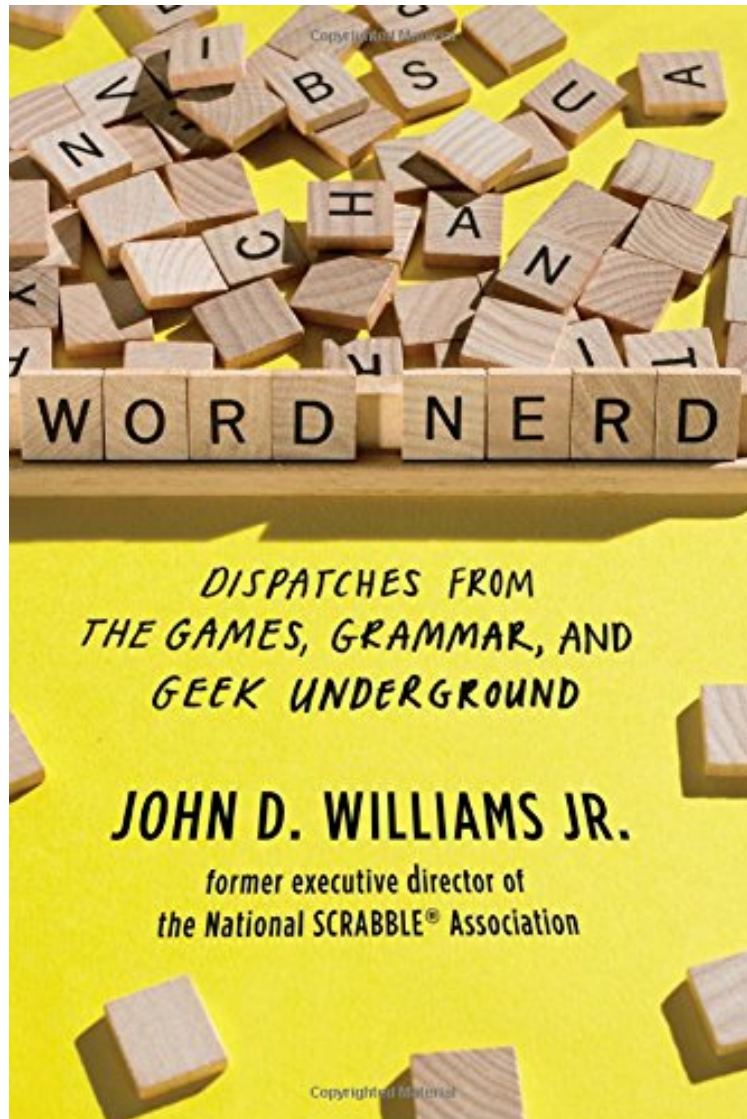


Word Nerd: Dispatches from the Games, Grammar, and Geek Underground

John D. Williams Jr

*ebooks | Download PDF | *ePub | DOC | audiobook*



DOWNLOAD



READ ONLINE

#510269 in Books 2015-06-22Original language:EnglishPDF # 1 8.60 x 1.00 x 5.80l, .0 #File Name: 0871407736240 pages | File size: 48.Mb

John D. Williams Jr : Word Nerd: Dispatches from the Games, Grammar, and Geek Underground before purchasing it in order to gage whether or not it would be worth my time, and all praised Word Nerd: Dispatches from the Games, Grammar, and Geek Underground:

1 of 1 people found the following review helpful. Bingo!By NYer familyInteresting back-story and inside scoop on how a stodgy, old-school board game became an international obsession. Full disclosure: my spouse is one of those

competitive scrabble types--though not on a tournament level--so it was fun to see how that world works. Just the right amount of gossip. And it's not just for fans of word games...it's a fun, fast read that shows how smart marketing can reinvent any product. I found myself thoroughly engaged despite the havoc that Scrabble occasionally brings to our family life.
3 of 3 people found the following review helpful. Super fun to read
By Elspeth Abbate
Speaking as a true "word nerd" and devoted Scrabble player, I can honestly say that this book is the real deal! Super fun to read, especially for someone like me who can relate so much to the world of competitive Scrabble. Witty and fun reading for anyone.
1 of 1 people found the following review helpful. John has a nice writing style
By James M. Cassidy
Very interesting to anyone familiar with the world of tournament Scrabble. John has a nice writing style. A pleasant and easy read.
Jim Cassidy

In this zany, one-of-a-kind memoir, former executive director of the National SCRABBLE Association John D. Williams Jr. brings to life the obsessions, madness, and glory of the SCRABBLE culture from living-room players to world champions. Beginning his career on a lark as a freelance contributor to SCRABBLE News, John D. Williams fell down a rabbit hole inhabited by gamers, geeks, and the grammar police. For twenty-five years, as the executive director of the National SCRABBLE Association, Williams served as the official spokesperson for the game, and as the middleman between legions of fanatical word-game fans and the official brand. Now Word Nerd takes readers inside the byzantine, dog-eat-dog world of top tournament players, creating a piquant (seven-letter word, 68 points!) work that is part pop-cultural history, part anthropological study. Indeed, what Christopher Guest did for the world of dog shows in his film *Best in Show*, Williams does for the world of competitive word games in this funny and perfectly observed memoir. As readers will discover, Word Nerd explores anagrams, palindromes, the highest-scoring SCRABBLE plays of all time, the birth of the World SCRABBLE Championship, as well as many of the more colorful figures that inhabit this subculture. Die-hard word fans will find invaluable tips on how top players see their boards and racks to come up with the best play, how they prepare, and the psychology of tournament competition. Those uninitiated in the mysteries of SCRABBLE mania will find a delightful, madcap memoir about all the fun people have with language and how words shape our lives and culture in unexpected ways. Whether reminiscing about past national champions, detailing the controversy over efforts to purge the Official SCRABBLE Players Dictionary of all offensive words, opining on the number of vowelless words that are allowable (cmw for a Welsh deep-walled basin or nth for the ultimate degree), noting how long it takes a word to get into a dictionary, or explaining why there remain more male than female champions, Williams crafts a loving tribute to words and the games people play with them. Word Nerd will fascinate both amateurs and seasoned experts alike. 15 illustrations

Williams, the first and only executive director of the National Scrabble Association, joyfully and enthusiastically recounts his unlikely 25-year tenure as the official national spokesman for the world-famous word game. Casual gamers will find this light read to be a fun escape, while avid grammarians and fellow word nerds will devour it in a single sitting. - Publishers Weekly
Word Nerd is full of insights and stories about SCRABBLE from John Williams's unique perspective as former head of the National SCRABBLE Association. Informative, eye-opening, often funny. Word nerds everywhere will eat this up. - Will Shortz, crossword editor, New York Times
I love words. I grew up in a SCRABBLE-playing family that loved words so much that they would mark in red the misspelled ones on my papers before I turned them in to my teachers. John D. Williams had similarly sadistic parents, which is probably why he's been able to write such a word-worthy book. If you love words, you'll love this book. If you love SCRABBLE as much as I do, you'll really love this book. In fact, if you can read, period, then this is the book for you! - Morgan Spurlock
For twenty-five years, John Williams oversaw the passionate eccentrics, petty controversies, corporate battles, and linguistic genius that make SCRABBLE one of America's quirkiest and most compelling subcultures. He's got some great stories to tell the fight over dirty words is a doozy and I'm glad he's telling them. - Stefan Fatsis, author of *Word Freak: Heartbreak, Triumph, Genius, and Obsession in the World of Competitive SCRABBLE Players*
For Scrabble fans and they are everywhere, young and old, male and female this walk down memory lane with the former National Scrabble Association (NSA) executive director is informative, funny, anecdotal, and bittersweet. [A]fictionados will treasure this book for its appendixes: offensive words; short Q, J, X, and Z words; Important Vowel Dumps: and more. - Eloise Kinney, Booklist
About the Author
John D. Williams Jr. served as the executive director of the National SCRABBLE Association, acting as the official national spokesman for the game, and is the coauthor of the best-selling *Everything SCRABBLE*. He lives in Greenpoint, Long Island.