN, LWEI, TERAPhIM ends in a Tie

A case in point is A1 **SOWN** (38), where Dame holds IIILRRR and the eight tiles unseen to her are ?ADEIMPT. The four meaningful threats to her are 4D bAPTIZED (114), 15H DAMPEsT (phantom, 105), 15D TERAPhIM (103) and 15I IMPAsTE (102), noting that the latter two share the same ?AEIMPT rack.

After SOWN, Dame's main candidates are G10 RIGOR and D1 LWEI. They both score 16 but RIGOR saves 2 points in rack penalty. RIGOR blocks or narrowly outruns the bottom bingos but *loses* to bAPTIZED. With LWEI, she blocks bAPTIZED and outruns IMPAsTE, but if you play TERAPhIM *or* DAMPEsT (a bingo you could not have drawn to from a leave of ?EI, but Dame doesn't know that), the game ends in a *tie*. See diagram **above**.

In short, RIGOR loses to one rack (and beats the other seven), while LWEI ties two racks (and beats the other six). *If* a tie game resulted in a tied match, Dame would have a choice of two equal-equity plays: she would sometimes play RIGOR and sometimes play LWEI and you would win some (arguably, half) of the time. As it is, a tie game *wins* her the match (review the conditions stated on page 1), and so she always plays LWEI and you are denied BAPTIZEd. In a nutshell, your A1 SOWN cannot win; its best result is a **tie** game.

Five-tile Fish

As a rule of thumb, exactly emptying the bag is to be avoided. Dame will block your bingo, or whichever bingo that (based on the perfect information she now has) is to her greatest benefit to block. Even so, points matter. Your highest-scoring non-bingo play of 49, albeit bag-emptying, cannot be ruled out summarily.

4G **WIZENS** (49) keeps ?O. After your five-tile draw, you are unable to effectively threaten bingos on two different lines. Either (a) the larger bingo can be outrun, or (b) it can be blocked while outrunning the smaller bingo. The following two end-racks are notable exceptions:

1) ?AIMOPT: You threaten both H8 DIPlOMAT (105) and 15I IMPAsTO (102), and Dame holds the impotent rack of DIILRRR. Her highest-scoring play of A1 RID (21) loses to DIPlOMAT by 2 points. However, she has *one* play that allows her to fatally block both bingo threats: 15I LI (7)!

2) ?ADIMOP: You threaten A5 AMPhIPOD (107) and 11E PLAsMOID (105), while Dame holds IILRRRT. Yikes! However, these bingos are not in *fully* separated spots; to your chagrin, she can block both with 10A RIFER (or LIFER). [Compositionally, I changed D7 VELA to VALE to make this defense possible.]

These heroic goal-keeping saves are illustrated in the pair of diagrams **below**.

After WIZENS… LI blocks DIPIOMAT and IMPAsTO

… or RIFER blocks AMPhIPOD and PLAsMOID

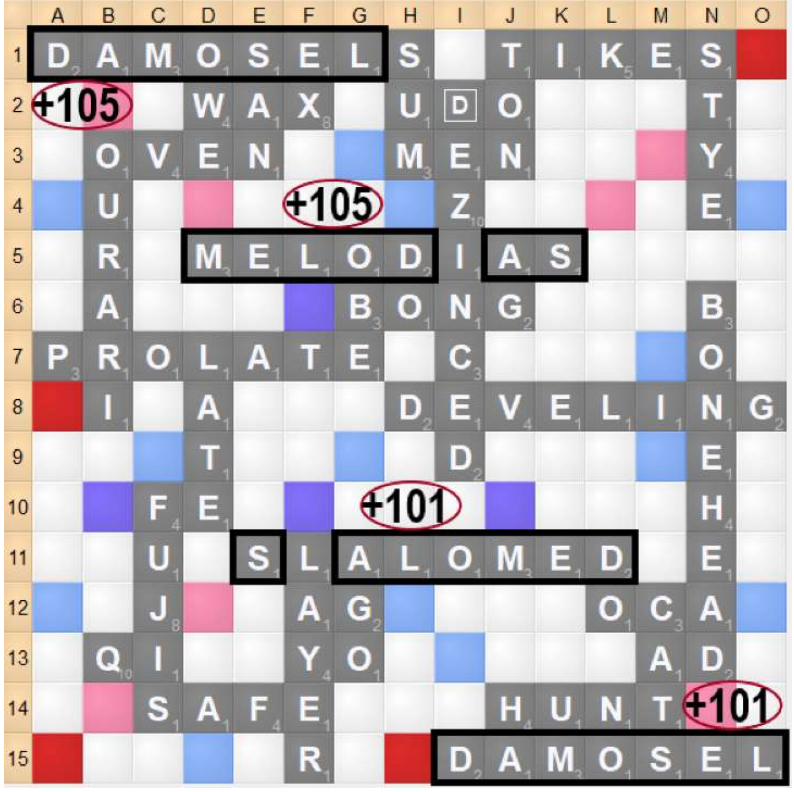
The DAMOSEL Effect

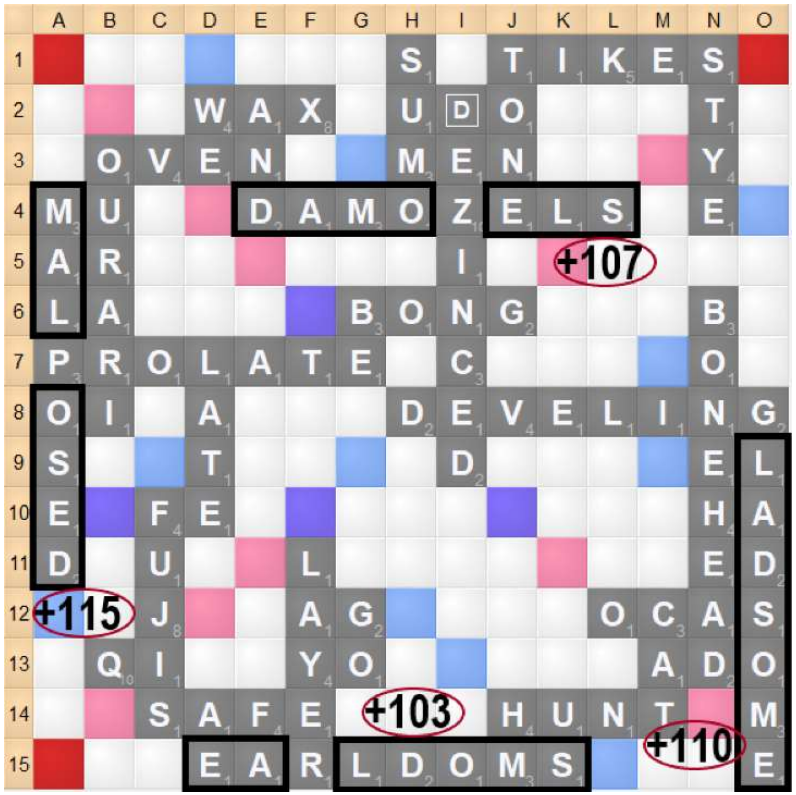
In the feature position, with the rack of **ADELMOS** (DAMOSEL), *what is your highest-scoring bingo*?

This is a leading question, though apropos. One of my articles (initially published in *NASPA News*) introduced the anamonic DAMOSEL = PRIZED GALS. The meaning is that an 8-letter word exists in any of DAMOSEL + P, DAMOSEL + R, and so on. Including the stem word, the anamonic represents eleven bingos.

Guess what—each and every one of those eleven bingos can be played on this board for more than 100 points! As you can see from the four diagrams below (the first of which is the feature position before bingoing, and the third and fourth of which answer the italicized question), MALPOSED and ALAMODES are tied for top score of 115.

A B C D E F G H I J K L M N O
1 S T I K E S
2 W A X U D O T
3 O V E N M E N Y
4 U Z E
5 R I
6 A B O N G B
7 P R O L A T E C O
8 I A D E V E L I N G
9 T D E
10 F E H
11 U L E
12 J A G O C A
13 Q I Y O A D
14 S A F E H U N T
15 R


A B C D E F G H I J K L M N O
1 D A M O S E L S T I K E S
2 +105 W A X U D O T
3 O V E N M E N Y
4 U +105 Z E
5 R M E L O D I A S
6 A B O N G B
7 P R O L A T E C O
8 I A D E V E L I N G
9 T D E
10 F E +101 H
11 U S L A L O M E D E
12 J A G O C A
13 Q I Y O A D
14 S A F E H U N T +101
15 R D A M O S E L


A B C D E F G H I J K L M N O
1 S T I K E S
2 W A X U D O T
3 O V E N M E N Y
4 M U D A M O Z E L S E
5 A R +107
6 L A B O N G B
7 P R O L A T E C O
8 O I A D E V E L I N G
9 S T D E L
10 E F E H A
11 D U L E D
12 +115 J A G O C A S
13 Q I Y O A D O
14 S A F E +103 H U N T M
15 E A R L D O M S +110 E

A B C D E F G H I J K L M N O
1 S T I K E S
2 W A X U D O T
3 O V E N M E N Y
4 U +115 Z +108 E
5 R A I S
6 A L B O N G O B
7 P R O L A T E C M O
8 I A M D E V E L I N G
9 T O O D D E
10 F E D L E H
11 U E L M A E
12 J S A G A L O C A
13 Q I Y O D A D
14 S A F E E H U N T
15 R S +104

Given that the DAMOSEL rack plays in so many high-scoring spots, it is efficient to harness the DAMOSEL effect. There are three approaches (the first of which offers the highest probability of obtaining a relevant rack):

a) Fish INW, draw three of ADLM, and your blank can substitute for the fourth.
b) Fish INW plus E, O or S, draw ADLM, and your blank can substitute for the E, O or S you fished.
c) Fish ?INW and draw ADLM, so that you acquire the DAMOSEL rack as a "natural" (no blank).

Approach "a": Your highest-scoring INW fish is H13 **WIN** (27). With her worst rack, IIILRRR, Dame plays the 10-point 10A RIFER or LIFER (blocking both 111-point threats of A4 MAlPOSED and E5 AlAMODES, the only way not to lose to them). Having drawn ADM, you go out with O8 GlADSOME (106) and the game ends in a **tie**. Whew! See the **left-hand** diagram **below**.

[You cannot draw to A1 MEgAPODS (because the S that would need to be part of your leave is already on the board, on H1), but it is another tying variation from Dame's perspective. She wins 34 of the 36 bag possibilities and ties 2.]

Approach "b": You can score no higher than 1A **WINE** (31). With IIIRRRT, Dame responds with 4G TIZ (20), when you go out with A4 MALPOSeD (112) and the game ends in another **tie**. See **right-hand** diagram **below**. (Instead of 1A WINE, WINO loses: MALPoSED (inferior blank placement) scores 3 less than MALPOSeD.)

WIN, RIFER, G1ADSOME ends in a Tie

WINE, TIZ, MALPOSeD ends in a Tie

Approach “c” (fish ?INW and draw ADLM (leaving P in the bag), so that you acquire the DAMOSEL rack without a blank): With these tiles, you can score no more than 4G **WIZeN** (27), but this does block Dame’s highest-scoring play of 4G TIZ (20) from her IIIRRRT rack. She settles for 4D TI (19), and you bingo out with A4 MALPOSED (for the higher *non*-blank score of 115) which ends the game (again, magically) in a tie. See diagram **below**.

[In this case, Dame’s rack is stronger than in the “a” example. In essence, it costs her extra points in the “c” case to erroneously block A4 MALPOSED and E5 ALAMODES with 10A RIFER (10); you would go out with O8 GLADSOME (110) and win by 2.]

We are taught not to use blanks frivolously. As illustrated in the diagram below, though, 4G WIZeN (with a *blank*, following approach “c”) nets 1 point better than 4G WIZEN. That is, a *natural* E at 4J would score only 2 more than the blank played (upper middle yellow), whereas playing the E at A10 (lower left yellow) with MALPOSED scores **3** more than a blank on that same A10 square. This E/blank juxtaposition transforms a 1-point loss into a **tie**.

WIZeN, TI, MALPOSED ends in a Tie

Each of the a-b-c tying moves (WIN, WINE, WIZeN) involves a three- or four-tile fish that I deferred identifying in earlier sections, so that I could instead group them here to fully demonstrate the "DAMOSEL effect."

You can solve the feature problem by implementing approach "c" of the DAMOSEL effect. In the diagram above, 4G WIZeN uses the appropriate four tiles: **?INW**. The trick is to find an *even better* spot to play ?INW. In spite of being armed with that knowledge, though, this is *still* not an easy problem!

Before I reveal the solution, here is a final chance to ponder the feature position. Cover up the answer below the diagram, and look for an *even better* place (than 4G WIZeN (27)) to play ?INW.

Winning Play!

The unique winning play and solution to the problem is O4 **WrING** (27). At first, this may seem hard to believe. WrING scores the same as 4G WIZeN (which does no better than a tie) and it allows Dame (with the IIIRRRT rack) to upgrade her 4D TI (19) to 4G TIZ (20) with the same tiles. Doesn't that make WrING a point worse?

If the best-play sequence went WrING, TIZ, MALPOSED (115), then yes, it would lose the game by 1 point. But you can improve the final move. The trick is that WrING (by slyly creating hooks of E/EW and O/BI) sets up a twelfth spot to bingo with the DAMOSEL rack. The pertinent sequence is **WrING**, TIZ, M3 **MELODIAS** (117)—2 points more than MALPOSED. As a consequence, you *win* that variation by 1 point instead of losing by 1 point.

[After your WrING, Dame's best way (with IIIRRRT) to block M3 MELODIAS (117) is 9K RITE (12), but in that case you fall back on MALPOSED (115) or ALAMODES (115) and win by 5. You also win by 5 if Dame passes, you MELODIAS and draw the P, Dame blocks F10 PLAYER with G10 RIGOR, and you go out with H5 PO.]

WrING, TIZ, MELODIAS = +1

In the final position, look at the word sandwiched between your setup play (WrING) and your winning out-bingo (MELODIAS). In the end, BONEHEAD is revealed to be both a distracter from, and an enabler to, the solution.

Outro

There are a couple of noteworthy setup moves playable with the ?INW tiles that enhance the size of existing DAMOSEL-rack bingo threats. They are described here and then illustrated in the pair of diagrams **below**.

1) E6 rAWIN (20) increases the score of 11E SLALOMED from 101 to 117 points.
2) 15I WINe (14) increases the score of H8 DOLMADES from 104 to 125 points.

Check the sum of: (a) the score of your fishing play, and (b) the number of points by which your bingo exceeds 115 (i.e., the maximum available DAMOSEL-rack score before your play). You need a minimum of 29 (though whether that suffices depends on how many points Dame can afford to sacrifice to block the new, greater threat.) In the attempts above, the sums for rAWIN + SLALOMED and WINe + DOLMADES, respectively, are 20 + 2 = **22** and 14 + 10 = **24**. This falls short of the requisite 27 + 2 = **29** overage gained by WrING + MELODIAS.

rAWIN, TIZ, SLALOMED (117) = –6

WINe, TIZ, DOLMADES (125) = –4

If you found E6 rAWIN or 15I WINe or were hunting for this sort of play to leverage the DAMOSEL rack, you were on the right track. Creating an entirely *new* spot for a DAMOSEL-rack bingo… one might not think to look for that on such a cluttered board—yet there it is (hiding at M3–M10, waiting for you to flick the on-switch).

This composition was designed primarily for the NWL-2023 (North American) lexicon, but it also works for **CSW-2024** (the international Scrabble lexicon)—in a *different* (though perhaps less stylish) way.

For CSW-2024, M3 MELODIAS already fits before WrING hits the board, given that EE# and OB# (the # symbol indicating that a word that is in CSW but not NWL) are acceptable two-letter words. This does not negate the NWL-parallel solution, though, as WrING is still pivotally apposite: it tacks on 6 cross-play points (4 for the W, plus 1 point each for the I and N), thereby critically boosting M3 MELODIAS from 111 to 117 points.

What *does* negate WrING, though, is that Dame has better resources than 4H TIZ (20); with CSW-2024, she can successfully play 4D TIRR# (23) or L1 KIRRI# (18), the latter of which blocks MELODIAS more substantively than does NWL-2023's best try (9K RITE (12)). TIRR# defeats WrING by 6 points or KIRRI# beats it by 3.

On the other hand, CSW-2024 offers *its own* unique solution: the four-tile 15D **WEROS**# (50). As CSW defenses are stauncher, Dame overcomes WEROS# unless she holds DIIIRRR, when she defeats only 7 out of 8 racks. Her 4D DI# (or D2 WEIR) and E7 ARID (or 10A RIFER) both block E5 sTAMINAL (106) and PLATINAs (103) but they each lose to one of two other bingos—she has to pick her poison. If DI#, you win (by **2 points**) with an AMPT draw for 11E PLATINuM (102); or if ARID, you win (by **9**) with an ALMP draw for 1A IMPANeLS (104).

With CSW-2024, there is only one alternative that even offers tying chances. If you play 15D WeROS# (47)—replacing the natural E with a blank, and if you draw ADMP and leave L in the bag, then Dame should block the phantom *winning* threat of 1A IMPANELS with 4D TIRR#, when you go out with 11E PLAIDMEN#, for a tied game result. This variation is academic, though, as a tie game loses you the match.

The thrilling conclusion is that each lexicon provides a different unique solution to the BONEHEAD puzzle. With NWL-2023, WrING is the only move that can win. With CSW-2024, WEROS# is the only move that can win!

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Many of Nick's Scrabble puzzles, articles and videos, etc., can be found at:

https://nackbg.com/scrabble/

Appendix: Fishing Charts (NWL-2023)

All possible combinations of tiles that can be fished without emptying the bag, from one tile up to four tiles, are covered in the reference charts below. In the second column is the play with the indicated tile(s) that leads to losing by the smallest spread based on Dame holding the rack that is listed in the fourth column. The best-play sequence for her five (or sometimes more) typically worst racks is spelled out in response to every fish.

For example, from the first row: If you fish the blank ("?") with BONEHEADs for 42 points (keeping EINOSW), and Dame's rack is DIIIRRR, her best play (based on the pool of tiles unseen to her) is G10 RIGOR (16). Your best draw (replenishing the blank you fished) lets you bingo with 1A WINESOPS (111), and if you are additionally fortunate that the A (shown in brackets) is the last tile in the bag, you draw it and end up losing by 3 points.

From Dame's standpoint, on row 1, her play of RIGOR will win 100% of the time, regardless of which 7 tiles you hold in (her) unseen pool of 11 tiles. If a number is less than 100%, that doesn't mean you have a chance to win. In fact, you do *not* (though Dame doesn't know that), with the singular exception of your four-tile fish with ?INW making the play of O4 WrING (the solution to the problem), which wins with the right draw.

In the far-right column are bingos that you might be able to play when Dame has at least one of the (five or more) racks in the group. (Sometimes, if it seems appropriate and space allows, the bingos are itemized rack by rack.) Phantom bingos (ones you can't have but Dame thinks you might have based on tiles unseen to her) are *not* listed.

Numbers and values are based on Quackle (5000 trials at 5-ply), which admittedly is imperfect. However, I manually checked all close results. Within each group, the candidate moves listed include: the play that generates the lowest spread for each Dame-rack, plus any play/rack scenario that yields a spread of –5 or closer.

Quackle assesses a tie as half a win. The results of certain simulations require manual adjustment, because in the actual match circumstances, tying the game is equivalent to you losing. (Refer to the "The Ties that Bind" section.)

For you and Dame, spread is irrelevant. For Quackle, average spread is a secondary determinant (among candidates with an equally good win-tie-loss distribution in a generic Scrabble game).

For example, this determinant is applied to your sole winning line of O4 WrING + ADLM draw. The "+2" in the chart is not a typo. When Dame has IIIRRRT, granted, 4G TIZ loses by just 1 point, but it is only one of several candidates (including passing!) that beat the other 7 racks, and Dame doesn't care which one she plays. Quackle, who does care, prefers 4D TI: it loses by 2 points (whereas TIZ loses by 1) against ADELMOS, but it averages better against *all* 8 racks (e.g., TI gains 4 points by downgrading 1A DEPOSALS (109) to 15I DEPOSAL (105)).

One-tile Fishes

Fi	Play	Leave	Rack	%	Continuation [Bag]	M	Bingos you might threaten (not phantom)
?	BONEHEADs42	EINOSW	DIIIRRR	100	G10 RIGOR 16, WINESOPS [A]	–3	1A WINESOPS 111 15I WINESOP 105
	BONEHEADs42		IIILRRR	100	G10 RIGOR 16, WINESOPS [A]	–3	
	BONEHEADs42		IIILRRT	99.95	4D TIL 21	xx	
	BONEHEADs42		IIIRRRT	100	G10 RIGOR 16, WINESOPS [A]	–3	
	BONEHEADs42		IILRRRT	100	4D TIL 21	xx	
E	E14 F**E** 7	?INOSW	DIIIRRR	100	11I IRID 13, WINeSOPS	–24	1A WINeSOPS 103 15I WINeSOP 97 .
	L14 N**E** 3		IIILRRR	99.96	G10 RIGOR 16, WINeSOPS [A]	–48	
	10C FE**E** 6		IIILRRT	100	4D TIRL 23, WINeSOP	–37	
	E14 F**E** 7		IIIRRRT	100	4K TRIER 12, WINeSOPS	–21	
	E14 F**E** 7		IILRRRT	100	4D TIRL 23, WINeSOP	–38	
I	L1 K**I** 6	?ENOSW	DIIIRRR	100	11I IRID 13, WiNESOPS	–20	1A WiNESOPS 108 15I WiNESOP 101
	L1 K**I** 6		IIILRRR	100	4K RILE 8, WiNESOPS [A]	–36	
	L1 K**I** 6		IIILRRT	100	4D TIRL 23, WiNESOP	–35	
	L1 K**I** 6		IIIRRRT	100	4K TRIER 12, K4 TWOPENcES	–9	
	10N H**I** 5		IILRRRT	100	4D TIRL 23, WiNESOP	–34	
N	M8 I**N** 6	?EIOSW	DIIIRRR	100	11I IRID 13, WInESOPS	–20	1A WInESOPS 108 15I WInESOP 101 K5 DOWErIES 108
	13F YO**N** 6		IIILRRR	100	H8 DIRL 8, WInESOPS [A]	–34	
	10C FE**N** 6		IIILRRT	100	4D TIRL 23, DOWErIES	–26	
	M8 I**N** 6		IIIRRRT	100	4K TRIER 12, WInESOPS	–17	
	13F YO**N** 6		IILRRRT	100	4D TIRL 23, DOWErIES	–26	
O	3M **O**Y 10	?EINSW	DIIIRRR	100	4K RIDER 17, WINESaPS	–21	A1 WINESaPS 107, 15I WINESaP 102 K4 EISWEINs 98 O5 WINGLEtS 83 O4 SWINGMEn 83 SWINGlED 81 L3 INSWAThE 70
	12C J**O** 18		IIILRRR	98.98	G10 RIGOR 16, WINESaPS [A]	–31	
	A7 P**O** 18		IIILRRT	100	4D TIRL 23, WINESaP	–22	
	3M **O**Y 10		IIIRRRT	100	4K TRIER 14, WINESaPS	–16	
	12C J**O** 18		IILRRRT	100	4D TIRL 23, EISWEINs	–22	
S	BONEHEAD**S**46	?EINOW	DIIIRRR	99.87	G10 RIGOR 16, WINEsOPS	–3	
	BONEHEAD**S**46		IIILRRR	99.48	G10 RIGOR 16, WINEsOPS	–3	
	BONEHEAD**S**46		IIILRRT	99.68	4D TIL 21	xx	
	BONEHEAD**S**46		IIIRRRT	99.55	G10 RIGOR 16, WINEsOPS	–3	
	BONEHEAD**S**46		IILRRRT	99.94	4D TIL 21	xx	
W	3A **W**OVEN 11	?EINOS	DIIIRRR	100	11I IRID 13, DaIMONES 96	–19	E5 OPAlINES 103, 1A wINESOPS 99, A5 EMPOISoN 98, H8 DaIMONES 96 DIOxANES 91 K5 cODEINES 96, K4 PIONEErS 94, DIOcESAN 90, 15D DERISiON 97 bARONIES 84, 15F RiPIENOS ROMaINES 96 ROuTINES 90, 15H wINESOP 93, 4E iONIZERS 97, 11E ELAtIONS 84, L3 PImENTOS 68
	E7 A**W** 10		IIILRRR	100	D1 LWEI 16, DaIMONES [AP]	–27	
	L12 O**W**N 13		IIILRRT	100	4D TIRL 23, EMPOISoN	–31	
	L12 O**W**N 13		IIIRRRT	100	4K TRIER 12, OPAlINES	–15	
	L12 O**W**N 13		IILRRRT	100	4D TIRL 23, DERiSION	–30	

Two-tile Fishes

Fi	High score	Leave	Rack		Sequence [bag]	M	Bingos you might threaten (not phantom)
?E		INOSW				xx	No bingo
?I		ENOSW	DIIIRRR		No bingo		—
			IIILRRR		No bingo		—
			IIILRRT		No bingo		—
			IIIRRRT		No bingo		—
	4G **wI**Z 19		IILRRRT	100	G10 RIGOR 16, WINESOPS	–5	[IILRRRT] 1A WINESOPS 111, 15I WINESOP 105
?N		EIOSW	DIIIRRR		No bingo		—
			IIILRRR		No bingo		—
	4D **Ne** 16		IIILRRT	100	G10 RIGOR 16, DOWERIES	–5	[IIILRRT] K5 DOWERIES 112
			IIIRRRT		No bingo		—
			IILRRRT		No bingo		—
?O	4G **cO**Z 19	EINSW	DIIIRRR	100	A1 RID 21, WINESAP	–18	[DIIIRRR] 15I WINESAP 105, O5 WINGLETS 85
	4G **cO**Z 19		IIILRRR	100	G10 RIGOR 16, WINESAPS	–5	[IIILRRR], [IIILRRT], [IIILRRT], [IILRRRT]: A1 WINESAPS 111 15I WINESAP 105 O5 WINGLETS 85
	4G **cO**Z 19		IIILRRT	100	G10 RIGOR 16, WINESAPS	–5	
	4G **cO**Z 19		IIIRRRT	100	G10 RIGOR 16, WINESAPS	–5	
	4G **cO**Z 19		IILRRRT	100	G10 RIGOR 16, WINESAPS	–5	
?S		EINOW					No bingo
?W	15D **Wa**R 22	EINOS	DIIIRRR	100	A1 RID 21, OPALINES	–12	E5 OPALINES 108 4E IONIZERS 102 H8 DAIMONES 100 15D DERISION 100, 15F RIPIENOS ROMAINES 99 K4 PIONEERS 98, L3 PIMENTOS 74 AMNIOTES 70
	A7 P**oW** 24		IIILRRR	100	G10 RIGOR 16, PIMENTOS	–41	
	A7 P**oW** 24		IIILRRT	100	G10 RIGOR 16, PIONEERS	–13	
	A7 P**oW** 24		IIIRRRT	100	G10 RIGOR 16, PIMENTOS	–41	
	A7 P**oW** 24		IILRRRT	100	4D TIRL 23, DERISION	–18	
EI		?NOSW	DIIIRRR		No bingo		—
			IIILRRR		No bingo		—
			IIILRRT		No bingo		—
			IIIRRRT		No bingo		—
	J8 L**EI** 8		IILRRRT	100	4D TIRL 23, WINeSOP	–39	[IILRRRT] 1A WINeSOPS 103, 15I WINeSOP 97
EN	4D **NE** 19	?IOSW	DIIIRRR	100	G10 RIGOR 16, AIRGlOWS	–26	[DIIIRRR] O5 AIrGLOWS 86
	4I Z**EN** 16		IIILRRR	100	D1 LWEI 16	xx	[IIILRRR] 1A DISAvOWS 104
	4I Z**EN** 16		IIILRRT	100	G10 RIGOR 16, IMPOWeRS	–7	[IIILRRT] 1A IMPOWeRS 116, DISAvOWS 104, O5 MIsGROWS 88 AIRGlOWS 86
	4I Z**EN** 16		IIIRRRT	100	G10 RIGOR 16, DISAvOWS	–13	[IIIRRRT] 1A DISAvOWS 104, O5 AIrGLOWS 86
	4I Z**EN** 16		IILRRRT	100	G10 RIGOR 16, DISAvOWS	–13	[IILRRRT] 1A DISAvOWS 104

EO	15L **OE** 12	?INSW	DIIIRRR	100	G10 RIGOR 16, WINeSAPS	–20	1A WINeSAPS 103
	15L **OE** 12		IIILRRR	100	G10 RIGOR 16, WINeSAPS	–20	15I WINeSAP 97
	G3 **OE** 10		IIILRRT	100	G10 RIGOR 16, WINeSAPS	–22	O5 rINGTAWS 87, WINGLeTS 83
	15L **OE** 12		IIIRRRT	100	G10 RIGOR 16, WINeSAPS	–20	O4 SWInGMAN 83 SWINGLeD 81
	G3 **OE** 10		IILRRRT	100	G10 RIGOR 16, WINeSAPS	–22	
ES		?INOW					No bingo
EW		?INOS					No bingo
IN	O10 **IN** 9	?EOSW	DIIIRRR	100	11I IRID 13, TWASOMES	–10	1A iMPOWERS 117, 1A SOMEWAyS 111
	O10 **IN** 9		IIILRRR	100	G10 RIGOR 16,SOMEWAyS	–15	SWoOPERS 110 DOWAgERS 104
	O10 **IN** 9		IIILRRT	100	G10 RIGOR 16, iMPOWERS	–13	E5 TWAsOMES 117 ShADOWER 116,
	F9**INLAYER**12		IIIRRRT	100	O8 GRIT SOMEWAyS	–10	O8 GREWSOME 115 H8 DOWSAbEL 99
	O10 **IN** 9		IILRRRT	100	G10 RIGOR 16, IMPOWErS	–13	K5 fOREPAWS 112 DOWERiES 108
							K4 WoOMERAS 106, 15D EARWOrMS 106
IO	G3 **OI** 10	?ENSW	DIIIRRR	100	G10 RIGOR 16, WiNESAPS	–17	[DIIIRRR] 1A WiNESAPS 108, 15I WiNESAP 101
	A7 P**OI** 21		IIILRRR	100	G10 RIGOR 16, WiNESAPS	–6	[IIILRRR] 1A WiNESAPS 108, 15I WiNESAP 101
	A7 P**OI** 21		IIILRRT	100	G10 RIGOR 16, WiNESAPS	–6	[IIILRRT] E5 uNAWARES 111, K4 ANSWErED 106
	A7 P**OI** 21		IIIRRRT	100	G10 RIGOR 16, WiNESAPS	–6	1A WiNESAPS 108, 15I WiNESAP 101
	A7 P**OI** 21		IILRRRT	100	G10 RIGOR 16, WiNESAPS	–6	[IIIRRRT] 1A WiNESAPS 108, 15I WiNESAP 101
							[IILRRRT] 1A WiNESAPS 108, 15I WiNESAP 101
IS	K5 **IS** 12	?ENOW	DIIIRRR	100	11I IRID 13, MANPOWEr	–6	[DIIIRRR] MANPOWEr 118 TWOPENcE 106
	A7 **PSI** 21		IIILRRR	100	G10 RIGOR 16, TWOPENcE	–8	[IIILRRR] MANPOWEr 118
	10F **SI** 15		IIIRRRT	100	12E RAGI, MANPOWEr [P]	–19	[IIILRRT] MANPOWEr 118, K4 WoODENER 102,
	K5 **IS** 12		IIILRRT	100	4D TIL 21, MANPOWEr	–10	1A eNDOWERS 108 WAgONERS 102
	K5 **IS** 12		IILRRRT	100	TRIER MANPOWEr	–6	[IIIRRRT] A4 MANPOWEr 118
							[IILRRRT] MANPOWEr 118 WINEsOPS 108 WINEsOP 101
IW	4G **WI**Z 23	?ENOS	DIIIRRR	100	11I IRID 13, DAiMONES	–8	E5 sPADONES 109 OPALiNES aMARONES 103
	4G **WI**Z 23		IIILRRR	100	G10 RIGOR 16, MODErNES	–10	11E PLEONaSM 106
	4G **WI**Z 23		IIILRRT	100	G10 RIGOR 16, MODErNES	–10	K5 MODErNES 105 POTENcES 100,
	4G **WI**Z 23		IIIRRRT	100	G10 RIGOR 16, MODErNES	–10	K4 PhONEMES 102
	4G **WI**Z 23		IILRRRT	100	G10 RIGOR 16, MODErNES	–10	1A DeMONESS 102
							H8 DAiMONES 97
NO	M3 **ON** 16	?EISW	DIIIRRR	100	A1 RID 21, WARtIMES	–7	15D WARtIMES 119
	M3 **ON** 16		IIILRRR	100	G10 RIGOR 16, SIDEWAyS	–9	15I WInESAP 101
	M3 **ON** 16		IIILRRT	100	G10 RIGOR 16, SIDEWAyS	–9	1A WInESAPS 1A SIDEWAyS 108
	M3 **ON** 16		IIIRRRT	100	G10 RIGOR 16, SIDEWAyS	– 9	K5 DoWERIES107,
	M3 **ON** 16		IILRRRT	100	G10 RIGOR 16, SIDEWAyS	–9	K4 WASTErIE 98
NS	D13 **SAN** 16	?EIOW	DIIIRRR	100	G10 RIGOR 16, IMPOWErS	–6	1A IMPOWErS 117
	D13 **SAN** 16		IIILRRR	100	G10 RIGOR 16, IMPOWErS	–6	WIfEDOMS 112 wIDOWERS 108
	D13 **SAN** 16		IIILRRT	100	43 TIL 21, DOWERIEs	–15	K5 DOWERIEs 107
	D13 **SAN** 16		IIIRRRT	100	G10 RIGOR 16, IMPOWErS	–6	
	D13 **SAN** 16		IILRRRT	100	G10 RIGOR 16, IMPOWErS	–6	

NW	M7 **WIN** 23	?EIOS	DIIIRRR	100	11I IRID 13, MEROPIaS	–7	15D MEROPIaS 110 15I IMPOSEr 103, 15H aDIPOSE 98 K5 MOPErIES 108, cOMEDIES 104 1A IMPOSErS 105
	M7 **WIN** 23		IIILRRR	100	G10 RIGOR 16, MOPErIES	–8	
	M7 **WIN** 23		IIILRRT	100	G10 RIGOR 16, MOPErIES	–8	
	M7 **WIN** 23		IIIRRRT	99.56	G10 RIGOR 16, MOPErIES	–8	
	M7 **WIN** 23		IILRRRT	100	4D TIRL 23, MEROPIaS	–15	
OS	O12 **SO** 14	?EINW	DIIIRRR	100	G10 RIGOR 16, WINEsAPS	–14	1A WINEsAPS 107 WIDENeRS 104, 15I WINEsAP 101
	O12 **SO** 14		IIILRRR	100	G10 RIGOR 16, WINEsAPS	–14	
	A7 P**OS** 21		IIILRRT	100	4D TIRL 23, WINEsAP	–22	
	A7 P**OS** 21		IIIRRRT	100	G10 RIGOR 16, WINEsAPS	–5	
	O12 **SO** 14		IILRRRT	100	RIFER WINEsAPS	–8	
OW	A7 P**OW** 30	?EINS	DIIIRRR	100	A1 RID 21, eTAMINES	–6	E5 DiAMINES 110 eTAMINES fLAMINES 106 PRAIINES 104, 15D MARIINES 105, 15H DIMNESs 98, 15I AMNESIa 95 1A fIREPANS 101 wINESAPS MINAREtS 99 RIPENeSS 98 INvADERS 97 11L PLENIsMS 100, H8 DISPENDs 100 A5 EMPTINsS 98, K4 DISPENsE 98
	A7 P**OW** 30		IIILRRR	98.03	G10 RIGOR 16, wINESAPS	–6	
	A7 P**OW** 30		IIILRRT	100	4D TIRL 23, MARIINES	–9	
	A7 P**OW** 30		IIIRRRT	99.18	G10 RIGOR 16, wINESAPS	–6	
	A7 P**OW** 30		IILRRRT	100	G10 RIGOR 16, wINESAPS	–6	
SW	D13 **S**A**W** 22	?EINO	DIIIRRR	100	G10 RIGOR 16, oINOMELS	–12	1A oINOMELS 101 IoNOMERS 101 wINESOPS 99 1A MITOgENS 98, 1A ALIENOrS InTONERS 93, E5 OPALINEs 103, 4E IONIZERs 100, H8 DAIMONEs DOWMENIc 97, K4 PIONEERs 94 15D DERAtION DERIsION 97 AERaTION 89, 15F ROMAINEs 95 RIPIENOs 95, 15H PIONEeR 92
	D13 **S**A**W**22		IIILRRR	100	G10 RIGOR 16, MITOgENS	–15	
	L12 O**W**N**S** 15		IIILRRT	100	15I LITS 11, DAIMONEs	–6	
	D13 **S**A**W**22		IIIRRRT	100	G10 RIGOR 16, oINOMELS	–12	
	L12 O**W**N**S** 15		IILRRRT	100	15I LITS 11, DAIMONEs	–6	

Three-tile Fishes

Fish	Play	Leave	Rack	%	Sequence [bag]	M	Bingos you might threaten (not phantom)
?EI		ONSW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?EN	4D **NE**w 19	OISW	DIIIRRR	100	10A RIFER 10, KILOWATTS	–26	[DIIIRRR] L1 KILOWATTS 82
			IIILRRR		No bingo		—
			IIILRRT		No bingo		—
			IIIRRRT		No bingo		—
			IILRRRT		No bingo		—

?EO		INSW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?ES		INOW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?EW	M7 **WltE** 25	INOS	DIIIRRR	100	10A RIFER 10, DIPLONTS	–6	[DIIIRRR] A5 APPOINTS 101, D8 DIPLONTS 100
	E10 **yEW** 26		IIILRRR	100	D2 WEIR, APPOINTS	–6	[IIILRRR] H8 DIAMONDS 103, A5 APPOINTS 101
	1D **EWe** 27		IIILRRT	100	O8 GRIT 14, DIAMONDS	–7	[IIILRRT] H8 DIAMONDS 103, 5F PONIARDS 82
	A1 **fEW** 26		IIIRRRT	100	10A RIFER 10, DIPLOMAS	–1	[IIIRRRT] H8 DIAMONDS 103
	M7 **WltE** 25			100	10A RIFER 10, DIPLOMAS	–2	[IILRRRT] H8 DIAMONDS 103
	E10 **yEW** 26		IILRRRT	100	4G TIZ 20	xx	
?IN		EOSW	DIIIRRR		No bingo		—
			IIILRRR		No bingo		—
	10F **pIN** 10		IIILRRT	100	4D TIRL 23, EARWORMS	–27	[IIILRRT] 15D EARWORMS 109
			IIIRRRT		No bingo		—
			IILRRRT		No bingo		—
?IO	A7 P**OIs** 21	ENSW	DIIIRRR	100	11I IRID 13, TWANGLES	–32	[DIIIRRR] O4 TWANGLES 81
			IIILRRR		No bingo		—
	4D **bIO** 17		IIILRRT	100	G10 RIGOR 16, ANSWERED	–12	[IIILRRT] K4 ANSWERED 106
			IIIRRRT		No bingo		—
	A7 P**OIs** 21		IILRRRT	100	G10 RIGOR 16, WINESAPS	–5	[IILRRRT] 1A WINESAPS 111, 15I WINESAP 105
?IS		ENOW	DIIIRRR		No bingo		—
			IIILRRR		No bingo		—
	10C **FEISt** 20		IIILRRT	100	4D TIRL 23, MANPOWER	–5	[IIILRRT] A4 MANPOWER 121
			IIIRRRT		No bingo		—
			IILRRRT		No bingo		—
?IW	H13 **Wlg** 24	ENOS	DIIIRRR	100	D2 WEIR 14, PLEONASM	–7	[DIIIRRR] 11E PLEONASM 106, L3 POLENTAS 70
	H13 **Wlg** 24		IIILRRR	100	D2 WEIR 14, PLEONASM	–7	[IIILRRR] 11E PLEONASM 106
	4F **WhIZ** 23		IIILRRT	100	G10 RIGOR 16, MODERNES	–8	[IIILRRT] E5 AMARONES 108, K5 MODERNES 108, 11E PLEONASM 106
	H13 **Wlg** 24		IIIRRRT	100	4D TI 19, PLEONASM	–12	[IIIRRRT] 11E PLEONASM 106,
	9G **WaDI** 15		IILRRRT	100	10A LIFER 10, ROMAINES	–17	[IILRRRT] 11E PLEONASM 106, 15F ROMAINES 99, L3 PIMENTOS 74

?NO	M3 **OwN** 15	EISW	DIIIRRR	100	11I IRID 13, WARTIMES	–1	[DIIIRRR] 15D WARTIMES 122
	A7 **PONy** 21		IIILRRR	100	G10 RIGOR 16	xx	[IIILRRR] 15D WARTIMES 122
			IIILRRT		No bingo		—
			IIIRRRT		No bingo		—
			IILRRRT		No bingo		—
?NS		EIOW	DIIIRRR		No bingo		—
			IIILRRR		No bingo		—
	A7 **PoNS** 18		IIILRRT	100	G10 RIGOR 16, IMPOWERS	–3	[IIILRRT] 1A IMPOWERS 120
	O10 **oNS** 16			100	G10 RIGOR 16, IMPOWERS	–5	
			IIIRRRT		No bingo		—
			IILRRRT		No bingo		—
?NW	E10 **NeW** 25	EIOS	DIIIRRR	100	4K DIRER 14, MEROPIAS	–4	[DIIIRRR] 15D MEROPIAS 114, A5 APPOSITE 101,
	E10 **NeW** 25		IIILRRR	100	G12 GOR 12, DAMPEST [O]	–5	[IIILRRR] 15D MEROPIAS 114, 15I IMPOSED 109 DEPOSIT 101,15H ADIPOSE 101, A5 APPOSITE 101, L3 IMPOSTED 76
	M7 **WINs** 27		IIILRRT	100	G10 RIGOR 16, MOPERIES	–2	[IIILRRT] 15D MEROPIAS 114, K5 MOPERIES 112,
	E10 **NeW** 25			100	4G TIZ 20, MEROPIAS	–4	15I IMPOSED 109, 1A IMPOSERS 108, 15I IMPOSER 106,
	M3 **oWN** 23			100	D1 LWEI 16, MEROPIAS	–2	15H ADIPOSE 101, 11H PROMISED 84, 11H PROMISEE 82, L3 IMPOSTED 76 IMPOSTER 74, RIPOSTED 72
	E10 **NeW** 25		IIIRRRT	100	4G TIZ 20, MEROPIAS	–4	[IIIRRRT] 15D MEROPIAS 114, 15I IMPOSED 109,
	A7 **PaWN** 27		IILRRRT	100	G10 RIGOR 16, IMPOSED	–7	15D DARIOLES 100, L3 IMPOSTED 76
							[IILRRRT] 15D MEROPIAS 114, 15I IMPOSED 109, 15H ADIPOSE 101, L3 IMPOSTED 76
?OS		EINW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?OW	1D **OWe** 27	EINS	DIIIRRR	100	E7 ARID 16, MARLINES	–4	[DIIIRRR] 15D MARLINES 108, 11E PLAINEST 96, 15F RATLINES 93
	A1 **yOW** 26			100	E7 ARID 16, MARLINES	–5	
	A7 P**OWs** 30		IIILRRR	100	D1 LWEI 16, PLAINEST	–9	[IIILRRR] 11E PLAINEST 96, L3 INSTATED 68
	1D **OWe** 27		IIILRRT	100	10A RIFER 10, SPRINTED	–34	[IIILRRT] L3 SPRINTED 72 PINASTER 70,
	A7 P**OWs** 30		IIIRRRT	100	4G TIZ 20, MARLINES	–1	[IIIRRRT] MARLINES 108, L3 SPLINTED 72
	A1 **yOW** 26			100	4K TRIER 12, MARLINES	–1	
	1D **OWe** 27		IILRRRT	100	G10 RIGOR 16, ADENITIS	–40	[IILRRRT] E5 DIAMINES 114, ADENITIS 68
?SW		EION	DIIIRRR	100	No bingo	xx	—
	E10 **WaS** 25		IIILRRR	100	D1 LWEI 16, DERATION	8	[IIILRRR] DERATION 100
	A7 **PaWS** 27		IIILRRT	100	G10 RIGOR 16, AROINTED	–40	[[IIILRRT] L3 AROINTED 68
			IIIRRRT		No bingo	xx	—
	E10 **WaS** 25		IILRRRT	100	4D TIRL 23, MERIDIAN	–12	[IILRRRT] 15D MERIDIAN 111
EIN		?OSW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				

EIO	**No play**	?NSW	DIIIRRR				1A WINeSAPS 103 K4 ANSWEReD 102 15I WINeSAP 97
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
EIS		?NOW	DIIIRRR		No bingo		—
	9D L**IES** 5		IIILRRR	100	D1 LWEI 16, PLAyDOWN	24	[IIILRRR] 11E PLAyDOWN 108
	15M **SEI** 15		IIILRRT	100	G10 RIGOR 16, MANPOWER	–4	[IIILRRT] A4 MANPOWeR 118
	9D L**IES** 5		IIIRRRT	100	D2 WEIR 14, PLAyDOWN	–22	[IIIRRRT] 11E PLAyDOWN 108
	4G **SIZE** 25		IILRRRT	100	D2 WEIR 14, PLAyDOWN	–2	[IILRRRT] 11E PLAyDOWN 108
EIW	13FYO**WIE**17	?NOS	DIIIRRR	100	11I IRID 13, uTOPIANS	–23	15D MARRaNOS 105, K5 NOTEPaDS MODERNeS 104 TONEArMS 100, PrOTeNDS ScOREPAD 98 cODEINAS 96, 11E PLeONASM 101 PLAfONDS 96 PLATOoNS 92, 5D SINOPIAs 98 SIMONIAc 96, 5E uTOPIANS 98 SPOLIATe 96, A6 APPOiNTS 98, 15H oNOMAST 95, 11E PLATOONS 92 PLANoSOL 92, O5 kINGDOMS 87, L3 OuTSPEND 84, 5F PONIArDS 80 11A SOUThLAND 80, L3 IMPOSTeD 74 PIMeNTOS 72 PRONATeS 68 aNIMATOS 68 bANDITOS 66
	13FYO**WIE**17		IIILRRR	100	E5 RIAL 10, NOTEPaDS	–12	
	13FYO**WIE**17		IIILRRT	100	4D TIRL 23, MODERNeS	–27	
	13FYO**WIE**17		IIIRRRT	100	G10 RIGOR 16, NOtEPADS	–18	
	13FYO**WIE**17		IILRRRT	100	10A LIFER 10, NOtEPADS	–12	
ENO	E9 **ONE** 18	?ISW	DIIIRRR	100	4K RIDER 14, WARTIMeS	–3	[DIIIRRR] 15D WARTIMeS 118, L1 KILoWATTS 80
	E9 **ONE** 18		IIILRRR	100	G12 GOR 12	xx	[IIILRRR] 15D WARDShIP 124, WARTIMeS 118
	E9 **ONE** 18		IIILRRT	100	4D TIL 21, WARDSHIp	–2	[IIILRRT] 15D WARDShIP 124
	E9 **ONE** 18		IIIRRRT	100	J14 HI 5	xx	[IIIRRRT] 15D WARDShIP 124
	E9 **ONE** 18		IILRRRT	100	4D TIRL 23, WARDSHIp	–6	[IILRRRT] 15D WARDShIP 124
ENS		?IOW	DIIIRRR		No bingo		—
			IIILRRR		No bingo		—
	4I Z**ENS** 30		IIILRRT	100	G12 GOR 12, IMPOWeRS [A]	–1	[IIILRRT] A1 IMPOWeRS 116
			IIIRRRT		No bingo		—
			IILRRRT		No bingo		—
ENW	M7 **WINE** 29	?IOS	DIIIRRR	100	G10 RIGOR 16, POLEMIcS	–4	15D MeROPIAS 110 15I IMPOSeD 106 IMPOSeR IMPAStO 103 IMPOSTs 102, 15H ADIPOSe 98 DePOSIT 97 K5 POLEMIcS MOPERIeS 108 DOMESTIc 103 TOxEMIAS 100 gODETIAS 96, K4 PrOTEIDS 98 H8 DIPIOMAS 105 1A IMPOSeRS 104 PIcADORS MIrADORS 103 A5 APPOInTS 98 5E SPOLIATe 96 11E PLASMOId 100 11H PrOMISED ADIPOSEs AtOMISED 78 ATOMISEs 76 L1 KILOwATTS 74, L3 IMPOSTeD 74 IMPASTOs 72 hOSPITAL STOMATIc PAsTITSO 68
	A1 **NEW** 29			100	11I IRID 13, MeROPIAS	–3	
	4D **NEW** 27			100	11I IRID 13, MeROPIAS	–5	
	E10 **NEW** 29		IIILRRR	98.57	D1 LWEI 16, MeROPIAS	**Tie**	
	E10 **NEW** 29		IIILRRT	100	4G TIZ 20, MeROPIAS	–4	
	M7 **WINE** 29			100	G10 RIGOR 16, MOPERIeS	–4	
	A1 **NEW** 29			100	G10 RIGOR 16, MOPERIeS	–4	
	E10 **NEW** 29		IIIRRRT	98.65	4G TIZ 20, MeROPIAS	–4	
	M7 **WINE** 29			98.68	4G TIZ 20, MeROPIAS	–4	
	A1 **NEW** 29			100	G10 RIGOR 16, POLEMIcS	–4	
	H13 **NEW** 24			100	10A RIFER 10, POLEMIcS	–3	
	M7 **WINE** 29		IILRRRT	100	G10 RIGOR 16, IMPOSeD	–8	

EOS		?INW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
EOW	1D **OWE** 29	?INS	DIIIRRR	100	E7 ARID 16, MARTiNIS	–5	E5 DIAMINeS 108, StAMINAL sTAMINAS 106 aMANITAS PlATINAS 104 PRALINeS 102 gRANITAS 96
	1D **OWE** 29		DIIILRR	100	9K RIDE 16, sTAMINAS	–4	
	E9 **OWE** 27		DIILRRR	100	A1 RID 21, MARTiNIS	–12	
	1D **OWE** 29		DIILRRT	100	4K RILED 16, MARtINIS	–7	15D MARtINIS 105 MARLINeS 104
	E9 **OWE** 27		IIILRRR	100	D2 WEIR 14, MARTiNIS	–1	11E PLAsMIDS 103 PLAsMINS 100 PLATINgS 92
	H13 **WOE** 27		IIILRRT	100	10A RIFE 9, PLAsMIDS	–3	K4 MISTENDs 98 MISLEArN 94
	H13 **WOE** 27		IIIRRRT	100	O8 GRIT 14, StAMINAL	–2	A5 APPoINTS 95
	O3 **OWE** 24			100	O8 GRIT 14, StAMINAL	–5	O5 PINGRAsS 82
	E9 **OWE** 27		IILRRRT	100	4K TRIER 12, MARTiNIS	–3	L3 SPRINTeD 70 PINASTeR 68, INSTATeD ADeNITIS 66
ESW	E10 **SEW** 29	?INO	DIIIRRR	100	9K RIDE 16, TINAMOuS	–9	H8 DIAMONDs 100 DAIMONIc DIPLONTs 97 DALTONIc 91, 1A TINAMOuS 101, 5D bINOMIAL 98, 1A LIMAcONS 98, 15D DeRATION 96, A5 APPOINTs 95, K4 ThOLEPIN 94, 9F RhODAMINE 76, L3 AMNIOTIc aNTIATOM MuLTITON ANvILTOP 68, L3 ROMANTIc 68 AROINTeD 66
	15M **SEW** 24		IIILRRR	100	10A LIFER 10, TINAMOuS	–6	
	O13 **SEW** 22		IIILRRT	100	10A LIFER 10, DIAMONDs	–8	
	A1 **SEW** 29		IIIRRRT	100	G10 RIGOR 16, bINOMIAL	–10	
	A1 **SEW** 29		IILRRRT	100	G10 RIGOR 16, AMNIOTIc	–40	
INO	L1 K**INO** 16	?ESW	DIIIRRR	100	E7 ARID 16, WARTiMES	–4	15D WARtIMES 119 WARsTLES 113 EARWoRMS 106
	H11 **ION** 15			100	O8 GRID 16, WARTiMES	–5	
	9G **NO**DI 11		IIILRRR	100	D1 LWEI 16, WARTiMES	–5	1A WInESAPS SIDEWAyS 108
	H11 **ION** 15		IIILRRT	100	4L IRE 6, EARWoRMS	–4	K5 DoWERIES 107, K4 AnSWERED 102
			IIIRRRT	100	No bingo	xx	
	9G **NO**DI 11		IILRRRT	100	4K TRIER 12, WARTiMES	–5	15I WInESAP 101
INS	10F **SIN** 16	?EOW	DIIIRRR	100	10A RIFE 9, TOPWATEr	–38	15D WAREROOM 121, 1A iMPOWERS 117 WIfEDOMS 112 ROPEWAyS 111 wIDOWERS 108 15D EARWORMs 105, A4 MAnPOWER 117, K5 DOWERIEs 107, L3 TOPWATEr 74
	13F YO**NIS**14		IIILRRR	100	J11 RISHI 8, TOPWATEr	–41	
	O10 **INS** 18		IIILRRT	100	G10 RIGOR 16, MAnPOWER	–2	
			IIIRRRT	100	No bingo	xx	
	O10 **INS** 18		IILRRRT	100	G10 RIGOR 16, IMPOWErS	–6	
INW	H13 **WIN** 27	?EOS	DIIIRRR	100	4K DRIER 14, MALPOSEd	–3	15D MEROPiAS 111 A4 MALPOSEd 109, A5 APPOSiTE APPLiEST 98 15I iMPOSED 105 K5 POLEMIcS MOPErIES 108 MOiETIES 100 5D MErOPIAS 106 E5 ALAMOdES 105 AMAROnES PLATAnES 103 OxALATES 96 O8 GlADSOME 102 1A DAMOSEIS 102 MAyORESS PALETOtS 99 11E PLEOnASM 102 11E SLALOMEd 91 11B OUtGLEAMS OUTPLAcES 82
	H13 **WIN** 27		DIIILRR	100	11I IRID 13, AMAROnES	–8	
	H13 **WIN** 27		DIILRRR	100	4D DIRL 27, MOPErIES	–21	
	H13 **WIN** 27		DIIIRRT	100	A1 RID 21, MOPErIES	–13	
	H13 **WIN** 27		DIIRRRT	100	4L IRED 14, MALPOSEd	–1	
	H13 **WIN** 27		DIILRRT	100	L1 KIDLIT 22, iMPOSERS	–21	
	H13 **WIN** 27		IIILRRR	97.2	10A RIFER 10, GlADSOME	**Tie**	
	15I **WIN** 13			100	9D LIRI 5, MALPOSEd	–4	
	H13 **WIN** 27		IIILRRT	100	4D TIRL 23, MAlPOSEd	–10	
	H13 **WIN** 27		IIIRRRT	100	4G TIZ 20, AlAMODES	–3	
	H13 **WIN** 27		IILRRRT	100	4D TIRL 23, MAlPOSED	–10	

IOS	A7 P**OIS** 24	?ENW	DIIIRRR	100	D2 WEIR 14, TWANGLEd	–26	A4 MANPoWER 115,
	A7 P**OIS** 24		IIILRRR	100	G10 RIGOR 16, TWANGlED	–30	1A WINEsAPS 107 ReNEWALS 105
	L1 K**OIS** 16		IIILRRT	100	G10 RIGOR 16, MANPOWEr	–6	WIDENeRS 104
	A7 P**OIS** 24		IIIRRRT	100	G10 RIGOR 16, WrANGLED	–20	15I WINEsAP 101
	A7 P**OIS** 24		IILRRRT	100	G10 RIGOR 16, WINEsAPS	–6	K4 ANsWERED 101
							O4 WrANGLED 90 TWANGIED 81
IOW	4K **OWIE** 14	?ENS	DIIIRRR	100	G10 RIGOR 16,PuTAMENS	–20	E5 DIAMINES 110, 15D MARLiNES 105
	4K **OWIE** 14		IIILRRR	100	G10 RIGOR 16,PuTAMENS	–20	1A PuTAMENS 107 DuRAMENS 104 wINESAPS 99
	4K **OWIE** 14		IIILRRT	100	G10 RIGOR 16, DuRAMENS	–21	E5 PIATINES PIATANES 104
	4K **OWIE** 14		IIIRRRT	100	O8 GRIT 14, MARLiNES 105	–16	15H DIMNESs 97 ANISeED 89,
	4K **OWIE** 14		IILRRRT	100	G10 RIGOR 16, wINESAPS	–24	15I aMNEISA 95 wINESAP 93
							O4 SPANGIED 86 O5 MANGIERS 82 DANGIERS 81
ISW	K4 **WIS** 20	?ENO	DIIIRRR	100	D2 WEIR 14, PLEONAsM	–15	E5 eNAMORED 111 AMARONEs 103, A4 MANPOwER 109, 1A
	H13 **WIS** 27		IIILRRR	100	D1 LWEI 16, PLEONAsM	–10	METOPoNS 106 AbDOMENS NOtEPADS 104 DeMETONS 102
	K4 **WIS** 20		IIILRRT	100	G10 RIGOR 16, MANPOwER	–8	fORAMENS 101 MEgATONS ALMONErS PhAETONS 99
	K4 **WIS** 20		IIIRRRT	100	10A RIFE 9, AbDOMENS	–6	PELOToNS 98 bROADENS cELADONS 97 EThANOLS 93,
	K4 **WIS** 20		IILRRRT	100	10A RIFE 9, NOtEPADS	–6	11E PLEONAsM 102, K5 MODERNEs 103 bONEMEAL 100,
							K4 ReOPENED 98, K3 DEPONEnT 85, H8 DEMeANOR 97,
							15D DERATiON 98, 15F ROMAINEs 95, L3 PRONaTED 70
							nONMETAL POLENTAs PATENTOr 68
NOS	A7 P**ONS** 24	?EIW	DIIIRRR	100	G10 RIGOR 16, WIrETAPS	–5	15D WARTIMEs 118
	10F **SON** 16			100	9K RIDE 16, WARTIMEs	–5	1A IMPoWERS 112 WIrETAPS TIDEWAyS 108
	M3 **ONS** 18		IIILRRR	100	G10 RIGOR 16, TIDEWAyS	–9	K4 WAsTERIE 97
	A7 P**ONS** 24		IIILRRT	100	D2 WEIR 14, MIDWaTER	–35	L3 MIDWATEr 76
	A7 P**ONS** 24		IIIRRRT	100	G10 RIGOR 16, MIDWATEr	–39	
	A7 P**ONS** 24		IILRRRT	100	G10 RIGOR 16, MIDWATEr	–39	
NOW	M7 **WINO** 29	?EIS	DIIIRRR	100	A1 RID 21, bAPTIZES	–3	15D MERoPIAS 111 MARmITES 105 EARLShIP 97
	A1 **NOW** 29			100	4K RIDER 14, MERoPIAS	–3	
	H13 **WON** 27			100	A1 RID 21, bAPTIZES	–5	4D bAPTIZES 112 DIALyZES 110
	M3 **OWN** 27			100	A1 RID 21, bAPTIZES	– 5	
	H13 **WON** 27		DIIILRR	100	4L IRED 14, lmAMATES	–4	E5 dIAMIDES 111 lmAMATES 106 aPATITES 103
	A1 **NOW** 29		DIIIRRT	100	9K RIDE 16, MERoPIAS	–3	
	M3 **OWN** 27		DIILRRR	100	A1 RID 21, bAPTIZES	–5	K5 MoPERIES 107 ESPEcIAL 100,
	O3 **OWN** 24			100	E7 ARID 16, bAPTIZES	–3	K4 MIShEARD DISPERsE 98 MISdEALT 94
	H13 **WON** 27		DIIRRRT	100	4K TRIER 12, APPLIErS	–10	
	A1 **NOW** 29		IIILRRR	98.6	G12 GOR 12, bAPTIZES [M]	–4	15D SERAPhIM 103,
	H13 **WON** 27			100	D1 LWEI 16, lmAMATEs	–2	15H lIMPEST 103, 15I IMPAStE 103
	M3 **OWN** 27			100	D1 LWEI 16, MERoPIAS	–1	
	O3 **OWN** 24			100	G10 RIGOR 16, bAPTIZES	–1	H8 DIPSADEs 101
	H13 **WON** 27		IIILRRT	100	D2 WEIR 14, MoPERIES	–3	
	O3 **OWN** 24			100	D2 WEIR 14, MERoPIAS	–2	A5 APPLIErS APPLiEST 98 APPOsITE 95
	M7 **WINO** 29		IIIRRRT	100	4G TIZ 20, MERoPIAS	–3	
	A1 **NOW** 29			100	4G TIZ 20, MERoPIAS	–3	11E PLEIADeS 96 fLAMIEST fLEAPITS 92,
	M3 **OWN** 27			100	4G TIZ 20, MERoPIAS	–5	11B MUTILAtES 82
	O3 **OWN** 24			100	G10 RIGOR 16, DIALyZES	–1	
	A1 **NOW** 29		IILRRRT	100	4D TIRL 23, MERoPIAS	–10	L3 PrIMATES 72
							iMITATES hAPLITES aPATITES SPLITTEr 68

NSW	M7 **WINS** 29	?EIO	DIIIRRR	100	G10 RIGOR 16, APPOsITE	–10	15D MEROPIAs 110, 15I IMPOsED 105 IMPOsER 102 DEPOsIT 97 RIPOsTE 94, 15H IPoMOEA 100 K5 MOPERIEs 107 MOIETIEs 99, K4 PrOTEIDE 98 bIOMETER 94,1A IMPOwERS 104 DIMEROuS 102 fIREPOTS 101, 4E IODIZERs 100, A5 APPOsITE 98, L3 IMPOsTED 74 MEDIATOr EPIDOTIc 70
	M7 **WINS** 29		IIILRRR	100	G12 GOR 12, IMPOsED [A]	–16	
	E5 **SNAW** 19		IIILRRT	100	L1 KIR 7, MEROPIAs	–1	
	E5 **SNAW** 19		IIIRRRT	100	10A RIFE 9, MEROPIAs	–3	
	M7 **WINS** 29		IILRRRT	100	4D TIRL 23, MERoPIAS	–1	
OSW	A7 P**OWS** 33	?EIN	DIIIRRR	100	G10 RIGOR 16, IMPANEIS	–3	E2 ANANdAMIDE 115 eMANATED DIAMINEs 109, 15D MERiDIAN 108 MARtINET 105 MARLINEs 104, 1A IMPANEIS 105 MINERAIS 99, A5 EMPALINg 95, 11E PLEADINg 95 PLAINEsT 92, L3 IMPoRTED 74 IMPARTEd 72 PNnATED aNIMATED bIPARTED sPRINTED ReMINTED 70 ANIMaTER RuINATED 68 INsTATED 66
	11K **OWS**E 25			100	D2 WEIR 14, MARtINET	–3	
	15M **SOW** 24			100	D2 WEIR 14, MARtINET	–4	
	A7 P**OWS** 33		IIILRRR	100	G10 RIGOR 16, IMPANEIS	–3	
	A1 **SOW** 29			99.3	G12 GOR, ANANdAMIDE [T]	–1	
	11K **OWS**E 25			100	D1 LWEI 16, MERiDIAN	–4	
	11K **OWS**E 25		IIILRRT	100	D1 LWEI 16, MERiDIAN	–4	
	15M **SOW** 24			100	D2 WEIR 14, MERiDIAN	–3	
	O13 **SOW** 22			100	D2 WEIR 14, MERiDIAN	–5	
	A7 P**OWS** 33		IIIRRRT	100	G10 RIGOR 16, IMPANEIS	–3	
	A7 P**OWS** 33		IILRRRT	100	4D TIRL 23, MERiDIAN	–7	

Four-tile Fishes

Fish	Play	Lea	Rack	%	Sequence [bag]	M	Bingos you might threaten (not phantom)
?EIN		OSW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?EIO		NSW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?EIS		NOW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?EIW	1A **WIvE** 28	NOS	DIIIRRR	100	G10 RIGOR 16, POLENTAS	–7	[DIIIRRR] K5 POLENTAS 104
	H10 **vIEW** 21		IIILRRR	100	9D LIRI 5, NOTEPADS	–15	[IIILRRR] K5 NOTEPADS 108
	H12 **oWIE** 30		IIILRRT	100	4D TIRL 23	xx	[IIILRRT] 5F PONIARDS 82
			IIIRRRT		No bingo		--
	4G **WIZEn** 28		IILRRRT	100	G10 RIGOR 16	xx	[IILRRRT] H8 DIAMONDS 103

?ENO		ISW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?ENS		IOW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?ENW	A1 **hEWN** 35	IOS	DIIIRRR	100	G10 RIGOR 16, IMPASTO	–2	[DIIIRRR] H8 DIPLOMAS 108, 15I IMPASTO 106
	A1 **hEWN** 35		IIILRRR	100	G10 RIGOR 16, IMPASTO	–2	[IIILRRR] 11E PLASMOID 109, 15I IMPASTO 106
	1A **WaNE** 28			100	10A RIFER 10, IMPASTO	–3	
	4G **WiZEN** 25		IIILRRT	100	10A RIFE 9, PLASMOID	–2	[IIILRRT] 11E PLASMOID 109
	A1 **hEWN** 35		IIIRRRT	100	10A RIFER 10, DIPLOMAS	–7	[IIIRRRT] 11E PLASMOID 109, H8 DIPLOMAS 108
	15H **WrEN** 25		IILRRRT	100	4D TIRL 23, PLASMOID	–20	[IILRRRT] 11E PLASMOID 109
?EOS		INW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?EOW	H12 **OWEd** 35	INS	DIIIRRR	100	E7 ARID 16	xx	[DIIIRRR] E5 STAMINAL 110 PLATINAS 108
			IIILRRR		No bingo		--
			IIILRRT		No bingo		--
			IIIRRRT		No bingo		--
			IILRRRT		No bingo		--
?ESW		INO	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?INO		ESW	DIIIRRR	100	No bingo		--
	A7 P**OrIN** 24		DIILRRR	100	G10 RIGOR 16	xx	[DIILRRR] WARTIMES 122
			IIILRRR		No bingo		--
			IIILRRT		No bingo		--
			IIIRRRT		No bingo		--
			IILRRRT		No bingo		--

?INS	H12 **SNIb** 23	EOW	DIILRRT		4D TIRL 23	xx	[DIILRRT] 1A IMPOWERS 120
			DIIIRRR		No bingo		--
			IIILRRR		No bingo		--
			IIILRRT		No bingo		--
			IIIRRRT		No bingo		--
			IILRRRT		No bingo		--
?INW	E6 **rAWIN** 20	EOS	DIIIRRR	100	G10 RIGOR 16, PALMETTO	–49	[DIIIRRR] 5E SPOLIATE 100, L3 PALMETTO 74
			IIILRRR		No bingo	xx	--
	1A **WINo** 23		IIILRRT	100	4K TILER 12, PLEROMAS	–14	[IIILRRT] 5D MEROPIAS 110, PLEROMAS 104
	4G **WIZeN** 27		IIIRRRT	93.7	4D TI 19, MALPOSED	**Tie**	[IIIRRRT] E5 ALAMODES 115, A4 MALPOSED 115, O8 GLADSOME 110, K5 SOMEDEAL 108, 4E DAMOZELS 107, 1A DEPOSALS DAMOSELS 105, 5D MELODIAS 105, H8 DOLMADES 104, 15D EARLDOMS 103, 11E SLALOMED 101, 15I DEPOSAL DAMOSEL 101
	O4 **WrIN**G 27			87.5	4D TI 19, MELODIAS	**+2**	
	15H **WhIN** 25			100	4D TI 19, MALPOSED	–2	[IILRRRT] 15D MEROPIAS 114, 11E PLASMOID 109, 15I IMPOSED 109 , 15H ADIPOSE 101, L3 IMPOSTED IMPASTED 76
	1A **WINo** 23			100	G10 RIGOR 16, MALPOSED	–3	
	4K s**INEW** 22			100	10 RIFER 10, GLADSOME	–3	[DIIIRRT] 5D MEROPIAS 110, 11E PLEROMAS 104, 1A REPOASALS 102, 15I REPOSAL 98
	E6 **rAWIN** 20			100	4D TI 19, SLALOMED 117	–5	
	15I **WINe** 14			100	4D TI 19, DOLMADES 125	–3	[DIIRRRT] 15D MEROPIAS 114, H8 DIPLOMAS 108
	1A **WINo** 23		IILRRRT	100	G12 GOR, IMPOSED	–5	[IIIPRRR] E5 ALAMODES 115, A4 MALPOSED 115, O8 GLADSOME 110, K5 SOMEDEAL 108, 4E DAMOZELS 107 1A DAMOSELS 105, 5D MELODIAS 105, H8 DOLMADES 104, 15D EARLDOMS 103, 15I DAMOSEL 101, 11E SLALOMED 101
	4G **WIZeN** 27		DIIIRRT	100	K7 TEIID 12, REPOSALS	–10	
	4G **WIZeN** 27		DIIRRRT	100	9K RIDE 16, MEROPIAS	–4	
	15H **WhIN** 25		IIIPRRR	100	11J RIP 14, ALAMODES	–3	[IIIPRRT] E5 ALAMODES 115, A4 MALPOSED 115, O8 GLADSOME 110, 5D MELODIAS 105, K5 SOMEDEAL MODELERS 108, 4E DAMOZELS 107, 1A DAMOSELS 105, H8 DOLMADES 104,15D EARLDOMS 103, 15I DAMOSEL 101, 11E SLALOMED 101
	1A **WINo** 23			100	G10 RIGOR 16, MALPOSED	–3	
	4K s**INEW** 22			100	G10 RIGOR 16, MALPOSED	–4	
	O4 **WrIN**G 27		IIIPRRT	100	11I TRIP 16, MELODIAS	–3	[IIPRRRT] E5 ALAMODES 115, A4 MALPOSED 115 O8 GLADSOME 110, 5D MELODIAS 105, K5 SOMEDEAL 108, 4E DAMOZELS 107, 1A DAMOSELS 105 DARIOLES 100, H8 DOLMADES 104,15D EARLDOMS 103, 15I DAMOSEL 101, 11E SLALOMED 101, L3 ISOLATED 68
	E6 **rAWIN** 20		IIPRRRT	100	G10 RIGOR 16, MALPOSED	–6	
?IOS		ENW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
?IOW	H12 **OWIe** 35	ENS	DIIIRRR	100	D2 WEIR 14	xx	[DIIIRRR] E5 PLATANES 108
	1A **WInO** 28		IIILRRR	100	G10 RIGOR 16, DAMNEST	–12	[IIILRRR] 15H DAMNEST 101
			IIILRRT		No bingo		--
	H12 **OWIe** 35		IIIRRRT	100	O8 GRIT 14	xx	[IIIRRRT] O4 SPANGLED 82
	O3 **OWIe** 27		IILRRRT	100	4D TIRL 23	xx	--
?ISW	H12 **SWIm** 35	ENO	DIIIRRR	100	10A RIFER 10	–28	[DIIIRRR] L3 PALMETTO 74
	H12 **SWIm** 35		IIILRRR	100	D1 LWEI 16	xx	[IIILRRR] 1A NOTEPADS 107
	15H **yWIS** 25		IIILRRT	100	4D TIRL 23, PRONATED	–53	[IIILRRT] L3 PRONATED 72
			IIIRRRT		No bingo		--
			IILRRRT		No bingo		--

?NOS		EIW	DIIIRRR		No bingo		--
			IIILRRR		No bingo		--
	A7 P**ONgS** 24		IIILRRT	100	G10 RIGOR 16, MIDWATER	–39	[IIILRRT] L3 MIDWATER 78
			IIIRRRT		No bingo		--
			IILRRRT		No bingo		--
?NOW	H12 **OWNs** 35	EIS	DIIIRRR	100	E1 RANID 12, APPLIEST	–1	[DIIIRRR] 15D MARLITES 108, 15I IMPASTE LIMPEST 106, A5 APPLIEST 101
	A1 **gOWN** 35			100	G10 RIGOR 16, IMPASTE	–2	
	H10 **kNOW** 21			100	10A RIFER 10, MARLITES	–4	[IIILRRR] 15I IMPASTE 106, L3 IMPASTED 76
	A1 **gOWN** 35		IIILRRR	100	G10 RIGOR 16, IMPASTE	–2	[IIILRRT] L3 IMPARTED IMPASTED 76 PRIMATES 74 MISRATED 72
	H12 **OWNs** 35		IIILRRT	100	O8 GRIT 14, MISRATED	–32	
	H12 **OWNs** 35		IIIRRRT	100	10A RIFER 10, IMPASTED	–28	[IIIRRRT] IMPASTED 76
	1A **WiNO** 28		IILRRRT	100	G10 RIGOR 16, IMPASTED	–41	[IILRRRT] IMPASTED 76
?NSW		EIO	DIIIRRR		No bingo		--
			IIILRRR		No bingo		--
	15D**Wa**R**NS**46		IIILRRT	100	4L RIEL 10	xx	[IIILRRT] L3 IMPORTED 76 MEDIATOR 72
			IIIRRRT		No bingo		--
			IILRRRT		No bingo		--
?OSW	O12 **SOWs** 32	EIN	DIIIRRR	100	G10 RIGOR 16, IMPANELS	–3	[DIIIRRR] 1A IMPANELS 108
	A7 P**IOWS** 30			100	G10 RIGOR 16, IMPANELS	–5	
			IIILRRR		No bingo		--
			IIILRRT		No bingo		--
	A7 P**IOWS** 30		IIIRRRT	100	G10 RIGOR 16, IMPANELS	–5	[IIIRRRT] 1A IMPANELS 108
	O12 **SOWs** 32		IILRRRT	100	G10 RIGOR 16	xx	[IILRRRT] 15D MERIDIAN 111
EINO		?SW	DIIIRRR	100	No bingo		--
			IIILRRR		No bingo		--
			IIILRRT		No bingo		--
			IIIRRRT		No bingo		--
	11E **OLEIN** 14		IILRRRT	100	15I LIT 10	xx	[IILRRRT] 15D WARDShIP 124
EINS		?OW	DIIIRRR		No bingo		--
			IIILRRR		No bingo		--
	E7 A**NISE** 24		IIILRRT	100	4D TIRL 23, WARDRoOM	–2	[IIILRRT] 15D WARDRoOM 124
			IIIRRRT		No bingo		--
			IILRRRT		No bingo		--

EINW	1A **WINE** 31	?OS	DIIIRRR	100	11I IRID 13, IMPASTO	–10	A4 MALPOSeD 112, 15D MeROPIAS 110 eARLDOMS 95, E5 ALAMODeS 109, O8 GLADSOMe 107, 5D MeROPIAS 106 MeLODIAS 101, 5E SPOLiATE 96, 11E PLASMOiD 105 PLeROMAS 99 SLALOMeD 97, H8 DIPlOMAS 105 DOLMADeS 101 DIAMOnDS 99, K5 nOTEPADS SOMEDeAL 104 POLEnTAS 100, K4 ScOREPAD 98, K3 DAMOzELS 85, 4E DAMOZeLS 104, 1A DePOSALS 102 DAMOSeLS 101, 15I IMPOSeD 106 IMPAStO 103 DAMOSeL 98 DePOSAL 97, 15H ADIPOSe 98, L3 IMPOSTeD 74 IMPAsTOS 72
	1A **WINE** 31		IIILRRR	100	G10 RIGOR 16, nOTEPADS	–6	
	1A **WINE** 31		IIILRRT	100	L1 KILT 16, 5D MeROPIAS	–6	
	1A **WINE** 31		IIIRRRT	93.7	4G TIZ 20 (sole, MALPOSeD	**Tie**	
	4G **WIZEN** 29			100	4D TI 19 (sole), MALPOSeD	–1	
	1A **WINE** 31		IIIPRRT	100	4K RIPER 16, MALPOSeD	–4	
	4G **WIZEN** 29			100	4D TI 19, MALPOSeD	–1	
	4G **WIZEN** 29		IIIPRRR	100	11J RIP 14, MALPOSeD	–2	
	1A **WINE** 31		IIPRRRT	100	15H TRIP 27, MALPOSeD	–15	
	1A **WINE** 31		IILRRRT	100	RIGOR 16 (sole), IMPOSeD	–8	
EIOS		?NW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
EIOW	H12 **OWIE** 38	?NS	DIIIRRR	100	1A RID 21, PLATiNAS	–4	[DIIIRRR] E5 STAMiNAL 105 PLATiNAS 103, K5 PoLENTAS 99 [IIILRRR] K5 NoTEPADS 103, 15H DAMNeST 93 [IIILRRT] O5 PaNGRAMS 86 [IIIRRRT] O4 SPANGLeD 80 [IILRRRT] 11E PLAsMINS 100, H8 DIAMoNDS 95, L3 IMPASTeD 74
	1A **OWIE** 31		IIILRRR	100	G10 RIGOR 16, NoTEPADS	–7	
	H12 **OWIE** 38		IIILRRT	100	4D TIRL 23, PaNGRAMS	–28	
	H8 D**OWIE** 18		IIIRRRT	100	D2 WEIR 14, SPANGLED	–39	
	H12 **OWIE** 38		IILRRRT	100	4D TIL 21, IMPASTeD	–38	
EISW	1A **WISE** 31	?NO	DIIIRRR	100	9K RIDE 16	xx	E5 DRAgOMAN 109, 11E PLANfORM 102 1A DaLAPONS 104 NOTePADS 99 K5 cONEPATL 100 POLENTAs 99, NOTEPADs 103 H8 DIAMONDs 100 5E PONIARDs 80 L3 PRONATeD MaNDATOR 70
	1A **WISE** 31		IIILRRR	100	G10 RIGOR 16, K5 NOTEPADs	–7	
	1A **WISE** 31		IIILRRT	100	G10 RIGOR 16, PONIARDs	–30	
	5A **WRIES** 16		IIIRRRT	100	4G TIZ 20, DaLAPONS	–23	
	4G **WIZES** 29		IILRRRT	100	10A RIFER 10, DIAMONDs	–6	
ENOS		?IW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
ENOW	H12 **ENOW** 35	?IS	DIIIRRR	100	10A RIFER 10, MISdEALT	–4	E5 STAMInAL 105 PLATInAS 103, 11E PLASMoID 105 PLAuDITS 96 PLAyLIST 92, 11H gLIMPSED 84 tRAIPSED 80, 15D MARLITeS 104, 15H LIMPeST 98, 15I IMPASTe 103, H8 DIPLoMAS 100, A5 APPLIeST 98, K4 MISDEAIT MISDEALs MIShEARD 98, K3 DIaSTEMA 85 L3 IMPASTeD 74
	H12 **ENOW** 35		IIILRRR	100	D1 LWEI 16, MISDEAIT	–6	
	H12 **ENOW** 35		IIILRRT	100	15H WRIT 14, MIShEARD	–6	
	1D **ENOW**S 28		IIIRRRT	100	G10 RIGOR 16, MISDEALs	–15	
	H12 **ENOW** 35		IILRRRT	100	4D TIRL 23, IMPASTeD	–45	
ENSW	A1 **SEWN** 38	?IO	DIIIRRR	100	G10 RIGOR 16, IMPAsTO	–3	A5 AMPhIPOD 107, H8 DIPLOMAt 105, 11E PLAsMOID 105, 1A PIcADORS MIrADORS 103, 15I IMPAsTO 102, L3 IMPAcTOR PALMeTTO 72 MeDIATOR PODIATRy, L4 TOMATIILO 70
	A1 **SEWN** 38		IIILRRR	100	G10 RIGOR 16 (s), IMPAsTO	–3	
	4D **NEWS** 29			100	10A LIFER 10, DIPlOMAT	–3	
	4D **NEWS** 29		IIILRRT	100	L1 KILT 16, AMPHhIPOD	–9	
	4D **NEWS** 29		IIIRRRT	100	10A RIFER 10, DIPLOMAt	–3	
	I11 **NEWS** 19		IILRRRT	100	4D TIRL 23, AMPHhIPOD	–28	

EOSW	15D**SE**R**OW**35	?IN	DIIIRRR	100	E7 ARID 16, IMPANeLS	–6	[DIIIRRR] E5 sTAMINAL 106 PLATINAs 103, 1A IMPANeLS 104, K7 dENTALIUM 76, L3 PALMITiN 72
	15D**SE**R**OW**35		IIILRRR	100	10 RIFER 10, DENTAlIUM	–23	[IIILRRR] 11E PLATINuM 102, K7 DENTAlIUM 77
			IIILRRT		No bingo		—
	E9 **OWES** 33		IIIRRRT	100	9K RITE 12, IMPANeLS	–2	[IIIRRRT] 1A IMPANeLS 104, K7 DENTALiUM 78, L3 PALMiTIN 72
	E9 **OWES** 33		IILRRRT	100	G12 GOR 12, PAIMITIN	–30	[IILRRRT] 15D MeRIDIAN 107, L3 PAlMITIN 72
INOS		?EW	DIIIRRR				No bingo
			IIILRRR				
			IIILRRT				
			IIIRRRT				
			IILRRRT				
INOW	1A **WINO** 31	?ES	DIIIRRR	100	G10 RIGOR 16, iMPASTE	–9	15D MERoPIAS 111 MARLiTES 105 SERAPhIM 103 EARDRuMS EARLDoMS 100, 15F RePLATES 96, 15H DaMPEST 106 IMPAStE 103 ADIPoSE 93, 15I iMPASTE 103 IMPoSED 101 DEMASTs 98 DEPoSAL DAMoSEL 93, E5 ALAMoDES 110 PLATAnES 103, A4 MALPoSED 109, A5 APPLiEST 98, O8 GLADSoME 106, O4 SPAnGLED 80, 5D MERoPIAS 105 MELoDIAS 100, 5E SPoLIATE 95, 11E PLASMoID 105 PLERoMAS 100 SLALoMED 97 PLEADeRS PLEIADeS 96 PLAyLETS 92, K5 SoMEDEAL 103, K4 MASTErED 98, 4E DAMoZELS 101, H8 DIPsADES 101 DoLMADES 100, 1A DAMoSELS DEPoSALS 97, various L3 bingos 70–74
	1A **WINO** 31		IIILRRR	100	G10 RIGOR 16, DaMPEST	–8	
	1A **WINO** 31		IIILRRT	100	G10 RIGOR 16, MERoPIAS	–7	
	1A **WINO** 31		IIIRRRT	100	G10 RIGOR 16, MALPoSED	–1	
	1A **WINO** 31		IILRRRT	100	G10 RIGOR 16 (s), DAMPESt	–8	
INSW	4K **SINEW** 24	?EO	DIIIRRR	100	11I IRID 13, PALETOtS	–17	A4 MALPOsED 112, E5 ALAMODEs 110, 1A MEgAPODS 110 1A DAMOsELS DEPOsALS 101 PALETOtS 99, 15D MEROPIAs 110 PRoMOED 103 EARLDOMs 99 TERAfLOP 97 15H IMPOsED 105, IPoMOEA 100, 5D MEROPIAs 106 MELODIAs 101 5E sPOLIATE 96, 4E DAMOZELs 105, K4 nOTEPADS 104, K5 sOMEDEAL 104, O8 GLADsOME 102, H8 DOLMADEs 101, 11E PLEROMAs 99 11E sLALOMED 97 cLAMORED 97, 15H IMPOsED 105, IPoMOEA 100 ADIPOsE 97, 15I DEPOsAL DAMOsEL 97, 11B OUTPLAyED 84, K7 PETrOLEUM 80, various L3 bingos 70–74
	4K **SINEW** 24		IIILRRR	100	D1 LWEI 16, OUTPLAyED	–31	
	4K **SINEW** 24		IIILRRT	100	4D TIRL 23, PRoMOED	–27	
	4K **SINEW** 24		IIIRRRT	100	4D TI 19, MALPOsED	–6	
	O4 **SWIN**G 19		IILRRRT	100	10A RIFER 10, MEROPIAs	–8	
IOSW	4K **OWIE**S 18	?EN	DIIIRRR	100	G10 RIGOR 16, PuTAMENS	–18	E2 ANANdAMIDE 115 E5 eMANATED 109 PLATANEs 103, 15D MERiDIAN 108, 1A PuTAMENS 107 iMPANELS 105, DuRAMENS NoTEPADS 104, H8 DAMPENeD 106 DAMPENeR 103 DAMNEDeR 101 DEPLANeD 100, A5 EMPLANeD 104, 15H DAMNEsT 97, 11E PLEADINg 95 PLANtLET 92, O4 sPANGLED 78, L3 PALMaTED 74 PALMETTe 72
	4K **OWIE**S 18		IIILRRR	100	G10 RIGOR 16, PuTAMENS	–18	
	4K **OWIE**S 18		IIILRRT	100	G10 RIGOR 16, DuRAMENS	–19	
	4K **OWIE**S 18		IIIRRRT	100	G10 RIGOR 16, EMPLANeD	–19	
	4K **OWIE**S 18		IILRRRT	100	G10 RIGOR 16, IMPANEIS	–20	
NOSW	A1 **SOWN** 38	?EI	DIIIRRR	100	G10 RIGOR 16 (s), IMPAsTE	–3	4D bAPTIZED 114, 1A IMPEDeRS 108 IMPAnELS 104 bIMETALS 99, 15D MERIDIAn 107 MARLITEs 104 TERAPhIM 103, 15I LIMPETs 104 IMPAsTE 102 bIMETAL 96, 15H PRIMAtE 101, A5 APPLIEsT 98, 11B MUTILAtED 84, L3 IMPAsTED iMPARTED 74 L3 PaLMATED 74 PALMETTo 72 ePILATED iMITATED 70 rEMITTAL 68
	O12 **SOWN** 35			100	G10 RIGOR 16, IMPAnELS	–4	
	A1 **SOWN** 38		IIILRRR	87.5	D1 LWEI 16, TERAPhIM	**Tie**	
	O12 **SOWN** 35			100	D2 WEIR 14 (d), TERAPhIM	–1	
	11K**OWSE**N27		IIILRRT	100	4D TIRL 23, PRIMAtE/SCATt	–24	
	O12 **SOWN** 35		IIIRRRT	100	4K TRIER 12, IMPAnELS	–2	
	A1 **SOWN** 38		IILRRRT	100	4D TIRL 23, MERIDIAn	–5	

Feature Diagram repeated below

? E I N O S W

Unseen: **ADIIILMPRRRT (12)**