## Run the Alphabet

Estimated play time: Approximately 15 minutes
Number of players: Unlimited
Supplies needed: Printed sheet, pencils, timer (3 to 5 minutes)
Suitable for visually impaired players.

## Overview:

From Aftershock to Yuck, how many WORDS THAT END WITH -CK can you come up with in the allotted time?

## Instructions:

1. Print the following page of this document and pass a copy out to each player or team.
2. Set the timer - three to five minutes usually work best.
3. Announce the category as described in the overview above. The goal is to write down as many answers as possible, in the time allotted, that fit the category. Multiple answers for each letter are allowed. (If the players are working in teams, one person should be designated as the "writer.")
4. When time is up, the answers should be revealed one letter at a time. For example, starting with the letter A, go around the room to each player (or team) asking for answers. Once an answer is announced, all players/teams who have that answer should write the score in the score box on their sheet. One point is scored for every correct answer. An extra two points are awarded for having a unique answer (i.e., a correct answer that no other player/team has).
5. Players should add up their own scores. Highest score wins.

Review of Scoring:
1 point for each correct answer
2 additional points for each unique answer

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Instructions: From AFTERSHOCK to YUCK, how many WORDS THAT END WITH -CK can you come up with in the allotted time?

|  | Answers | Score |  | Answers | Score |
| :---: | :---: | :---: | :---: | :---: | :---: |
| A |  |  | N |  |  |
| B |  |  | 0 |  |  |
| C |  |  | P |  |  |
| D |  |  | Q |  |  |
| E | (Obscure) |  | R |  |  |
| F |  |  | S |  |  |
| G |  |  | T |  |  |
| H |  |  | U |  |  |
| I |  |  | V | (Obscure) |  |
| J |  |  | W |  |  |
| K |  |  | X | (Obscure) |  |
| L |  |  | Y |  |  |
| M |  |  | Z | (Obscure) |  |

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ANSWERS (Other correct answers are possible.)

|  | Answers | Score |  | Answers | Score |
| :---: | :---: | :---: | :---: | :---: | :---: |
| A | ATTACK AIRSICK |  | N | NECK NONSTICK |  |
| B | BLACK BRICK |  | 0 | OUTBACK OVERSTOCK |  |
| C | CLOCK COWLICK |  | P | PACK PLUCK |  |
| D | DECK <br> DUCK |  | Q | QUICK QUACK |  |
| E |  |  | R | ROCK <br> REDNECK |  |
| F | FLOCK FLAPJACK |  | S | SACK <br> SMOCK |  |
| G | GIMMICK GRIDLOCK |  | T | THICK <br> TURTLENECK |  |
| H | HIJACK HADDOCK |  | U | UNLOCK UPTICK |  |
| I | ICK ICEPICK |  | V |  |  |
| J | JACK JOYSTICK |  | W | WRECK WEDLOCK |  |
| K | KICK <br> KNACK |  | X |  |  |
| L | LOCK <br> LIPSTICK |  | Y | YARDSTICK |  |
| M | MOCK MAVERICK |  | Z |  |  |

