

# KICKSHAWS

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Readers are encouraged to send their own favorite linguistic kickshaws to the Associate Editor. All answers appear in the Answers and Solutions at the end of this issue.

## Pictorial Quiz (Types and Parts)

We've deduced that the picture editor of Webster's Seventh New Collegiate Dictionary (not specifically identified as such on page 6a by Editor-in-Chief Philip B. Gove) was a botany minor who had no great interest in music. The dualogism is obvious merely from a comparison of the illustrations accompanying LEAF (26 types) and GUITAR (only 1 type depicted). There are at least a dozen very different types (and shapes) of guitar, and probably five or six leaf-shapes distinct enough to deserve separate pictures. However, consistency, which would tend to even up the pictorial treatments of LEAF and GUITAR, is not the hallmark of a work as complicated as Webster's Collegiate -- possibly because it is almost impossible to attain. The Collegiate is, in our opinion, the finest dictionary of American English of its size.

While looking up a word recently and passing the munificently illustrated LEAF, we decided to lay a pictorial dictionary quiz on you. If we could find some simple way to reproduce the pictures, complete with waivers by G. & C. Merriam Company, we'd go that way. Instead, the only alternative that suggested itself was to choose words whose definitions are not only supplemented by illustrations but whose illustrations are subdivided, by number, into several sub-illustrations. The reader would then be challenged to deduce the word from the captions of the sub-illustrations. This idea itself subdivides into two categories. The first, on which Quiz I given below is based, is the picture that is divided by type or category. Example: under FINGER-PRINT is an illustration showing four kinds of fingerprint, accompanied by the labels 1. arch, 2. loop, 3. whorl, and 4. composite. The second, on which Quiz II given below is based, is the picture divided into its component parts. Example: under BELL appears a diagram of a canonical bell with its nine principal parts identified by the numbered pointers 1. crown, 2. head, 3. shoulder, 4. waist, 5. bead lines, 6. sound bow, 7. lip, 8. mouth, and 9. clapper.

Both quizzes are very hard, and the difficulty in finding the word

to which the picture belongs does not seem to be correlated with the number of pictorial subdivisions. In the first quiz, entry A, with only two clues, is probably the easiest of the bunch. Contrariwise, one of the hardest is entry C, with eleven clues. To aid the quizzee the answers in both quizzes are in alphabetical order, and a few easy ones have been thrown in in strategic spots to help xem narrow down the "location" of the word in the dictionary. No reader will score 100 per cent on either quiz; half right is a fine score. For those who find the going too rough, a dictionary is permitted -- but it must be a pocket dictionary. Answers can be found in Answers and Solutions at the end of this issue.

### Quiz I (Types)

- A. 1. Indian 2. African  
 B. 1. claw 2. lathing 3. broad  
 C. 1. raceme 2. corymb 3. umbel 4. compound umbel  
 5. capitulum 6. spike 7. compound spike 8. panicle  
 9. cyme 10. thyrses 11. verticillaster  
 D. 1. wiggler 2. plunker 3. minnow 4. spinner 5. spoon  
 6. bucktail  
 E. 1. whole 2. half 3. quarter 4. eighth 5. sixteenth  
 6. thirty-second 7. sixty-fourth  
 F. 1. steeple-head 2. button-head 3. countersunk 4. conehead  
 G. 1. lean-to 2. saddle 3. hip 4. gambrel 5. mansard 6. ogee  
 H. 1. conical 2. napiform 3. fusiform 4. fibrous 5. moniliform  
 6. nodulose 7. tuberous 8. adventitious 9. prop 10. aerial  
 I. 1. ash 2. elm 3. maple (this is not what you think it is!)  
 J. 1. buttonhole 2. embroidery 3. manicure 4. bandage  
 K. 1. cap 2. set 3. lag 4. flathead 5. drive 6. dowel  
 L. 1. gardener's 2. plasterer's 3. bricklayer's

### Quiz II (Parts)

- A. 1. ring 2. stock 3. shank 4. bill 5. fluke 6. arm  
 7. throat 8. crown  
 B. 1. siphon 2. incurrent orifice 3. excurrent orifice  
 4. mantle 5. shell 6. foot  
 C. 1. tang 2. heel 3. face 4. tip 5. edge  
 D. 1. tag 2. butt 3. tail 4. joint 5. hackle 6. body 7. ribbing  
 8. wing 9. cheek 10. topping 11. horns 12. head 13. eye  
 14. hook  
 E. 1. bit 2. blinder 3. reins 4. checkrein 5. crupper  
 6. breeching 7. trace 8. girth 9. breast collar  
 F. 1. air intake 2. compressor 3. fuel injection  
 4. drive shaft 5. turbine 6. exhaust  
 G. 1. share 2. moldboard 3. landside 4. beam  
 H. 1. tip 2. throat 3. vamp 4. collar 5. arch 6. foxing  
 7. quarter 8. heel seat 9. heel 10. top lift 11. breasting  
 12. shank 13. sole 14. platform 15. mudguard  
 I. 1. exhaust valve 2. cylinder 3. crankshaft  
 4. internal supercharger 5. intake pipe 6. carburetor

7. air intake 8. turbosupercharger  
 J. 1. ocellus 2. capitulum 3. sense organ of tarsus  
 4. shield 5. festoon  
 K. 1. bead 2. sidewall 3. breaker strip 4. cushion 5. carcass  
 6. tread  
 L. 1. face 2. counters 3. bevel 4. shoulder 5. beard  
 6. serifs 7. crossbar 8. belly 9. back 10. body 11. set size  
 12. point size 13. nick 14. groove 15. feet

### Alphabetic Eleusis

Unlike the standard form of Robert Abbott's celebrated game of Eleusis, the reader is given, in the ten problems below, the entire sequence (one of letters instead of playing cards) that conforms to some simply-stated law of inclusion-exclusion, and is invited to deduce the law from the sequence. This gives the reader the advantage of having, in effect, experimented in each case with all 26 letters. Thus, if the membership law were vowelhood, the sequence would read A E I O U.

Since none of the ten sequences are quite that simple, clues are furnished by number below the sequences. Thanks go to Philip Cohen for some good ideas on dichotomizing the alphabet, to Ross Eckler for a fine but difficult entry originally concocted by James Thurber, and to Darryl Francis, whose entry (the first) has been cribbed from his marvelous puzzle section in Games & Puzzles Magazine, published by Edu-Games (U.K.) Ltd., PO Box 4, London N64DF, England. Word Ways readers are urged to write to Circulation Mgr., Games & Puzzles, 19 Broadlands Road, PO Box 4, London N64DF, England for subscription rates and back issues, if desired.

The first sequence is the only one in which membership is based, in whole or in part, on the letters that have already been admitted into the sequence. In all of the other nine cases, membership in the sequence is independent of that of other, preceding letters, and can thus be readily deduced in vacuo from the law of membership. If you have trouble determining the rules that distinguish the following sequences of letters from those that do not appear in the sequence, consult Answers and Solutions.

1. B F G J K L P Q R S V W X Y Z
2. A E F H I K L M N T V W X Y Z
3. B C D G I J M N O P R S U V W Z
4. F H L M N O R S X (and Z if you're English)
5. F G J L P Q R
6. B C D G J K P Q T U V W Y Z
7. B C D G J O P Q R S U
8. A B C E H K M O P T X Y
9. A B D O P Q R
10. B C F H I K N O P S U V W Y

Clues: based on 1. vowels 2. shape 3. shape 4. sound 5. shape  
 6. sound 7. shape 8. interlingual 9. shape 10. chemical.

Synonymy

Take two halves of a long roll, apply mustard, mayonnaise and other condiments, and fill with salami, baloney, cheese, lettuce, tomato, onion, etc. and what have you got? Depending on who made it or in what part of the country it was made, it could be a Dagwood, a Poor Boy, a Submarine, a Hero, a Grinder, or a Hoagie. Are there any other synonyms?

Can you add an entry or two to this list of euphemisms for god-damn: doggone, gol'dang, consarn, gorm, dadburn, dadgum, dadblast, dodrot, drat? We can't.

Three-Way Connections

There are at least three different ways in which word pairs can be combined to form compounds. (Word Buff can probably give at least one additional way.) The three ways are illustrated by three consecutive entries in Webster's Seventh New Collegiate Dictionary: LINE GAUGE (space), LINE-HAUL (hyphen), and LINEMAN (run-on). The discovery of three consecutive entries of the three varieties seems rare enough, but can you find something even rarer: three consecutive entries of the three different varieties, distinct in meaning, and using the same two components? If you give up, see Answers and Solutions at the end of the issue.

A Problem of Relations

Following is a cryptic but accurate rendering of a certain well-known sequence, in which you are identified with the last member of the sequence. Can you decrypt it?

nephew, niece (or aunt), grandmother, nephew, brother,  
father, grandfather, brother, and you

Before resorting to Answers and Solutions, you are entitled to know that the sequence is believed to contain one or perhaps two additional members, one at the beginning (another nephew), and one at the end, following you (a sister).

Stolen From Bill Ballance's Encyclical of Excruciating Wisdom

A diva who specializes in risqué arias is an off-coloratura soprano.

There is no Statute of Limitations on revenge.

Miscellany

Darryl Francis surprised us the other day by coming up with the second three-letter non-palindromic word synonymous with its reversal; BOK or KOB means "antelope" (see Funk & Wagnalls and Chambers 20th Century Dictionary). Murray Pearce provided the

first example, PAT and TAP, in his list of synanagrams (see the August 1972 Kickshaws).

You know you're a high-grade cyrptographer if you can decipher this simple substitution encipherment of a Webster's Collegiate entry without the aid of a Jack Levine pattern list or Answers and Solutions:

1 2 3 4 5 3 1 6 5 5 7 3 4 5

### Games For Jaded Scrabble Players

Most logophiles (1) own a Scrabble board, and (2) are not averse to experimenting (at least once) with promising variations. Here are four new game ideas, all using nothing more than Scrabble materials. Each has been tested by Scrabble players, and each has been certified by at least one group as an interesting change of pace from Scrabble itself. Conclusion: if you don't give at least one of them a good try, you're no logophile.

1. Open Scrabble: the rules are identical to those of Scrabble with the exception that all tiles, both from the unused stock and on each player's rack, are exposed (letter side up). The original selection of seven tiles is made, one tile at a time, in the already-determined order of play.

It is obvious that once the word authority has been agreed upon (it can be the OED or the Big Web on down to the Basic English list), Open Scrabble is a "determinate" game. That's the gamester's word for a game in which chance plays no part; if all players make optimal use of the complete information afforded, all games played, though not necessarily carbon copies of each other, will produce the same final relative scores. Don't let that bother you. Chess, checkers and Go, among a host of other traditional games, are also determinate. But, like Open Scrabble, they defy analysis by reason of their overwhelming complexity.

Darryl Francis and a herd of Scrabble enthusiasts whom he has inspired in the pages of Games & Puzzles have almost definitely settled the question (using Chambers Dictionary as authority) of the highest possible score that can be made on the first play of the game of standard Scrabble, and have been rapidly converging on the highest score possible on a subsequent play. A fine dividend for Word Ways readers would be the annotated result of a game of Open Scrabble between two Scrabble experts, one of them Darryl, using the MWPD as authority. If nothing else, such a game might settle a vexing question on which the Westwood Word Herd are unable to agree. Should the first tiles chosen be blanks or high-scoring letters?

2. Word Rummy: the tiles are used like playing cards, dealt letter side down to the players until each has a rack of seven. On each turn after the first, a player may take either the last discarded tile (left letter side up) or pick up one from the unexposed stock,

and then discard any tile, letter side up, from his rack. First play naturally does not permit picking up from the discards, since play starts with all undealt tiles unexposed. The winner is the first player able to produce a seven-letter word from his rack.

Sophisticates in this game keep close track of the discards that the player following them picks up, as well as their own discards, in a defensive effort to avoid offering him favorable discards. However, they usually find that some unsophisticate, intent only on his own rack, is the first to make rummy.

The game can be played instead with a deck of cards. The two jokers count as blank tiles, red aces are A's, etc. up to red kings, which are M's. Black cards range from black aces (N's) to black kings (Z's). Each player should have a card-letter chart beside him until he learns the letter values, especially Ked, who discarded from Ace 5 of diamonds, 3 8 of hearts, 3 7 of spades, and 5 of clubs, much to the disgust of kibitzers, who advised us to stick to Scrabble tiles.

3. Permissive Scrabble: this is played like standard Scrabble with one exception -- on his play, after the tiles he intends to use have been removed from his rack and exposed, the player may invert any letter(s) repeated in the group and employ them as wild and without numerical score (like blank tiles). Thus, AAIHQ may be used as five wildies and a Q. The excessive vowel syndrome is cured by this modification, but the triumph of a "legitimate" seven-play is cheapened shamelessly. Mediocre Scrabblers like this modification; expert Scrabblers do not.
4. Solitaire Scrabble: for lonely Scrabblers unable to scare up a partner, deal yourself nine tiles. Neglect scoring and simply play until you have used up all the tiles or have stymied yourself. Each play must be a legitimate Scrabble play with your rack of nine replenished until the unused stock gives out. Success requires that you select words with good openings in all four directions. Nevertheless, unless you keep track of the letters missing from the Scrabble complement, Kickshaws predicts that you will stymie yourself with one or two letters to go, even if you survive the early stages.

### No-Go Logos

If a Sloane could ketter, then a picture of one engaged in such an act would make a dandy trademark for Sloane-Kettering. A pair of 44-caliber revolvers crossed over a branding iron might do the job for Texas Instruments, but the association is not exactly near-fetched. Now that we've gotten those losers out of the way, try your luck on the four losers that follow. Following each misbegotten logo are the word lengths of the famous national corporations for which they are intended, together with the principal product of each company. If you identify any of them correctly, you are sentenced to supply us with a similar list:

1. A sailor dragging a mooring hook by the flukes into a pawnshop (6, 7) -- glassware
2. A family of sun-bathing warblers (6-7) -- ice cream
3. An effigy of the Saviour on a one-cent piece (1,1,6) -- sundries
4. Henry Kissinger (13, 9) -- precision electronic equipment

### Famous False Quotations

Bruce Catton has pointed out that the brilliant Confederate cavalry general Nathan Bedford Forrest was not so untutored as to have said that the essence of strategy was "to git thar fustest with the mostest". Colorful or not, the quote is apocryphal, and Forrest would have resented the slur on his grammar. There are many such misquotations in our folklore, and a reader with patience and the right sources could compile an article's worth of them. It is common knowledge that the reputed reply of the Count of Cambronne, commanding general of the Imperial Guard at Waterloo, to a British request that he surrender, was a dramatic concoction. "The Guard dies but never surrenders" was not said by Cambronne, but by a French newspaperman. What Cambronne said was "merde" (since called "le mot de Cambronne"). No doubt the concoction looked better in print. So, too, did "Nuts", the reputed reply of General Macauliffe to the surrender demand of the Germans during the siege of Bastogne in 1944. But what he really said was the English translation of the mot de Cambronne. And, contrary to Bartlett's Familiar Quotations, Ambassador Charles C. Pinckney did not say "Millions for defense, but not one cent for tribute!" Pinckney himself later declared: "My answer (to France's demand in 1798 for \$250,000 protection money in return for a promise not to rip off American shipping) was not a flourish like that, but simply 'Not a penny! Not a penny!'" The words may not ring, but they certainly sound more human.

Bartlett is wrong also about O. Henry's last words, according to one of his biographers: "Turn up the lights. I don't want to go home in the dark". Other biographers, drawing on the reminiscences of those present at his death, say that his last words were: "Will someone please give me another drink?" If you've ever been an O. Henry buff, you'll agree that the latter quote is more in character.

### Agonizer

Here is a test of your adroitness rather than your logical intelligence quotient. Chances are that you won't pass it, except on to some other innocent guinea pig. Do try it in any event; it only hurts for an instant.

Cut eight squares, an inch on a side, out of cardboard, and label them with the capital letters A, E, G, I, N, O, R and Z. On a sheet of paper, draw a large enough tic-tac-toe diagram to accommodate the eight letters as in the left-hand

A	G	O
N	I	Z
E	R	

O	R	G
A	N	I
Z	E	

figure. Your goal is to slide the letters around, making use of the vacant cell, until you achieve the right-hand diagram, thus converting AGONIZER to ORGANIZE. The only thing that you are not permitted is to make a diagonal move, e.g., moving a letter from the center to a vacant corner, or vice versa. Every slide must be horizontal or vertical. No time limit on this, so start now and continue until you succeed or until your patience has been exhausted.

If you succeeded, congratulations; if you tried and failed, condolences. And if you continue reading without going back and trying it at least once, shame on you for a goldbrick!

The problem is our miniaturization, with a new gimmick, of Sam Loyd's impossible "Fifteen Puzzle", which was later translated into the solvable RATE YOUR MIND PAL sliding block puzzle and publicized by Martin Gardner in his celebrated Scientific American department "Mathematical Games".

If you tried the ORGANIZE puzzle, you probably found, after several attempts, that the closest you could get, starting with AGONIZER, was ORGANIEZ. At that point, had you been familiar with the Loyd puzzle, you may have concluded that the goal of ORGANIZE was impossible of attainment. Starting with any permutation of the letters, a new permutation can be reached only if the number of letter exchanges is even. To go from ORGANIEZ to ORGANIZE involves only the exchange of the E and Z, and since one is an odd number, it cannot be done, at least not without a little "creativity". Now, if you had also been familiar with the RATE YOUR MIND PAL puzzle in which the array RATE YOUR MIND PLA can be converted to the former message via an interchange of the L and A and another interchange of the two R's, you might have paused to note that ORGANIZE has no repeated letters and still given up. But if, at that point, your Kickshavian hormones were active, you would have, without violating the rules of the puzzle, rotated both the N and the Z by 90 degrees. In so doing, you would have performed an exchange between the N and the Z and would now be able to perform a second exchange with the E and the N.

Recapping the solution: start with AGONIZER, transform N to Z and Z to N by rotation, and proceed directly to ORGANIZE. Challenge your friends with the puzzle, thereby creating a new set of enemies.

### Challenges

1. Shiftwords: ON, TEA, RAVE, DRAPE, STRIPE, EMANATE, GELATIN and STUMBLING all share the property that they form new words upon moving the initial letter to the rear. EMANATE is a worthy specimen, unlike DRAPE and STUMBLING, since the new word is not an inflected form. What is the longest worthy specimen that you can find?

2. Non-crashing Isomorphs: a quick browse through Jack Levine's pattern word lists produces several pairs of 15-letter words that are



one-to-one cipher substitutions of each other with no self-enciphered letters (e.g., TREE and BASS, but not TREE and TOSS), among them CINEMICROGRAPHY and METHAEMOGLOBINS, COUNTERMARCHING and HEMISAPROPHYTIC, GYNANDROMORPHIC and RESUSCITATINGLY, RECALCULATINGLY and SUPRAPHARYNGEAL, and ELECTROLYZATION and NONDIPLOMATICLY. Most of these are either sesquipedalian linguistic white elephants, or rare variants of common words, or both. In accordance with Kickshaws' doctrine that unless the context is either slangy or technical (or slangy-technical), English speech requires no word that does not appear in Webster's Collegiate Dictionary, readers are challenged to find the longest non-crashing isomorphic pair therein.

3. Synanagrams: can anyone out there find a longer pair of synonymous anagrams than VICEREGENCIES and VICEGERENCIES? The beauty part of this pair (courtesy of The Logoaster) is that they are not cognates, as so many synanagrams are, but derive from the Latin root-words REGO and GERO. Alternate spellings are not allowed.

4. Word Deletions: Faith and Ross Eckler received number one billing in the May 1974 issue of The Enigma (the journal of the National Puzzlers' League) for concocting a two-way triple word deletion. The key word was PILGRIMAGE, and the two triple deletions were RIM, GAG, FILE and GRIM, LAG, PIE. An n-way deletion is the dissection of a word into n words, the first of which is excised from the interior of the main word without permutation of its letters. Each of the n - 1 remaining words is excised after the left and right portions surviving are reattached, and the word excised must contain at least one letter from each portion. If you start hunting for one-way triple deletions, you'll find the job hard enough to see quickly why PILGRIMAGE was such a tour de force. Can you produce another two-way triple? How about a three-way double or a one-way quadruple?

### Curious Couplings

Thanks to Ralph Beaman for the following weird kickshaw: find, if you can, a reasonable explanation for the pairing of the words below.

AIL PAIN COURT MAIN SALE FOUR COIN DENT OR PAYS  
SABLE TOUR TON CHOSE BOND AN CHAMP BUT OURS CHAT

Give up? See Answers and Solutions.

### Names

According to Webster's, August Belmont and Basil Schoenberg are **synonyms** -- both mean "majestic beautiful mountain". You'll have little trouble finding as many interlingual name equivalents as you wish. What's more difficult is to concoct humorous names that are suggestive of the character or occupation of an individual, as is done most expertly by the funniest writer of them all, S. J. Perelman. Only he could come up with the perfect name for an adroit Greek: Manuel Dexterides, who

else? Perelman's stories and sketches are filled with such excellencies; for example, John J. Antennae is a perceptive radio counsellor on domestic problems and Candide Yam is a succulent Eurasian girl. Nobody can improve on S.J.P., but here are a few names he never got around to discovering. Invitation to extend the list with your own contributions goes without saying -- a statement that will make readers wonder why it was said in the first place.

<u>Type</u>	<u>Name</u>
Coarse Armenian	Crass Vulgarian
Sumo wrestler	Beef Teriyaki
Israeli lush	Bar-Fligh
Stupid Mexican pharmacist	L Dopa
Lavish Italian	Extrava Ganza
English interior decorator	Perfect Lee Beastleigh
Stupid Irishman	Noggin O' Pake
Japanese Steno	Takaleta
Lazy Russian	Fukhov
Cowardly Mafioso	Chicken Cacclatore

The name game can be extended in many directions. One can describe a class of individual, e.g., "a fuel carrier" and find a famous name that would describe him perfectly -- in this case, Cole Porter. The idea behind this variant is far from new. Still, it would be worth a two-page article if one of you could compile a goodly list, including the oldies-but-goodies. Here is one you've never heard before: "a sentient ape" is Harry Reasoner. That's one you could write a whole scenario about; we see him as Chief Primate of the Simian Liberation Army (specializing in gorilla warfare).

Another direction is in the field of inanimate objects. What famous name suggests a plush Italian sports car? Cesar-Romero. And what is the perfect name for an Italian economy car that proved to be unusually uneconomical? The Fiasco, that's what.

What names in the entertainment field would be the biggest box office attractions in the Soviet Union? Red Buttons, Red Norvø, Red Nichols, Red Skelton, Pinkie Lee, The Marx Brothers, and The Lennon Sisters.