

5/26/24

# Double It

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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*.

## 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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## QUESTIONS

1. HAY
2. OURS
3. SALE
4. BOY
5. BEER
6. COATED
7. CLAY
8. EXCEED
9. CLING
10. BOOM

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## ANSWERS

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

1. HAY            HAPPY, HAMMY, HARRY
2. OURS          OCCURS
3. SALE          SADDLE
4. BOY            BOSSY, BOBBY, BOGGY, BONNY
5. BEER          BETTER
6. COATED        COLLATED
7. CLAY          CLAMMY, CLASSY
8. EXCEED        EXCELLED
9. CLING         COOLING
10. BOOM         BOTTOM