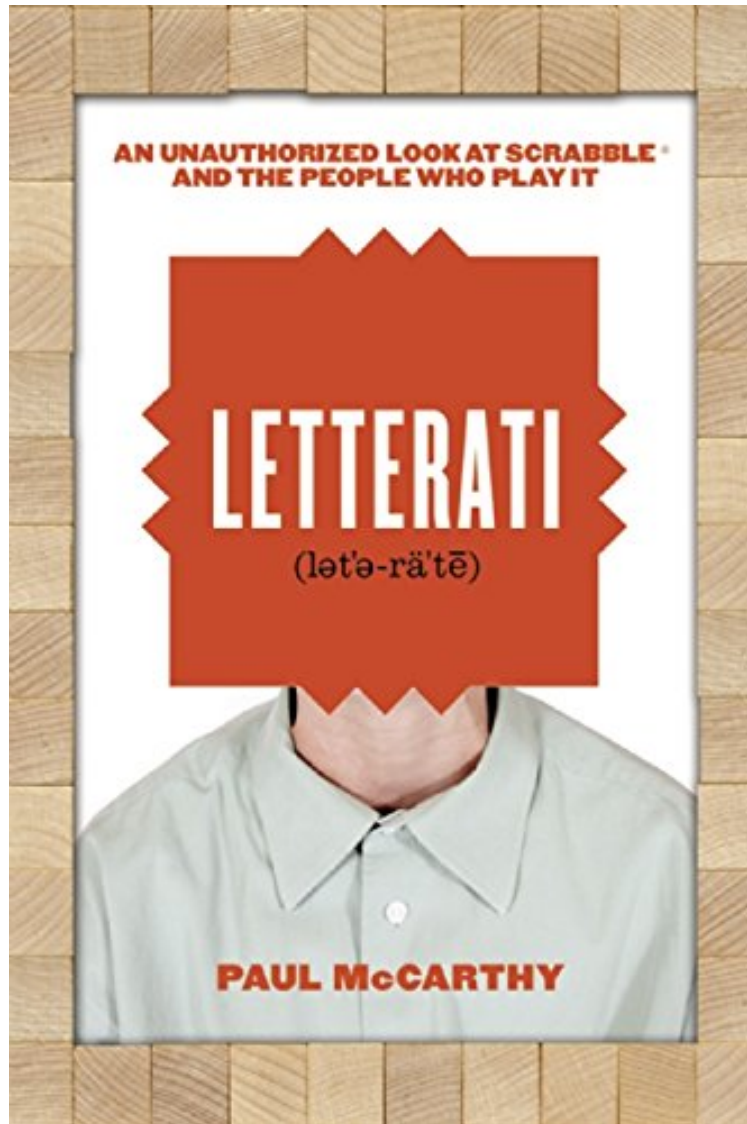


(Download pdf ebook) Letterati: An Unauthorized Look at Scrabble and the People Who Play It

Letterati: An Unauthorized Look at Scrabble and the People Who Play It

Paul McCarthy

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Paul McCarthy : Letterati: An Unauthorized Look at Scrabble and the People Who Play It before purchasing it in order to gauge whether or not it would be worth my time, and all praised Letterati: An Unauthorized Look at Scrabble and the People Who Play It:

6 of 6 people found the following review helpful. For serious followers of tournament Scrabble By Markian Gooley Well-written and thorough history of tournament Scrabble in the US from a long-time player. One really has to

care about the subject, though, and those who don't play tournament Scrabble or want to learn about what it's like and how it's evolved over time probably won't care enough. It's much nearer complete than the account given in Fatsis' book *Word Freak*. Good chapter on how players of Ping Pong freed it from needlessly stifling corporate control by altering it slightly and creating table tennis -- the parallels between Scrabble and Ping Pong are multitudinous and sometimes uncanny -- and how Scrabble might be similarly freed (although changing the game sufficiently to make this possible might itself not be possible without ruining the near-perfection created by Mr. Butts, its inventor). 1 of 1 people found the following review helpful. Exciting! By TLeigh This book gives a lot of insight into the history of scrabble but the culture that it created! You can read whatever you want that hasboro or joe edly writes, which is extremely sugar coated, but this will give you a whole new aspect of it and not only with great depth, but even genuine emotion. Admittedly it does kind of jump around, but it's not necessarily hard to follow. 1 of 1 people found the following review helpful. Could've used some editing By hellacial If you're not familiar with the world of tournament Scrabble and want to know more you'll probably enjoy this book. However, it's repetitive and the author has an ax to grind that probably most people not in the tournament scene won't get the point of. An OK book

Letterati spans the history of competitive Scrabble in North America from the colourful hustlers of the 1960s New York game rooms, to the hard driving quantitative tile pushers who dominate the game today with strategic skills and memorized vocabularies. Yet, there is more to the history of Scrabble than just playing the game. There is a parallel plot line that revolves around many of the top players, who over the years have wanted to see the game develop through the outside sponsorship of tournaments, the unfettered publication of strategy books and the encouragement of a professional class of players. Along the way the reader will learn about how and why the *Official Scrabble Dictionary* was compiled, then expurgated in 1993, and now is sold to the public without such words as "jew" as a verb, blowjob, or fatso, while club and tournament players have their own word list, where some 200 such words are legal. The book also covers the obsession that Scrabble becomes for those who play seriously, traits that make a top player successful, how gender affects game play, and how teen players are able to rise above their limited educations and life experience to best their elders. There's also a look at the Scrabble trademark and how its so-called required protection by its owners has been used as a justification for prohibiting outside sponsorship of tournaments, the publication of strategy books and the growth of a professional class of players. At the same time, the book provides a glimpse of how the players' enthusiasm for the game has been harnessed so that they have de facto ended up working for free on the owner's PR plantation, publicizing tournaments, putting on promotional events, talking up the game, and sporting Scrabble geegaws, all unwittingly helping to sell ever more Scrabble sets.

"Who knew the world of competitive Scrabble was so cutthroat, so compelling, so organized? . . . *Letterati* will surely appeal to those who are ardent fans of the game, but even a casual player will find something flabbergasting in McCarthy's doggedly ethnographic examination." *The Bloomsbury*