

**Quackle Notes-** using Quackle game analysis tool <http://people.csail.mit.edu/jasonkb/quackle>  
(based on Jacob Cohen's analysis of about 6 months of his club and tournament games in 2018)

## **LEAVE, LEAVE, LEAVE**

- Leave is primary consideration
- Keep as many CANISTER LID (11) or CATNIP HOLDERS (13) letters in leave as possible
- Keep E over all other vowels
- Play off clunkiest tiles for best leaves
- Don't play off bingo-friendly tiles if possible
- Don't play last vowel on rack
- Play off doubles for best leave
- Play for best leave even when TWS open
- Prefer leave with consonant/vowel balance—ideal result 4c/3v after draw
- Choose option which gives maximum turnover of tiles if power tiles in bag

## **BINGOS**

- Consider anagrams of bingo choices
- Maximize bingo scores with high value tiles on premium squares
- With bingo-friendly letters, arrange prefixes and suffixes
- Take time with bingo-friendly racks
- When holding blank try out each letter to start
- Consider all hooks for overlapping plays and best position
- Inflexible letters often make bingos easier to spot
- Physically move letters on rack

## **HOT SPOTS**

- Always start with hot spots
- Hot spots = open premium squares AND already played power tiles
- Check for DWS-DWS
- Look for play thru options especially to TWS
- Look for overlapping plays
- Form words on rack from any letters open on bingo lanes

## **OFFENSE**

- Take time to consider all 5s from rack into TWS
- Choose best from multiple plays when holding power tiles
- Look at opponent's last play for opportunities that may exceed planned move
- Deduce that if opponent had a power tile would have used it in previous play

## **DEFENSE**

- Watch placement to avoid opponent opportunities for power tile plays

## **EXCHANGING**

- Take time before exchanging
- Exchange clunk to retain bingo-friendly
- Exchange consonant-heavy racks
- Exchange even multiple Es for best balanced leave

## **ENDGAME**

- Take more time on end game options
- Arrange at least two locations for outplays
- Consider plays & odds with each of remaining unseen 8-9 tiles