11/10/24

Double It

Estimated play time: Approximately 15 minutes
Number of players: Unlimited
Supplies needed: Scoring board/pad; noisemakers
Suitable for visually impaired players.

Overview:

Make a new word by inserting a pair of double letters within the given word and without changing the order of any letters. For example, given *POSTER*, you can add a pair of L's to make *POLLSTER*. The double letters can be placed anywhere in the word, but must not be split up.

Instructions:

1. This game can be played by individuals or in teams.

2. Read the first definition. Discussion is permitted among teammates. Prior to the start of the game, a method to signal when a team is ready to answer must be determined. Ringing bells and New Year's blowers are just two inexpensive noisemakers. Raised hands work, but the host must be vigilant to watch for whose hand went up first. The host always has the final say in any disputes.

3. After a player/team is recognized as the first to signal, they may give an answer. If the first answer is incorrect, the other teams may "buzz" in and answer.

4. Scoring: Give 10 points for each correct answer.

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INSTRUCTIONS: Make a new word by inserting a pair of double letters within the given word and without changing the order of any letters. The double letters can be placed anywhere in the word, but must not be split up.

QUESTIONS

1. PAY
2. FLU
3. BEAR
4. COATED
5. BLEED
6. SUIT
7. FUEL
8. ZING
9. FEET
10. BLOOM

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ANSWERS

(In some cases, other, more obscure correct answers are possible.)

1.	PAY	PADDY, PARRY, PATTY
2.	FLU	FLUFF
3.	BEAR	BEGGAR
4.	COATED	COLLATED
5.	BLEED	BLESSED
6.	SUIT	SUMMIT
7.	FUEL	FUNNEL
8.	ZING	OOZING
9.	FEET	FERRET
10.	BLOOM	BLOSSOM

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