Measures of free recall of 900 English nouns: Correlations with imagery, concreteness, meaningfulness, and frequency

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Forty groups of subjects were given six lists of 25 nouns each for immediate free written recall. A measure of free recall was thereby obtained for each of 900 nouns in the Paivio, Yuille, and Madigan (1968) norms, each noun's measure based on the recall of 32 subjects. First-order correlations showed recall to be correlated with imagery, concreteness, meaningfulness, Thorndike-Lorge frequency, and Kučera-Francis frequency. Partial correlations showed meaningfulness to be essentially unrelated to recall and concreteness only moderately related. In contrast to previous comparisons, which were based on smaller ranges of frequency and were more susceptible to list-specific effects, imagery and frequency were found to be approximately equal in their influence on free recall.

Presented with this report are measures of free recall for 900 of the 925 English nouns in the Paivio, Yuille, and Madigan (1968) norms. Several considerations led us to obtain these measures. The first was the general issue of which particular attributes of words affect free recall. It is well established in the Paivio et al. data that attributes suspected to influence recall are themselves correlated. Thus, if a relationship between a variable and recall performance is observed, it is important to establish that the effect is not due to contamination by other variables. Considerable effort has been spent along these lines and the influence of rated imagery on free recall seems firmly established (Postman, 1975). However, there are some recent complications with this picture (Richardson 1975a, 1975b), and the roles of rated meaningfulness and frequency remain ambiguous. A second consideration was the issue of which variable has the greater influence on recall. Since Paivio's (1971) review there has been an increased acceptance of the view that rated imagery is more influential than meaningfulness and frequency. However, in contrast to the weight of evidence implicating the effect of rated imagery on free recall, the claim that imagery is more influential than frequency and meaningfulness is based on very few studies.

Two more immediate concerns compelled the collection of these measures. The first was the outcome of an experiment by Warren (1977), who examined the effect of a pursuit-rotor task on recall by subjects

The authors thank Patti Craig, Rena Dreskin, and Paige Highfield, who not only helped collect data, but also contributed to the research at other stages. We also thank M. Frank Evarts for his help with the unpublished study described in the introduction. Requests for reprints should be sent to Keith Clayton, 134 Wesley Hall, Department of Psychology, Vanderbilt University, Nashville, Tennessee 37240. engaged in recall and tracking concurrently. In two experiments Warren found that the recall-concurrent task interfered with picture recall but not word recall. This is consistent with the view that a concurrent tracking task interferes with, or suppresses, imagery during recall. If this is so, and if the superior recall of concrete as opposed to abstract nouns is due to the use of imagery during recall, then it follows that the tracking task should differentially interfere with concrete nouns. Warren tested this in a third experiment comparing the recall of nouns that were both high imagery and concrete with the recall of nouns that were both low imagery and abstract but found no differential effect of the concurrent task. High-imagery nouns were recalled better than low-imagery nouns under both tracking and nontracking conditions. This result, and a similar failure by Baddeley, Grant, Wight, and Thomson (1974) to find a differential effect of pursuit-rotor tracking during list presentation on concrete and abstract nouns, serves to question whether it is the image-inducing qualities of high-imagery nouns that are responsible for their ease of recall or whether some other variable is involved. More generally, Postman (1975) has concluded that, "It is far too early to take it for granted that the only important difference between concrete and abstract words is the ease of imaginal encoding" (p. 323). Perhaps the difference is not due to ease of imaginal encoding at all. Richardson (1975a, 1975b) has also recently challenged the usual interpretation that concreteness and imagery tap the same underlying attribute. He simultaneously manipulated concreteness and imagery in a free recall task and found a main effect for concreteness as well as an Imagery by Concreteness interaction. Recall of high-imagery nouns was indistinguishable from recall of low-imagery nouns when concreteness was held constant at a high level.

The second impetus for the present study became apparent subsequent to an unpublished study of free recall by Clayton and Evarts who simultaneously manipulated rated imagery, meaningfulness, and Thorndike-Lorge (1944) frequency. Sampling the entire range of those variables, the study had two levels of imagery, three levels of meaningfulness, and three levels of frequency. Ninety words were selected from the Paivio, Yuille, and Madigan (1968) norms, five for each of the 18 conditions of the design. The study was designed to assess the joint effects of the stimulus variables on free recall, but the purpose was frustrated by the finding of substantial list-specific effects. That is, both frequency and imagery interacted significantly with lists. Inspection of these interactions showed not simply that the magnitude of the frequency and imagery effects depended on lists, but that the direction of the effects did also. In some lists free recall increased with increased imagery; in others it decreased. The same kind of interaction occurred with frequency. The effects of meaningfulness were similar, except the interaction was marginal. We concluded from these results that in order to avoid list-specific effects we would need an experiment with substantially more words representing each condition. What we came to realize, however, is that the number of words used in the Clayton and Evarts experiment is not atypical of published studies in this area. For example, the significant List by Imagery interaction was based on nine words per cell in our study. Dukes and Bastian (1966) simultaneously manipulated concreteness and frequency with five words per cell. Mueller and Jablonski (Experiment 2, 1970), Paivio, Yuille, and Rogers (Experiment 1, 1969), and Winnick and Kressel (1965) had similar designs with four, six, and four words per cell, respectively. The fact that those investigators got different results probably reflects differences among the particular lists chosen to represent their conditions. On the other hand, the requirement to use a large number of words so as to avoid list-specific effects limits the usefulness of the factorial manipulation of imagery, concreteness, meaningfulness, and frequency. Since the variables are correlated, relatively few words will be found in certain level combinations (e.g., high frequency, high meaningfulness, low imagery). Even starting with the large pool of the Paivio et al. norms, Clayton and Evarts were hard pressed to find five words per condition and also control for other variables. The alternative strategy, of course, is the correlational approach used here.

Two other correlational studies have been reported that have limited usefulness for our purposes. Frincke (1968) obtained free recall measures on 74 nouns and correlated them with measures on 10 other variables including imagery and frequency. One problem with Frincke's data is that no words were included that had a Thorndike-Lorge frequency count less than seven occurrences per million. In addition, four words were excluded from the analyses because more than 20% of the subjects reported that they had never heard, seen, or used them before. Thus, the frequency variable was severely restricted in Frincke's study. (Examples of norm words with a Thorndike-Lorge count of six or less per million are: ALLIGATOR, BLISTER, PHOTO-GRAPH, LECTURER, and BANDIT.) Paivio's (1968) study was based on 30 measures of 96 nouns and, although not as restricted as Frincke's, only 12 words were included which had a Thorndike-Lorge count of six or less per million. It is reasonable that studies attempting to correlate attributes of words should include only those words with which subjects are familiar. However, this restriction limits the range of the frequency manipulation and correspondingly limits the maximum correlation it can achieve with other variables. The Paivio et al. (1968) nouns are more suitable for our purposes since an effort was made by those authors to sample several frequency levels. Of the 925 nouns, 358 are below nine occurrences per million and 26 are at less than one per million.

All of the above developments encouraged the collection of the free recall norms reported here because the norms permit an extensive correlational analysis of the measures currently available on these words. In addition, and perhaps more important, publication of the free recall norms should facilitate future investigations of characteristics of words that influence recall. Thus, for example, if words rated high-imagery are better recalled, but not because of the images they may induce, and if high-imagery words are better recalled, but not because imagery is confounded with meaningfulness and frequency, it follows that some other property correlated with imagery is producing the effect and has yet to be identified. In general, in fact, the availability of norms on the recallability of 900 nouns should simplify at least initial attempts to relate any properties of words to their recallability.

METHOD

Materials and Procedure

Decisions on procedural detail were guided by the goal to obtain an average free recall measure of approximately 50% correct and the desire to minimize contamination by primacy and recency effects. Realizing that the overall level would depend on list length and presentation rate, we took advantage of Murdock's (1962) study and the results of a pilot study to decide on 25-word lists presented at a 6-sec rate. Using five words at the beginning and end of each list as buffers against primacy and recency meant 15 positions in each list could be used for the norm words. Although a measure of all 925 nouns in the Paivio et al. norms was desired, 925 does not divide evenly by 15; therefore, 900 nouns were randomly chosen with the help of a FORTRAN algorithm. In order to accommodate each group of subjects within a 1-h session, it was decided to give each group six different lists. To obtain a measure on all 900 nouns, 10 different groups were therefore required. Thus, 60 different lists of 15 nouns each were randomly selected and randomly assigned to the 15 nonbuffer positions within the lists. Sixty buffer words, all nouns, were then randomly selected from the

Thorndike-Lorge (1944) word count, with the restriction that their frequency-count distribution resemble the distribution of norm words. These lists were then presented to a total of 80 subjects. These 80 subjects constitute one replication of the study. In all, four replications were run. In each replication 60 new lists were randomly selected and positioned. The same buffers were used throughout, but randomly assigned to different lists and positions across replications. The final measure of free recall for each word is based on the recall of 32 subjects.

The subjects were read standard free recall instructions (i.e., no mnemonic was suggested and word order was to be ignored). To familiarize the subjects with the procedures, a 15-word practice list was given. These words were randomly selected from the 25 Paivio et al. nouns not used in the experiment proper. Each list was presented via Kodak Carousel projector and followed by 2 min of written recall. Ten seconds intervened between the recall of one list and presentation of the next. Recall of the last list was followed by 8 min of unexpected final free recall of all lists. The final free recall measures will not be discussed here.

Subjects

The subjects were 320 college students. Two-hundred and forty were introductory psychology students at Vanderbilt University participating to partially fulfill a course requirement. The other 80 were general psychology volunteers enrolled at David Lipscomb College.

RESULTS AND DISCUSSION

The words are presented in the Appendix, together with their recall measures and Kučera-Francis (1967) frequency count. The Kučera-Francis frequency is the number of occurrences in a corpus of 1,014,232 words. The Thorndike-Lorge frequencies are reported in the original Paivio et al. norms, and the Kučera-Francis measures are included here because they are more recent and because actual frequencies are reported rather than rounded to A and AA for high frequencies as they are in the Thorndike-Lorge count. (Examples of words that have changed in frequency between the two counts are MISSILE, 2 to 80 in the more recent count; CONCEPT, 3 to 112; APPLE, A to 15; and BEAST, A to 9.) The Kučera-Francis scores are positively skewed with mean and mode of 54.7 and 1, respectively, and standard deviation equal to 112.7. The recall scores are symmetrically distributed around a mean of .40, standard deviation of .14. The means and standard deviations calculated on the other measures agree with those in Paivio et al. (1968) as they should.

Correlational Analyses

Reliability. In order to estimate reliability of the recall measure, the following steps were taken. First, the recall score for each replication was calculated for each word. This gave us a 900 by 4 matrix with words as rows and replications as columns. Each word was then treated as "subjects" are treated in standard calculations of reliability, with replications treated as "tests." We then calculated the correlations between the first and second, first and third, and first and fourth, and inserted this average value into the Spearman-Brown formula. The reliability estimate calculated this way is .57. When reliability was estimated by analysis of variance in accordance with the suggestion of Winer (1971, pp. 283-289), the identical value (.57) was found.

First-order correlations. The first-order correlations among the stimulus variables and recall are reported in Table 1. The correlations among imagery, concreteness, meaningfulness, and Thorndike-Lorge frequency are all within .02 of those reported in Paivio et al. (1968). The correlations between the recall measure and each of imagery, concreteness, and meaningfulness agree well with Frincke (1968) and Paivio (1968). All three studies have found recall to be most highly correlated with imagery, next highest with concreteness, and least with meaningfulness. In each case the value obtained here falls between the values reported by Frincke and Paivio.

However, the correlations obtained here between recall and frequency are different from those reported by Frincke and Paivio. In contrast to the correlation of .24 between recall and Thorndike-Lorge frequency, Paivio obtained a value of .01 and Frincke a value of .02. This difference most likely reflects the difference in the range of frequency values used in these studies. Notice, also, the difference between the way the two frequency counts correlated with imagery and concreteness. Whereas the Thorndike-Lorge frequency count is moderately correlated with imagery and concreteness, the Kučera-Francis count is not related at all.

Multiple and partial correlations. The multiple correlation between recall and the other variables is .47 regardless of which count is used for frequency. Squaring this value shows that with most word attributes known to influence word recall taken into account there

Table 1 First-Order Correlations for Stimulus Variables and Recall								
	Imagery	Concrete- ness	Meaning- fulness	Thorndike- Lorge Frequency	Kučera- Francis Frequency			
Concreteness	.83							
Meaningfulness	.72	.55						
Thorndike-Lorge Frequency	.25	.13	.35					
Kučera-Francis Frequency	.02	04	.15	.62				
Recall	.44	.40	.31	.24	.15			

Partial Cor	Partial Correlations Involving Recall, Imagery, Meaningfulness, Concreteness, and Frequency							
Imagery	Concrete- ness	Meaning- fulness	Thorndike- Lorge Frequency	Kučera- Francis Frequency				
.20 .18	.07 .08	04 05	.17	.17				

Table 2

Note-The entries give the correlation between the variable labeled for the column and the recall measure, with the other variables partialled out. The first row reports partial correlations when the Kucera-Francis frequency count is used, the second when the Thorndike-Lorge count is used.

remains considerable unaccounted for variance. Of course, the multiple correlation is limited by the less than perfect reliability of the recall measure. But that reliability almost certainly is limited in value, because the relative recallability of a given word surely must also depend on the subject who is doing the recalling and the list context into which the word is placed.

The partial correlations are reported in Table 2. Two sets are reported, one with Kučera-Francis used as the frequency count, the other with Thorndike-Lorge used as the frequency count. In each case the partial correlation reported is that between the variable listed in the column heading and free recall, with all other variables partialled out. The conclusions that can be drawn from that data are fairly clear, within the limitations of the correlational approach and given the departures of some of the distributions from normality. When the effects of the other variables are partialled out, the influence of meaningfulness on free recall disappears. This is consistent with Frincke's (1968) correlational study and Paivio and Smythe's (1971) experimental study. Although considerably weakened, concreteness remains mildly associated with recall. This result is consistent with Richardson's (1975a, 1975b) results, but not with Frincke's (1968). Finally, with the other variables controlled, frequency is found to remain positively correlated with free recall and the magnitude of the correlation is similar to the partial correlation of imagery with free recall. This result does not agree with previous findings (Paivio, 1971) but, given the large number of words and the range of frequency used here, the new results seem to be based on firmer evidence.

Analysis of Variance

The number of norm words correctly recalled by each subject at each serial position within each list was submitted to an analysis of variance. The replication and serial position main effects were significant at the .05 level [F(3,280) = 4.98 and F(14,3920) = 5.49, respectively]. The replication effect reflected differences in the two colleges sampled and the serial position effect stemmed from the superior recall at the last three or four nonbuffer positions. Thus, in this study the five buffer words did not absorb all of the recency effect and recency contributed a random source of variance to the recall measures. Efforts were made to adjust individual word recall scores to take into account the position each held throughout the lists, but no effort ever measurably affected the reliability values and the matter was not pursued.

Illustrative Use of the Norms

One of the uses to which these norms can be put is to investigate the effects of simultaneously manipulating several variables without, or before, performing the actual experiment. An advantage of this procedure is that it allows the use of all words that satisfy each level of variable combinations rather than being restricted to a sample. To illustrate this point, consider an attempt to replicate the interaction reported by Richardson (1975a, 1975b). All words in these norms that correspond to the two levels of concreteness and imagery specified by Richardson's cut-off value were selected. Richardson controlled Thorndike-Lorge frequency by matching, so the words were next dichotomized at a frequency count of 17 occurrences per million. This permitted an examination of the triple interaction between imagery, concreteness, and frequency with no less than 31 words in any of the eight conditions of the design. Means and standard deviations of the free recall scores were then calculated for each condition and are reported in Table 3. The results are portrayed there in such a way that the influence of imagery on recall can be examined by comparing across columns. Overall, the results do not agree with Richardson (1975a, 1975b), who found that imagery had no effect at high levels of concreteness. Here it is found that imagery has an effect except when frequency is low. Notice, also, that concreteness has a positive effect only when frequency is low. However, when imagery and concreteness are allowed to covary (i.e., high concreteness/high imagery compared with low concreteness/low imagery), as is usually done in studies of imagery, there is an effect of imagery at both levels of frequency. The results also agree with Paivio and

Table 3 Means and Standard Deviations of Free Recall Scores on Words Selected from the Norms to Represent Eight Conditions of the Factorial Manipulation of Imagery, Concreteness, and Frequency

		Imagery							
			Low			High			
С	F	Mean	SD	n	Mean	SD	n		
Low	Low High	.34 .30	.11 .13	55 57	.33 .40	.12 .15	31 37		
High	Low High	.36 .27	.14 .11	35 35	.38 .36	.13 .13	138 92		

Note-C = concreteness, F = frequency, and n refers to the number of words that contributed to the mean.

Smythe's (1971) finding that low-frequency words imagery and concreteness are both held constant at a are recalled better than are high-frequency words when high level.

APPENDIX

Listed, in alphabetical order, are the 900 nouns together with each word's Kučera-Francis frequency and free recall measure. The Kučera-Francis frequency is the number of occurrences in a corpus of 1,014,232 words and is the sum of singular and plural forms (except for child and geese). The free recall measure is the proportion of 32 subjects who correctly recalled the word.

ABDOREN 0 438 AVALANCHE 1	NOUN	K-F	FR	NOUN	K-F	FR
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AGRÉEMENT 121 .250 BELFRY 1 .40 AIR 257 .625 BELIFF 87 .37 ALCOHOL 15 .469 BELONGINGS 4 .21 ALGEBRA 2 .406 BEREAVEMENT 5 .46 ALIMONY 2 .511 BETRAYAL 6 .34 ALLEGORY 3 .219 BEVERAGE 9 .28 ALLIGATOR 4 .500 BIVOUAC 5 .81 AMOUR 0 .500 BLACKSMITH 2 .33 AMOUR 0 .500 BLACKSMITH 2 .34 AMOUR 0 .500 BLASTER .5 .55 ANGER 48 .563 BLOOD .12 .53 ANGEE .622 .188 BLOOM .15 .55 ANGER .48 .563 BLOND .12 .53 ANGER .13 .563						.406
AIR 257 .625 BELIEF 87 .37 ALCOHOL 15 .469 BELONGINGS 4 .21 ALGEBRA 2 .406 BEREAVEMENT 5 .46 ALIMONY 2 .531 BETRAYAL 6 .34 ALLEGORY 3 .219 BEVERAGE 9 .28 ALLIGORY 3 .219 BEVERAGE 9 .28 AMUNCE 7 .500 BLACKSMITH 2 .34 AMOURT 216 .438 BLANDNESS 1 .34 AMOUR 0 .500 BLACKSMITH 2 .34 AMOUR 0 .500 BLASPHEMY 6 .44 AMCDOTE 13 .469 BLISTER 5 .55 ANGER 48 .563 BLOOD .22 .53 ANGER 126 .625 BLOSSOM 14 .62 ANIMAL .126 .625 BLONOM .55 .55 ANKLE .15 .563 BO				-		.500
ALCOHOL 15 469 BELONGINGS 4 21 ALGEBRA 2 .406 BEREAVEMENT 5 .466 ALIMONY 2 .531 BETRAYAL 6 .34 ALLEGORY 3 .219 BEVERAGE 9 .28 ALLIGATOR 4 .500 BIVOUAC 5 .81 AMOUNT .216 .438 BLACKSMITH 2 .34 AMOUR 0 .500 BLASENS 1 .34 AMOUR 0 .500 BLASENS 1 .34 AMECDOTE 13 .469 BLISTER .5 .59 ANGER .48 .563 BLOOD .122 .53 ANGER .62 .188 BLOND .122 .53 ANGER .126 .625 BLOSSOM 14 .62 ANNUSTY .3 .563 BLUNDERBUSS 0 .55 ANKEE .15 .518 BOXS .286 .33 ANSWER .196 .250						.406
ALGEBRA 2 .406 BEREAVEMENT 5 .46 ALIMONY 2 .331 BETRAYAL 6 .34 ALLEGORY 3 .219 BEVERAGE 9 .28 ALLICATOR 4 .500 BIVOUAC 5 .88 AMBULANCE 7 .500 BLACKSMITH 2 .34 AMOUNT .216 .438 BLANDNESS 1 .34 AMOUR 0 .500 BLASCHENTY 6 .43 AMPLIFIER 7 .313 BLESSING 13 .22 ANGER 48 .563 BLODD 122 .53 ANGER 48 .563 BLOND 122 .53 ANKLE 126 .625 BLOSSOM 14 .66 ANIMAL 126 .625 BLOND .22 .53 ANNAL 126 .635 BLUNDERBUSS 0 .55 ANIMAL 126 .625 BLOSSOM 14 .66 ANKLE 15 .563						.375
ALIMONY 2 .531 BETRAYAL 6 .34 ALLEGORY 3 .219 BEVERAGE 9 .28 ALLIGATOR 4 .500 BIVOUAC 5 .81 AMBULANCE 7 .500 BLACKSMITH 2 .33 AMOUNT .216 .438 BLANDNESS 1 .34 AMOUR 0 .500 BLASPHEMY 6 .43 AMELFIER 7 .313 BLESSING 13 .28 ANECDOTE 13 .469 BLISTER 5 .59 ANGER 48 .563 BLOOD 122 .53 ANIMAL .126 .625 BLOSSOM 14 .66 ANIMOSITY 3 .563 BLUNDERBUSS 0 .59 ANSWER .196 .250 BODY .340 .53 ANSWER .196 .250 BODY .340 .53 ANTITOXIN .0 .531 BOCK .289 .55 APPLEAC .15 .566 <td></td> <td></td> <td></td> <td></td> <td></td> <td>.219</td>						.219
ALLEGORY 3 .219 BEVERAGE 9 .28 ALLIGATOR 4 .500 BIVOUAC 5 .81 AMBULANCE 7 .500 BLACKSMITH 2 .33 AMOUNT .216 .438 BLANDNESS 1 .34 AMOUR 0 .500 BLASPHEMY 6 .43 AMPLIFIER 7 .313 BLESSING 13 .28 ANCER 48 .563 BLOOD 122 .53 ANGER 48 .563 BLODD 122 .53 ANGLE .62 .188 BLOOD 122 .53 ANIMAL .126 .625 BLOSSOM 14 .66 ANIMAL .126 .625 BLOSSOM 14 .66 ANIMAL .126 .625 BOOSM .286 .37 ANSWER .196 .250 BOOK .289 .50 ANTITOXIN .0 .531 BOOK .289 .50 APPEARANCE .13 .219	ALGEBRA					.469
ALLIGATOR 4 .500 BIVOUAC 5 .81 AMBULANCE 7 .500 BLACKSMITH 2 .34 AMOUR 0 .500 BLANDNESS 1 .34 AMOUR 0 .500 BLASPHEMY 6 .43 AMOUR 0 .500 BLASPHEMY 6 .43 AMECDOTE 13 .469 BLISTER 5 .55 ANGER 48 .563 BLOOM 122 .53 ANGLE 62 .188 BLOOM 15 .59 ANIMAL 126 .625 BLOSSOM 14 .62 ANIMAL 126 .625 BLOSSOM 14 .62 ANIMOSITY 3 .563 BOARD .286 .37 ANSWER 16 .230 BODY .340 .53 ANSWER 16 .230 BODY .340 .53 APPLANCE 71 .156 BOSOM 9 .84 APPLE 15 .438 BOCLDER <td>ALIMONY</td> <td></td> <td></td> <td></td> <td></td> <td>.344</td>	ALIMONY					.344
AMBULANCE 7 .500 BLACKSMITH 2 .34 AMOUNT 216 .438 BLANDNESS 1 .34 AMOUR 0 .500 BLASPHEMY 6 .43 AMOUR 0 .500 BLASPHEMY 6 .43 AMCUR 13 .469 BLISTER 5 .55 ANECDOTE 13 .469 BLISTER 5 .55 ANGER 48 .563 BLOOD .122 .53 ANIMAL .126 .625 BLOSSOM .14 .66 ANIMAL .126 .625 BLOSSOM .14 .65 ANIMAL .126 .625 BLOSSOM .14 .65 ANIMOSITY 3 .563 BOARD .286 .37 ANXIETY .3 .438 BOCK .289 .55 ANXIETY .43 .438 BOSS .25 .56 APPLARANCE .11 <t< td=""><td></td><td></td><td></td><td>BEVERAGE</td><td></td><td>.281</td></t<>				BEVERAGE		.281
AMOUNT 216 .438 BLANDNESS 1 .34 AMOUR 0 .500 BLANDNESS 1 .34 AMPLIFIER 7 .313 BLESSING 13 .28 ANECDOTE 13 .469 BLISTER 5 .59 ANGER 48 .563 BLOOD 122 .53 ANGLE 62 .188 BLOOM 15 .55 ANIMAL 126 .625 BLOSSOM 14 .62 ANIMAL 126 .625 BLOSDM 14 .62 ANIMAL 126 .53 BOARD 286 .37 ANSWER 196 .250 BODY 340 .53 ANSWER 196 .250 BODK 289 .50 ANTITOXIN 0 .51 BOSS .25 .56 APPLARANCE 71 .156 BOOSS .55 .56 APPLARANCE 13 .219 BOTTLE .91 .40 APTITUDE 4 .438 BOUQ						.813
AMOUR 0 .500 BLASPHEMY 6 .43 AMPLIFIER 7 .313 BLESSING 13 .28 ANECDOTE 13 .469 BLISTER 5 .55 ANGER 48 .563 BLOOD 122 .53 ANGLE .62 .188 BLOOM 15 .55 ANIMAL 126 .625 BLOSSOM 14 .66 ANIMOSITY 3 .563 BUNDERBUSS 0 .59 ANKLE 15 .563 BOARD 286 .37 ANSWER 196 .250 BODY 340 .53 ANTITOXIN 0 .511 BOOK 289 .50 ANPERANCE 71 .156 BOSM 9 .88 APPLA 13 .219 BOTLE .91 .40 APPLIANCE 13 .219 BOTLE .91 .40 APPLIANCE 13 .216 BOULDER .13 .50 ARM .215 .656 BOUL </td <td>AMBULANCE</td> <td></td> <td></td> <td></td> <td>2</td> <td>.344</td>	AMBULANCE				2	.344
AMPLIFIER 7 .313 BLESSING 13 .28 ANECDOTE 13 .469 BLISTER 5 .55 ANGER 48 .563 BLOOD 122 .53 ANGLE .62 .188 BLOOM 15 .55 ANIMAL 126 .625 BLOSSOM 14 .66 ANIMAL 126 .625 BLOSSOM 14 .66 ANIMOSITY 3 .563 BOARD 286 .37 ANSWER 196 .250 BODY 340 .53 ANSWER 196 .250 BODY 340 .53 ANTITOXIN 0 .531 BOCK .289 .50 ANPEARANCE .71 .156 BOSOM 9 .84 APPLARANCE .13 .219 BOTTLE .91 .44 APTITUDE .4 .438 BOCUPET .5 .56 ARM .215 .656 BOWL .26 .55 ARM .215 .656 BO	AMOUNT				1	.344
ANECDOTE 13 469 BLISTER 5 59 ANGER 48 .563 BLOOD 122 .53 ANGLE 62 .188 BLOOM 15 .55 ANMAL 126 .625 BLOSSOM 14 .62 ANIMAL 126 .625 BLOSSOM 14 .62 ANIMOSITY 3 .563 BLUNDERBUSS 0 .53 ANKLE 15 .563 BONP .340 .53 ANSWER 196 .250 BODY .340 .53 ANXIETY 43 .438 BOREDOM 11 .55 APPEARANCE 71 .156 BOSOM 9 .88 APPLE 13 .219 BOTLE .91 .40 APTITUDE 4 .438 BOULDER .13 .55 ARM .215 .656 BOWL .26 .55 ARM .215 .656 BOWL .26 .55 ARM .215 .656 BOWL				BLASPHEMY	6	.438
ANGER 48 .563 BLOOD 122 .53 ANGLE 62 .188 BLOOM 15 .55 ANIMAL 126 .625 BLOSSOM 14 .62 ANIMOSITY 3 .563 BLUNDERBUSS 0 .55 ANKLE 15 .563 BOARD .286 .37 ANSWER 196 .250 BODY .340 .53 ANTITOXIN 0 .511 BOOK .289 .56 ANZIETY 43 .438 BOREDOM 11 .55 APPEARANCE .71 .156 BOSM .9 .88 APPLE 15 .438 BOULDER .91 .40 APTLIANCE 13 .219 BOTTLE .91 .40 APTITUDE 4 .438 BOULDER .5 .56 ARM .215 .656 BOWL .26 .55 ARMM .215 .656 BOWL .26 .55 ARMADILLO .2 .594 BOY	AMPLIFIER			BLESSING	13	.281
ANGLE 62 .188 BLOOM 15 .59 ANIMAL 126 .625 BLOSSOM 14 .63 ANIMAL 126 .625 BLUNDERBUSS 0 .59 ANIMAL 15 .563 BOARD 286 .37 ANSWER 196 .250 BODY .340 .53 ANTITOXIN 0 .531 BOOK .289 .56 ANXIETY 43 .438 BOREDOM 11 .55 ANXIETY 43 .438 BORDOM 9 .84 APPEARANCE 71 .156 BOSOM 9 .84 APPLE 15 .438 BOSS .25 .56 APPLIANCE 13 .219 BOTILE .91 .40 APTITUDE 4 .438 BOULDER .13 .56 ARM .215 .656 BOWL .6 .55 ARM .215 .656 BOWL .6 .55 ARMADILLO .2 .594 BOY	ANECDOTE		.469	BLISTER	5	.594
ANIMAL 126 .625 BLOSSOM 14 .625 ANIMOSITY 3 .563 BUNDERBUSS 0 .555 ANKLE 15 .563 BOARD 286 .37 ANSWER 196 .250 BODY 340 .53 ANTITOXIN 0 .531 BOOK 289 .56 APPEARANCE 71 .156 BOSM 9 .84 APPEARANCE 13 .219 BOTTLE .91 .44 APPLIANCE 13 .219 BOTTLE .91 .44 ARBITER .5 .156 BOULDER .13 .50 ARMM .215 .656 BOWL .26 .55 ARMADILLO .2 .594 BOY .385 .88 ARRY .147 .438 BRAIN .63 .46 ARRY .147 .438 BRAIN .63 .46 ARRY .14 .344 BRASSIERE .2 .66 ARROW .20 .313 <t< td=""><td></td><td></td><td></td><td>BLOOD</td><td></td><td>.531</td></t<>				BLOOD		.531
ANIMOSITY 3 .563 BLUNDERBUSS 0 .593 ANKLE 15 .563 BOARD 286 .37 ANSWER 196 .250 BODY .340 .55 ANTITOXIN 0 .531 BOOK .289 .50 ANXIETY 43 .438 BOREDOM .11 .55 APPEARANCE .71 .156 BOSS .25 .56 APPLE .15 .438 BOSS .25 .56 APPLIANCE .13 .219 BOTTLE .91 .44 APTITUDE .4 .438 BOULDER .13 .50 ARMITER .5 .156 BOUQUET .5 .56 ARM .215 .656 BOWL .26 .55 ARM .215 .656 BOWL .26 .55 ARMY .147 .438 BRAIN .63 .44 ARRY .11 .344 BRASSIERE .2 .66 ARROW .20 .313 <td< td=""><td>ANGLE</td><td></td><td>.188</td><td>BLOOM</td><td>15</td><td>.594</td></td<>	ANGLE		.188	BLOOM	15	.594
ANKLE 15 .563 BOARD 286 .37 ANSWER 196 .250 BODY 340 .53 ANTITOXIN 0 .531 BOOK 289 .50 ANXIETY 43 .438 BOREDOM 11 .55 APPEARANCE 71 .156 BOSOM 9 .84 APPLE 15 .438 BOSS 25 .56 APPLIANCE 13 .219 BOTTLE .91 .44 ARBITER 5 .156 BOUQUET .5 .56 ARM .215 .656 BOULDER .13 .50 ARMM .215 .656 BOUQUET .5 .50 ARMY .147 .438 BRAIN .63 .44 ARRAY .11 .344 BRASSIERE .2 .66 ARRAY .11 .344 BRASSIERE .2 .66 ARROW .20 .313 BRAVERY .4 .35 ASSAULT .19 .662 BREEZE						.625
ANSWER 196 .250 BODY 340 .53 ANTITOXIN 0 .531 BOOK 289 .50 ANXIETY 43 .438 BOREDOM 11 .55 APPEARANCE 71 .156 BOSOM 9 .84 APPLARANCE 71 .156 BOSOM 9 .84 APPLE 15 .438 BOSS .25 .56 APPLIANCE 13 .219 BOTTLE .91 .40 APTITUDE 4 .438 BOUQUET .53 .56 ARM 215 .656 BOWL .26 .55 ARM 215 .656 BOWL .26 .55 ARMY 147 .438 BRAIN .63 .40 ARRAY .11 .344 BRASSIERE .2 .66 ARRAY .11 .344 BRASSIERE .2 .66 ARROW .20 .313 BRAVERY .4 .31 ARTIST .112 .563 BREAST <td></td> <td></td> <td></td> <td></td> <td></td> <td>.594</td>						.594
ANTITOXIN 0 .531 BOOK 289 .50 ANXIETY 43 .438 BOREDOM 11 .55 APPEARANCE 71 .156 BOSM 9 .84 APPLE 15 .438 BOSS 25 .56 APPLE 13 .219 BOTTLE 91 .46 APTITUDE 4 .438 BOULDER .13 .50 ARBITER 5 .156 BOUQUET .50 .50 ARM .215 .656 BOWL .26 .55 ARMADILLO .2 .594 BOY .885 .81 ARRAY .147 .438 BRAIN .63 .40 ARRAY .11 .344 BRASSIERE .2 .66 ARRAW .00 .313 BRAVERY .4 .33 ARRAW .11 .344 BRASSIERE .2 .66 ARROW .20 .313 BRAVERY .4 .35 ARTIST .112 .563 BREAST<						.375
ANXIETY 43 .438 BOREDOM 11 .59 APPEARANCE 71 .156 BOSOM 9 .84 APPLE 15 .438 BOSS .25 .56 APPLIANCE 13 .219 BOTTLE 91 .40 APTITUDE 4 .438 BOULDER .13 .50 ARBITER 5 .156 BOUQUET .5 .50 ARM .215 .656 BOWL .26 .55 ARMADILLO .2 .594 BOY .385 .81 ARRAY .11 .344 BRASSIERE .2 .663 ARRAY .11 .344 BRASSIERE .2 .663 ARROW .20 .313 BRAVERY .4 .33 ARTIST .112 .563 BREAST .20 .55 ASSAULT .19 .062 BREEZE .16 .40 ATHLETICS .9 .438 BRONZE .11 .40 ATMOSPHERE .84 .344						.531
APPEARANCE 71 .156 BOSOM 9 .84 APPLE 15 .438 BOSS 25 .56 APPLIANCE 13 .219 BOTTLE 91 .40 APTITUDE 4 .438 BOULDER 13 .50 ARBITER 5 .156 BOUQUET 5 .50 ARM .215 .656 BOWL .26 .55 ARMADILLO .2 .594 BOY .885 .83 ARRAY .11 .344 BRASSIERE .2 .66 ARROW .20 .313 BRAVERY 4 .31 ARTIST .112 .563 BREAST .20 .55 ASSAULT .19 .062 BREZE .16 .40 ATHLETICS .9 .438 BRONZE .11 .40 ATMOSPHERE .84 .344 BRUTALITY .44 .40 ATROCITY .2 .469 BRUTE .6 .44 ATTENDANT .19 .438						.500
APPLE 15 .438 BOSS 25 .56 APPLIANCE 13 .219 BOTTLE 91 .40 APTITUDE 4 .438 BOULDER 13 .50 ARBITER 5 .156 BOUQUET 5 .50 ARM 215 .656 BOWL 26 .55 ARMADILLO 2 .594 BOY .885 .81 ARRAY 147 .438 BRAIN 63 .40 ARRAY 11 .344 BRASSIERE 2 .68 ARROW 20 .313 BRAVERY 4 .31 ARTIST 112 .563 BREAST 20 .59 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATROCITY 2 .469 BRUTE 6 .43 ATROCITY 2 .469 BRUTE 6 .44 ATTENDANT 19 .438 BUFFOON <						.594
APPLIANCE 13 .219 BOTTLE 91 .40 APTITUDE 4 .438 BOULDER 13 .50 ARBITER 5 .156 BOUQUET 5 .50 ARM 215 .656 BOWL 26 .55 ARMADILLO 2 .594 BOY 385 .81 ARRAY 147 .438 BRAIN 63 .40 ARRAY 11 .344 BRASSIERE 2 .66 ARROW 20 .313 BRAVERY 4 .31 ARTIST 112 .563 BREAST 20 .59 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATROCITY 2 .469 BRUTE 6 .42 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING </td <td></td> <td></td> <td></td> <td></td> <td></td> <td>.844</td>						.844
APTITUDE 4 .438 BOULDER 13 .50 ARBITER 5 .156 BOUQUET 5 .50 ARM 215 .656 BOWL 26 .55 ARMADILLO 2 .594 BOY 385 .81 ARMY 147 .438 BRAIN 63 .40 ARRAY 11 .344 BRASSIERE 2 .66 ARROW 20 .313 BRAVERY 4 .31 ARTIST 112 .563 BREAST 20 .59 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATROCITY 2 .469 BRUTE 16 .40 ATROCITY 2 .469 BRUTE 6 .41 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING						.563
ARBITER 5 .156 BOUQUET 5 .50 ARM 215 .656 BOWL 26 .59 ARMADILLO 2 .594 BOY 385 .81 ARMY 147 .438 BRAIN 63 .40 ARRAY 11 .344 BRASSIERE 2 .66 ARROW 20 .313 BRAVERY 4 .31 ARTIST 112 .563 BREAST 20 .59 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATROCITY 2 .469 BRUTE 6 .42 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .59						.406
ARM 215 .656 BOWL 26 .59 ARMADILLO 2 .594 BOY 385 .81 ARMY 147 .438 BRAIN 63 .40 ARRAY 11 .344 BRASSIERE 2 .66 ARROW 20 .313 BRAVERY 4 .33 ARTIST 112 .563 BREAST 20 .55 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .59						.500
ARMADILLO 2 .594 BOY 385 .81 ARMY 147 .438 BRAIN 63 .40 ARRAY 11 .344 BRASSIERE 2 .68 ARROW 20 .313 BRAVERY 4 .33 ARTIST 112 .563 BREAST 20 .55 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATTENDANT 19 .438 BUFFOON 2 .55 ATTITUDE 155 .188 BUILDER 56 .40 ATTRIBUTE 18 .156 BUILDING 236 .50						.500
ARMY 147 .438 BRAIN 63 .40 ARRAY 11 .344 BRASSIERE 2 .68 ARROW 20 .313 BRAVERY 4 .33 ARTIST 112 .563 BREAST 20 .55 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATTENDANT 19 .438 BUFFOON 2 .55 ATTITUDE 155 .188 BUILDER 56 .40 ATTRIBUTE 18 .156 BUILDING 236 .55						.594
ARRAY 11 .344 BRASSIERE 2 .68 ARROW 20 .313 BRAVERY 4 .31 ARTIST 112 .563 BREAST 20 .55 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATROCITY 2 .469 BRUTE 6 .43 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .59						.813
ARROW 20 .313 BRAVERY 4 .31 ARTIST 112 .563 BREAST 20 .59 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATROCITY 2 .469 BRUTE 6 .43 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .59						.406
ARTIST 112 .563 BREAST 20 .59 ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATROCITY 2 .469 BRUTE 6 .43 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .59						.688
ASSAULT 19 .062 BREEZE 16 .40 ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATROCITY 2 .469 BRUTE 6 .43 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .59						.313
ATHLETICS 9 .438 BRONZE 11 .40 ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATROCITY 2 .469 BRUTE 6 .43 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .50						.594
ATMOSPHERE 84 .344 BRUTALITY 14 .40 ATROCITY 2 .469 BRUTE 6 .43 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .50						.406
ATROCITY 2 .469 BRUTE 6 .43 ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .56						.406
ATTENDANT 19 .438 BUFFOON 2 .59 ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .56						.406
ATTITUDE 155 .188 BUILDER 56 .44 ATTRIBUTE 18 .156 BUILDING 236 .56						.438
ATTRIBUTE 18 .156 BUILDING 236 .50						.594
						.406
AUTHOR 09 .430 BULLET 49 .6						.563
	AUTHOR	69	.438	BULLEI	49	.688

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NOUN	<u>K-F</u>	FR	NOUN CONTRACT	<u>K-F</u>	FR 212
BUNGALOW BUSYBODY	1 0	.469 .344	CONTRACT	84 66	.313 .125
BUTCHER	8	.250	CONVENTION	37	.406
BUTTER	27	.656	COOPERATION	34	.250
BUTTERFLY	3	.438	СОРҮВООК	1	.219
CABIN	30	.500	CORD	8	.500
CAMOUFLAGE	3	.406 .531	CORE CORN	40 36	.188 .594
CAMP CANDIDATE	93 72	.331	CORNER	133	.375
CANDY	18	.500	CORPSE	12	.625
CANE	12	.563	COST	405	.281
CAPACITY	88	.094	COSTUME	28	.375
CAPTIVE CAR	7 386	.281 .656	COTTAGE COTTON	25 38	.500 .469
CARAVAN	10	.188	COURTSHIP	2	.344
CASH	36	.375	COWHIDE	1	.531
CAT	41	.844	CRADLE	8	.344
CATERPILLAR	2	.469	CRAG	2	.500
CATTLE	97	.531	CRANIUM	0	.563 .344
CAUSALITY CELL	0 146	.344 .594	CREATOR CREATURE	16 35	.344
CELLAR	27	.406	CRIME	48	.406
CENTENNIAL	6	.344	CRISIS	103	.219
CEREBRUM	0	.594	CRITERION	22	.250
CEREMONY	32	.313	CUISINE	1	.281
CHAIR CHANCE	89 155	.344 .281	CUSTOM DAFFODIL	32	.313 .438
CHAOS	133	.438	DALLIANCE	0	.438
CHARLATAN	1	.313	DAMSEL	1	.573
CHARM	28	.219	DAWN	29	.406
CHARTER	37	.250	DAYBREAK	1	.219
CHASM	2	.375	DAYLIGHT	16	.469
CHIEF CHILD	125 213	.375 .531	DEATH DEBACLE	285 3	.625 .375
CHILD	213	.500	DECEIT	2	.344
CHLORIDE	6	.281	DECORATION	16	.250
CHRISTMAS	27	.563	DECREE	8	.344
CHURCH	444	.594	DEDUCTION	23	.188
CIGAR	12	.469	DEED DELIRIUM	16 3	.313
CIRCLE CIRCUIT	92 27	.281 .219	DELL	6	.469
CITATION	6	.281	DELUGE	4	.313
CITY	500	.531	DEMOCRACY	25	.531
CLAW	4	.531	DEMON DESTRUCTION	16 38	.500 .469
CLEANNESS CLEMENCY	0 2	.344 .344	DETERMINATION	58 41	.469
CLOCK	28	.544	DETONATION	3	.406
COBBLESTONE	2	.406	DEVELOPMENT	378	.344
CODE	57	.344	DEVIL	27	.406
COFFEE	78	.500	DEVOTION DIAMOND	21 15	.406 .625
COIN COLLEGE	19 306	.469 .656	DIRECTION	164	.823
COLONY	35	.406	DIRT	43	.750
COMBUSTION	12	.344	DISASTER	30	.313
COMEDY	41	.344	DISCIPLINE	31	.188
COMFORTER	0	.406	DISCLOSURE DISCONNECTION	6 0	.062
COMMITTEE COMPARISON	186 54	.406 .156	DISCONNECTION	55	.219 .219
COMPETENCE	18	.438	DISCRETION	14	.156
COMPETITION	63	.344	DISEASE	72	.531
COMRADE	14	.219	DISPARITY	3	.219
COMRADESHIP	2	.406	DISPOSITION	14	.156
CONCEPT	112 57	.344 .219	DISTINCTION DISTRACTION	56 4	.375 .469
CONFIDENCE CONNOISSEUR	57	.219	DISTURBER	4	.469
CONQUEST	11	.094	DOCTOR	130	.656
CONTENTS	16	.156	DOLL	22	.625
CONTEXT	37	.313	DOLLAR	143	.469

NOUN	K-F	FR	NOUN	K-F	FR
DOMICILE	1	.344	FLAG	21	.219
DOOR	348	.469	FLESH	52	.563
DOORMAN DOVE	7	.781	FLEXIBILITY	16	.281
DRAMA	5 49	.656 .188	FLOOD FLOWER	25	.563
DREAM	94	.375	FOAM	80 59	.438 .313
DREAMER	2	.500	FOIBLE	3	.513
DRESS	77	.563	FOLLY	12	.313
DUMMY	4	.313	FOOTWEAR	1	.563
DUST	71	.500	FOREHEAD	18	.406
DUTY	95	.250	FOREST	88	.531
DWELLER	4	.344	FORETHOUGHT	1	.313
DYNASTY	6	.313	FORK	21	.469
EARTH	150	.438	FORM	498	.344
ECCENTRICITY	5	.594	FORMATION	44	.125
ECONOMY EDIFICE	86	.375 .375	FORTUNE	31	.438
EDITION	3 47	.375	FOWL FOX	1	.469
EFFORT	272	.219	FRANCHISE	13 6	.656 .281
EGO	13	.375	FREEDOM	131	.201
ELABORATION	2	.219	FRICTION	18	.281
ELBOW	17	.563	FRIEND	295	.656
ELEPHANT	17	.625	FROG	2	.688
EMANCIPATION	14	.594	FRONTAGE	7	.250
EMBEZZLEMENT	1	.625	FUN	44	.656
EMERGENCY	46	.219	FUNCTIONARY	2	.125
EMPORIUM	0	.406	FUR	18	344
ENCEPHALON	0	.375	FURNITURE	39	.500
ENCORE	1	.188	GADFLY	3	.563
ENGAGEMENT	30	.500	GAIETY	12	.406
ENGINE ENSEMBLE	67	.469	GALAXY	10	.438
ENTERPRISE	14 45	.219 .438	GALLERY GARDEN	32	.344
EPISODE	18	.188	GARMENTS	92 12	.531
EPISTLE	10	.281	GARRET	12 0	.281 .563
EQUITY	7	.469	GEESE	3	.303
ERRAND	7	.250	GEM	6	.406
EVANGELIST	2	.625	GENDER	3	.281
EVENT	182	.313	GENIUS	24	.344
EVIDENCE	209	.156	GHOST	16	.531
EXACTITUDE	0	.281	GIFT	44	.469
EXAMINATION	37	.344	GILT	3	.375
EXCLUSION EXCUSE	8 29	.313	GINGHAM	3	.281
EXERTION	29	.188 .219	GIRL GIST	362	.844
EXHAUST	8	.344	GLACIER	1 2	.469 .500
EXHAUSTION	1	.250	GLORY	25	.300
EXPLANATION	58	.344	GLUTTON	3	.406
EXPRESSION	94	.219	GOBLET	0	.344
EXTERMINATION	1	.594	GODDESS	3	.563
FABRIC	44	.406	GOLD	52	.594
FACILITY	110	.281	GOLF	34	.469
FACT FACTORY	534 56	.438	GORE	7	.438
FALCONER	30 0	.375 .313	GRADUATION GRANDMOTHER	11	.438
FALLACY	1	.281	GRASS	10 54	.781
FANTASY	18	.281	GRAVITY	34 7	.438 .250
FATE	36	.375	GREED	3	.230
FATIGUE	13	.438	GREEN	121	.750
FAULT	29	.188	GRIEF	10	.188
FELINE	2	.563	GUARDHOUSE	1	.594
FESTIVITY	8	.188	GYMNASTICS	11	.656
FEUDALISM	1	.438	HABITATION	0	.469
FIGMENT	2	.188	HAIRPIN	1	.281
FIORD	2	.500	HALL	156	.531
FIRE	204	.313	HAMLET	7	.406
FIREPLACE FIRMAMENT	7 0	.406	HAMMER	9	.438
FISHERMAN	12	.500 .563	HANKERING HAPPINESS	0 23	.219
	1 2	.505	HALLINESS	23	.594

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NOUN	K-F	FR	NOUN	K- F	FR
HARDSHIP	14	.156	INTELLECT	5	.375
HARDWOOD	1	.406	INTEREST	413	.281 .375
HARNESS	10	.344 .281	INTERIM	11 52	.373
HARP HATRED	$1 \\ 20$.281	INTERVIEW INTIMATE	21	.438
HEADLIGHT	8	.438	INVESTIGATION	73	.438
HEADQUARTERS	65	.469	INVOICE	1	.313
HEALTH	105	.375	IRON	50	.469
HEARING	84	.156	IRONY	13	.188
HEAVEN	52	.656	ISLANDER	6	.375
HENCHMAN	3	.406	ITEM	126	.344 .688
HEREDITY	3 3	.250 .156	JAIL JEALOUSY	24 5	.000 .438
HEROISM HIDE	27	.130	JEALOUSY JELLY	4	.406
HIERARCHY	10	.438	JEOPARDY	4	.094
HILLSIDE	9	.656	JOKE	31	.406
HINDRANCE	2	.250	JOURNAL	47	.219
HINT	19	.219	JOY	47	.656
HISTORY	297	.438	JUDGE	97	.531
HOME	609	.656	JUGGLER	0	.344
HOMICIDE	6	.344	JURY	68	.531 .438
HONEYCOMB	0 81	.281 .500	JUSTICE KEG	117 3	.430
HONOR	9	.300	KERCHIEF	1	.344
HOOF HOPE	226	.469	KEROSENE	6	.375
HORSE	185	.563	KETTLE	3	.438
HORSEHAIR	1	.563	KINDNESS	6	.344
HOSPITAL	130	.594	KINE	0	.500
HOSTAGE	5	.281	KING	95	.531
HOSTILITY	11	.281	KISS	21	.563
HOTEL	146	.438	KNOWLEDGE	145	.250
HOUND	10	.438	LABYRINTH	1 7	.438 .688
HOUR	319 674	.500 .625	LAD	62	.000
HOUSE	47	.313	LAKE LANDSCAPE	25	.438
HUMOR HURDLE	47	.313	LARK	23 4	.375
HURRICANE	8	.219	LAW	387	.719
HYPOTHESIS	22	.406	LAWN	20	.469
ICEBOX	3	.500	LEAFLET	4	.313
IDEA	338	.313	LECTURE	31	.406
IDIOM	10	.281	LECTURER	6	.375
IGNORANCE	16	.281	LEGGINGS	1 46	.469 .281
ILLUSION	44 7	.375 .375	LEGISLATION LEMON	46	.201
IMMUNITY IMPACT	70	.156	LEMONADE	3	.305
IMPACI	1	.250	LENGTH	139	.125
IMPROPRIETY	1	.188	LEOPARD	1	.500
IMPULSE	32	.219	LETTER	260	.625
INANITY	0	.313	LETTERHEAD	1	.469
INCIDENT	50	.156	LIBRARY	90	.344
INCLEMENCY	0	.313 .375	LICE	2 715	.344 .406
INCREMENT INDUCEMENT	0 3	.375	LIFE LIMB	10	.400
INDUCEMENT	207	.400	LIME	13	.656
INEBRIETY	0	.344	LIMELIGHT	1	.250
INFANT	14	.344	LINK	23	.250
INFECTION	13	.469	LIP	87	.656
INFIRMARY	1	.594	LOBSTER	1	.500
INGRATITUDE	1	.438	LOCKER	9	.438
INHABITANT	13	.219	LOQUACITY	1	.375
INJUR Y	38	.469	LORD	96 251	.750
INK	8 10	.375 .688	LOVE LOYALTY	251	.023
INN INSECT	37	.000	LUBRICANT	25	.40
INSOLENCE	6	.313	LUMP	10	.31
INSTANCE	112	.188	MACARONI	0	.40
INSTITUTE	51	.281	MACHINE	157	.31
			_	•	211
INSTRUCTOR	9 73	.563 .219	MADNESS MAGAZINE	2 64	.31:

NOUN	K-F	FR	NOUN	K-F	FR
MAGNITUDE	30	.250	OBEDIENCE	10	.313
MAIDEN	4	.344	OBSESSION	6	.219
MAJORITY	60	.188	OCCASION	80	.219
MAKER	31	.375	OCEAN	37	.406
MALADY	3	.438	ODOR	22	.438
MALARIA	3	.406	OFFICER	184	.469
MALICE MAMMAL	2 4	.281 .219	OFFSHOOT	0	.344
MANAGEMENT	93	.531	ONSLAUGHT OPINION	6 140	.313 .281
MANTLE	48	.406	OPIUM	140	.261
MARKET	186	.469	ORCHESTRA	64	.365
MARRIAGE	122	.500	ORIGIN	51	.156
MAST	8	.344	ORIGINATOR	0	.281
MASTER	96	.500	OSCULATION	0	.344
MASTERY	10	.219	OUTCOME	37	.313
MATERIAL	271	.344	OUTSIDER	11	.250
MATHEMATICS	20	.469	OVEN	8	.313
MEADOW	24	.375	OWNER	68	.500
MEAT	57	.500	OWNERSHIP	25	.313
MEDALLION MEETING	1 187	.344 .250	OXYGEN	46	.313
MEMORY	91	.230	PACIFISM PACT	3	.188
MEMORI	9	.188	PAINTER	5 34	.531 .375
MERCY	20	.375	PALACE	43	.375
METAL	68	.469	PANIC	22	.250
METHOD	284	.469	PANORAMA	5	.531
METROPOLIS	8	.219	PARTY	208	.406
MICROSCOPE	9	.375	PARITY	275	.375
MILEAGE	15	.344	PASSAGEWAY	4	.344
MIND	381	.563	PASSION	40	.406
MIRACLE	24	.188	PATENT	54	.188
MIRAGE	0	.250	PEACEMAKER	0	.406
MISCHIEF	5	.313	PEACH	4	.594
MISCONCEPTION	6	.531	PELT	9	.469
MISER Y MISSILE	17	.469	PENCIL	38	.469
MOLECULE	80 14	.469 .313	PEP PEPPER	0	.438
MOLECOLE	296	.250	PERCEPTION	13 38	.406
MONARCH	3	.500	PERFORMER	20	.281 .344
MONEY	267	.563	PERIODICAL	9	.344
MONK	26	.500	PERJURY	3	.515
MONTH	319	.250	PERMISSION	27	.219
MOOD	45	.281	PERSON	296	.656
MORAL	149	.406	PHANTOM	2	.250
MORGUE	1	.500	PHOTOGRAPH	34	.156
MOSQUITO	2	.438	PHYSICIAN	20	.469
MOSS	9	.531	PIANIST	17	.438
MOTHER	241 76	.813	PIANO	39	.406
MOUNTAIN MUCUS	2	.563 .500	PICTURE PIPE	230	.344
MULE	2 7	.300	PISTON	27 10	.406
MULTIPLICATION	6	.438	PLAIN	62	.375 .344
MURDER	87	.438	PLANK	12	.438
MUSICIAN	64	.469	PLANT	184	.375
NAIL	20	.313	PLEASURE	68	.375
NAMESAKE	2	.344	PLEDGE	6	.219
NECESSITY	53	.188	POET	131	.375
NECTAR	3	.344	POETRY	88	.250
NEPHEW	14	.563	POLE	30	.438
NEWSPAPER NIGHTFALL	103 4	.469	POLICEMAN	34	.563
NONSENSE	4	.438 .125	POLLUTION	6	.313
NOOSE	3	.125	PORTAL PORTRAIT	3	.281
NORTHWEST	25	.409	POSITION	24 295	.281
NUN	6	.563	POSTER	293 8	.094 .344
NURSERY	1	.344	POTATO	8 30	.344 .375
NUTMEG	4	.281	POVERTY	20	.156
NYMPH	2	.438	POWER	415	.406
OATS	7	.531	PRAIRIE	21	.438
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NOUN	K-F	FR	NOUN	K•F	FR
PRAYER	40	.531	SEASON	122	.281
PRESENT	410	.188	SEAT	69	.469 .375
PRESSURE	223	.438	SENSATION SENTIMENT	24 10	.375
PRESTIGE	29 1	.188 .250	SERF	1	.531
PREVIEW PRIEST	32	.781	SERIES	130	.281
PRISON	45	.594	SESSION	106	.406
PRISONER	28	.625	SETTLEMENT	32	.344
PROCESSION	5	.344	SETTLER	15	.156
PRODUCT	195	.219	SHADOW	56	.375
PROFESSION	42	.500	SHAME	22	.250
PROFESSOR	73	.625	SHEEPSKIN	3	.250 .594
PROFILE	18	.188	SHIP SHOCK	126 36	.394
PROMOTION	26	.125 .313	SHORE	70	.469
PROPERTY	222 16	.281	SHOTGUN	9	.531
PROPRIETOR PROSECUTOR	10	.531	SHRIEK	5	.406
PROSPERITY	14	.219	SICKNESS	6	.469
PROXY	7	.344	SILENCE	55	.406
PUDDING	1	.563	SIMILE	1	.250
PUPIL	45	.375	SITUATION	247	.062
PYTHON	14	.438	SKILLET	2	.500
QUALITY	159	.219	SKIN	54	.563
QUANTITY	44	.313	SKULL	5 70	.406 .656
QUEEN	51	.344	SKY SLAVE	74	.625
QUEST	16 74	.219 .313	SLAVE SLIPPER	10	.531
RAILROAD RATING	19	.094	SLUSH	0	.469
RATTLE	6	.344	SNAKE	70	.500
REACTION	166	.250	SOBRIETY	1	.563
RECITAL	11	.313	SOCIALIST	21	.344
RECOGNITION	44	.500	SOIL	69	.375
REFLECTION	39	.344	SONATA	15	.469
REFLEX	10	.219	SOUL	69	.531
REFRIGERATOR	25	.656	SOVEREIGN	33 1	.375 .625
REMINDER	10	.219 .375	SPEAKEASY SPEAKER	. 63	.023
RENDEZVOUS	7 23	.373	SPEECH	82	.438
REPLACEMENT REPTILE	0	.160	SPIRE	8	.281
RESEARCH	172	.500	SPIRIT	226	.250
RESIDUE	11	.406	SPRAY	17	.188
RESTAURANT	53	.594	SPREE	4	.125
RETAILER	6	.469	SQUARE	156	.375
REVOLT	10	.250	STAGECOACH	3 16	.281 .438
REVOLVER	14	.344	STAIN STAR	54	.281
RHAPSODY	0 3	.469 .375	STEAM	17	.375
RHEUMATISM RITUAL ·	29	.281	STEAMER	1	.281
RIVER	182	.594	STEERAGE	0	.188
ROBBER	8	.594	STONE	70	.531
ROBBERY	13	.281	STOREROOM	1	.438
ROCK	98	.563	STORM	32	.188
ROD	22	.469	STRAWBERRY	2 304	.594
ROSIN	0	.344	STREET	504 140	.375 .406
RUBBLE	1	.313 .313	STRENGTH STRING	35	.344
SADNESS SAFETY	6 48	.219	STUB	5	.438
SAFETT	12	.344	STUDENT	344	.688
SALAD	51	.188	STYLE	118	.156
SALOON	20	.406	SUBSTITUTE	27	.125
SALUTATION	1	.188	SUBTRACTION	6	.156
SALUTE	3	.344	SUDS	9	.438
SATIRE	12	.250	SUGAR	34 3	.313
SAUCE	25	.406 .344	SULPHUR SULTAN	3 7	.188 .563
SAVANT	03	.344 .375	SUNBURN	5	.303
SCARLET SCIENCE	166	.594	SUNSET	14	.500
				0	
SCORPION	0	.313	SUPPLICATION SUPPRESSION	7	.281 .219

NOUN	K-F	FR	NOUN	K-F	FR
SURTAX	0	.406	VILLAGE	84	.469
SWAMP	7	.531	VIOLATION	20	.156
TABLE	242	.313	VIRTUE	45	.344
TABLESPOON TANK	13 30	.375 .438	VISION	63	.344 .219
TEACHER	149	.688	VOCATION VOLCANO	3	.438
TEMERITY	1	.344	VOLUME	179	.438
TEMPEST	2	.219	WARBLER	0	.406
TEMPLE	42	.594	WARMTH	28	.469
TENDENCY	54	.125	WATER	484	.500
THEOLOGIAN	14	.500	WEAPON	103	.406
THEORY	149	.250	WELFARE	53	.406
THICKET	3	.438	WENCH	0	.563
THIEF	17	.250	WHALE	0	.469
THISTLEDOWN	0	.469	WHALEBONE	0	.375
THORN	4	.438	WHEAT	9	.469
THOUGHT TICKET	569 30	.375	WHOLESALER	1	.250
TIDBIT	30	.438 .250	WIFE WIGWAM	249 0	.781
TIME	1899	.531	WINDOW	172	.406 .469
TIMEPIECE	1875	.281	WINE	96	.409
TOAST	19	.281	WINTER	85	.406
TOBACCO	19	.250	WISTFULNESS	0	.438
TOMAHAWK	0	.438	WOMAN	419	.781
ТОМВ	13	.406	WOODS	25	.500
TOOL	74	.500	WORKHOUSE	0	.406
TOWER	18	.531	WORLD	794	.469
ТОҮ	15	.594	YACHT	7	.469
TRACTION	0	.281			
TRAGEDY	56	.156			
TREE	160	.531			
TRELLIS	1	.406			
TRIBUTE TRIPOD	25 4	.281 .344	RE	FERENCES	
TROOPS	4 69	.544			
TROUBLE	156	.250	BADDELEY, A. D., GRANT	, S., WIGHT, E., & I	HOMSON, N
TRUCE	5	.219	Imagery and visual wo & S. Dornic (Eds.), A	rking memory. In P.	M. Rabbiti
TRUCK	79	.563	New York: Academic Pres		(vol. 5)
TRUMPET	7	.250	DUKES, W. F., & BASTIAN		and concrete
TRUTH	130	.438	words equated for m	eaningfulness. Journal	of Verhai
TWEEZERS	0	.469	Learning and Verbal Beh	avior, 1966, 5, 455-458.	-,
TWILIGHT	4	.250	FRINCKE, G. Word cha	aracteristics, associative	-relatedness.
TYPHOON	1	.281	and the free recall of no	uns. Journal of Verbal L	earning and
UMBRELLA	11	.281	Verbal Behavior, 1968, 7,		-
UNBELIEVER	0	.250	KUČERA, N., & FRANCIS,		
UNDERWORLD UNIFICATION	6 10	.500	present-day American	English. Providence,	R.I: Brown
UNIT	190	.313 .375	University Press, 1967.		
UNIVERSITY	246	.719	MUELLER, J. H., & JAB		
UNREALITY	240	.188	imagery, and priority in 1970, 27, 559-566.	nee recail. Psychologi	cui Keports,
UPKEEP	6	.281	MURDOCK, B. B., JR. The	serial position effect of	free recall
UTENSIL	3	.469	Journal of Experimental H		
VACCINATION	2	.219	PAIVIO, A. A factor-anal		
VACUUM	20	.313	verbal learning. Journal		
VALLEY	78	.375	Behavior, 1968, 7, 41-49.	· v	
VANITY	8	.344	PAIVIO, A. Imagery and	verbal processes. New	York: Holt,
VAPOR	12	.219	Rinehart, & Winston, 197	/1.	
VEGETABLE	26	.563	Paivio, A., & Smythe, P	•••	
VEHICLE	88	.313			Psychonomic
VELOCITY	32	.500	Science, 1971, 22, 333-33		
VENOM	2	.500	PAIVIO, A., YUILLE, J. C.		
VESSEL	28	.250	imagery, and meaningful		
VEST	5	.406	of Experimental Psycholog	gy Monograph, 1968, 76()	1, Part 2).
VESTIBULE	2	.406	PAIVIO, A., YUILLE, J. C.	free and corrict rectily	oun imagery
VICTIM	46 68	.469 .406	and meaningfulness in Experimental Psychology,		journal of
VICTORY				1 117. 17. 37. 37. 31. 4.	
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