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TO ACCOMPANY THE CODE QUICK 2000 SOFTWARE PROGRAM

Congratulations for choosing us. We believe you now own the best software for mastery of Morse code on the market. We also believe that before long you will agree! Read through these instructions and follow them precisely over the next few days and surprise yourself just how quickly you make it to 5, 13 or even 20 Words Per Minute and beyond!

Dr. Gerald Wheeler first developed the concept for Code Quick in 1979. It has been continuously marketed over the years on cassettes, audio CDs and now as dynamic, interactive computer programs. Charles L. Smart and Associates (<http://www.electronic-learning.com>) first engineered this fabulous software in 1997. Code Quick 2000 is now helping hams succeed through its third major revision. Since its inception, Code Quick 2000 has sold almost 9,000 copies.

**DON'T SKIP
A SINGLE
DAY**

THE FIRST 12 DAYS

The primary program included in this CD is ***Code Quick 2000***. It will provide all you need to get through your tests and then help you begin CW operation on the air. You should plan to devote twenty minutes, three times per day over the period of the first 12 days. During these crucial first days, try not to miss a single day. Nothing is gained in this world without work, so be faithful to your goal to master each character. There are only 43 characters. Remind yourself of your objective daily as you move forward and remember the progress you have made. Nothing succeeds like success! Don't open the door to discouragement. In only twelve days, if all goes as planned, you will have learned each character as an English "sound-alike."

**YOU CAN
NOT RUN
CODE QUICK
FROM THE CD**

LOADING CODE QUICK INTO YOUR COMPUTER

Begin by setting up Code Quick 2000 before you install any other program found on this CD Rom. This will make sure that all necessary libraries are installed. When you insert your CD Rom into your CD drive, the auto-start program will begin. If for some reason auto-start does not begin, look to the end of this document to proceed with your installation. Code Quick 2000 will not run from the CD without installation.

INSTALLING FROM THE CD ROM

After you insert the CD into the CD Drive, a box will pop up allowing you to select the appropriate program for your operating system. After your selection, the Microsoft installation program will take over. Follow the on-screen cues. It is highly recommended that you allow the installation program to install your program into the default directory. That way it will readily locate your initialization code. When the installation completes, a dialogue box will suggest that you restart your computer. This allows your computer to locate the two new Code Quick Fonts that have been installed. Once you re-start your computer, Code Quick will be ready to run. You have the most current Code Quick version on the CD, so allow the auto-install to set up the program from the CD Rom rather than downloading it. **However, initializing requires a temporary window into the Internet.** You will not be able to run your program until it has been properly initialized with your personal initialization code. A window will pop up the first time you run your program and ask for your initialization codes. If you are a purchaser, e-mail us at cq2kcom@yahoo.com. If you are running the NT/2000/XP version, you must have an open connection to the Internet at this time.

STARTING CODE QUICK 2000

Click "Start/Program Files/Code Quick to bring up our program. The fast code running at the beginning is a "CQ" from your author and is meant to fill the time while the program loads. This allows you to hear the level of the volume and makes sure that your sound card is working properly. Loading usually takes only a few seconds. What is being sent is a "CQ" from Jerry Wheeler W6TJP to you at 20 words per minute. Before long you will be able to copy it!

HOW TO ADD AN ICON TO YOUR DESKTOP

If you would like to install an icon on your desktop, you can easily do it using the following procedure. Left click Start/Program Files and then right click on the Code Quick snail icon. A dialogue box will pop up. Left click on "Create Shortcut." Now click start/Program Files/Code Quick. You should see two icons. Place your cursor over the new one you have created, push down with the left mouse button and hold it down as you push it off to the desktop. Now you have a shortcut to Code Quick on your desktop. Click it and watch the program begin.

YOUR INITIALIZATION CODE

YOUR PERSONAL KEY PROTECTS YOUANDUS

Your Code Quick identity is protected by an individually driven installation code. It is how we locate you in the Code Quick Database. You are free to install Code Quick on any of your own personal computers, but it is unlawful to give it away to others. In order for us to bring you this significant product and others like it in the future, the royalties of our developer must

be respected. His income assures that products even more dynamic will follow. If you are using the Windows 95, 98 or ME version, you may install your initialization code without having an Internet connection. If you are installing the Windows NT, 2000, or XP version, you will need an open Internet connection. This registration is required and is part of the process. During this process, your computer clock must be set to the same date as appears on the initialization window. This is US Eastern Standard Time. If you do not live in the Eastern Time zone and the date (12 midnight) changes to be different from yours, you will need to wait until the date catches up for your computer.

INSTALLING BOTH VERSIONS OF CODE QUICK 2000

Although your CD contains versions of Code Quick for Win 95/98/ME, as well as for Win NT/2000/XP, you will be supplied with initialization codes for one or the other version. The operating systems supporting these two Code Quick programs are somewhat unlike, requiring different programming. If you inform us that you have computers operating in both environments at time of purchase, we will provide you with initialization codes for both. After the initial installation period expires, if you would like an initialization code for both systems, a reduced price upgrade is required. This kind of order may be made from our website at <http://www.cq2kcom@yahoo.com>. Updates to current versions you are licensed to use may be downloaded without additional charge and installed at any time.

INSTALLING A DOWNLOADED VERSION OF CODE QUICK 2000

For downloading instructions go to www.cq2k.com/images/XPdownload.PDF. Be careful not to unlock the program icons on your desktop as the instructions on the download page caution.

**CODE QUICK
HELPS YOU
AVOID
“BRAIN FRY”**

HOW DOES CODE QUICK MAKE LEARNING MORSE CODE EASY?

The key to learning and remembering Morse code is to identify it with your language brain. Maybe you are a long time student of the code who has struggled and like many others, given up, thinking that for you, learning it is hopeless. Take heart, you now have a system to overcome all hurdles. If you have tried to learn by listening to the characters make beeps, you need to put that behind you. Learned this old-fashioned way, the code goes to the non-language part of your brain where environmental noises are stored. This part of the brain is both weak and sound-specific, requiring a new set of sounds for each speed you want to master! Trying to learn code this way is as difficult as learning Chinese! In order to protect us against hazards around us, God has given us a unique environmental scanning device. We constantly monitor the environment with our ears in search of danger. Most noise that comes to the non-language brain is systematically ignored. Let a

change occur or an unfamiliar sound be detected and all of your attention will be instantly alerted. When trying to take code in the non-language center, the listener quickly goes to sleep as his attention is distracted to other more pressing issues. Then, miss a character of code and the brain recognizes trouble. Pow, brain lock happens while we search the mental database for clues as to what was missed? By the time we wake up, 6 letters slide past and we are hopelessly lost. ”

At least 90 percent of your sound centers of your brain are involved in language. God has designed us so that we have an amazing ability to recognize tiny sound differences when meaning is attached. This part of our brain turns sound into meaning at incredible speed. These sounds can come in many different forms. It seems to us quite amusing that in Africa, some tribes communicate with clicking sounds instead of vocal ones. It just doesn't matter! The mind even recognizes the minutest differences in inflection to create multiple meanings. The English words, “there, they're and their,” sound just alike, but because of the way they appear in the sentence, the listener doesn't struggle for meaning. Thousands of other examples can be given, but you get the idea.

“OK, the language brain is smarter, but what does that have to do with code?”

**CODE QUICK
GETS YOU
THROUGH THE
FIRST STEP IN
12 DAYS**

Code Quick puts your language brain to work to identify code just like it does other language! That is the key to how and why it is the fastest way to master Morse code. It's like learning 43 simple sentences, all in English. It's the world's easiest foreign language! Master a phrase to represent each character and you will already be able to take code at 5 words per minute. This will get you through your current license tests in the US! With this program, many learners accomplish this first goal in 12 days, spending just 20 minutes in the morning, the evening and again just before bed. Practice a little while longer and you will never forget it. You will be amazed!

**OLD TIMERS
WELCOME
NEW BLOOD**

CAN I GET FAST ENOUGH TO USE CODE ON THE AIR?

Code Quick was developed to assist students in breaking through to twenty words per minute. At that speed, the code becomes a pleasure to use. In the past, telegraphers vied for the title of Morse Master and contests were regularly held to see who was the best. Some railroad types raced along at 70 words per minute. Today in the fast Extra part of the bands, old timers can be heard pounding away at 30 to 40 words per minute. For them, code is a way of life. They can carry on a conversation with someone in the ham shack and be talking to a friend half way around the world without missing a beat. If you get your speed up to 20 words per minute, they will gladly respond to your “QRS” to slow down to let you slide in. Once you have started

your daily practice, stay with it for a couple of months and join this elite cadre of CW hams. You will find a world of communication, which you never knew existed! When the voice pile-ups are occurring and everyone is frustrated on the phone bands, you will snake your way through to DX all over the world!

GETTING STARTED WITH YOUR NEW SOFTWARE

Start your program and spend a few minutes familiarizing yourself with the Help file and with the structure of the options. Note that the bottom of the screen is like a word processor. As soon as you type anything, a telegraph key pops up in the upper right corner. Click it once and whatever you typed begins to be sounded in code. You can stop the code by clicking "stop." When you click the keyer again, the code will repeat the last character again and go on. If you want to begin again, you can do so by clicking "Morse Code/reset start." One of the tools looks like a screwdriver. Click it and change the tone and speed of the code. Note that you have a wide variety of speeds to set. Be aware that the code speed is always set in Code Quick at 7 words per minute faster than the character speed. In simple terms that means that we send the code with spaces between the characters allowing time to hear and think before the next character comes along. This is referred to by hams as "Farnsworth code," now used for all testing sessions. Once you know the code, you will have options such as random code, QSOs and VE examinations to help speed your progress. You will have fun practicing many different ways.

**SPEND
ENOUGH TIME
TO
FAMILIARIZE
YOURSELF
BEFORE YOU
START**

**LOCATE THE
TAKES AND
SEE HOW THEY
WORK**

GETTING READY TO BEGIN

Start learning by finding the teaching lessons. They are called "TAKES," named after movie shoots. They are automatically installed when you install Code Quick. You access them from inside our program. While in the Code

Quick 2000 program click "File/Open." If your takes do not appear, find the "Look in" window where a small upside triangle appears. Click it and your file structure opens. Double click on the "C:" and then on "Program Files." Next find and click on Code Quick. Finally, click "Takes." A list of files open which are labeled as take01.rtf, take02.rtf, take02b.rtf and so on. Use these in order. **You do not need to use all the practice**, as more has been placed there than most people need. However, work on each file until you feel you know it well. Never go to a higher "Take" until you master the one you began. When you leave, the program will ask you if you want to save it. Answer "NO" so you will maintain your takes in their original form. If you inadvertently erase a take, replacements are contained on the CD and may be copied and pasted back into the takes folder using your Windows Explorer.

Next, under "Morse Code" in your tool bar, turn on "Voiceovers and Big Pictures." A box will appear on the screen. As the code is sounded, a cartoon will pop up corresponding to the word or phrase to be learned. Each character is followed by

a voiceover of the English phrase or word to be learned. During this phase, the code speed will be reduced to about 2-3 words per minute. This allows the screen action to correspond to the code. Later, when you don't need this much help; you will turn off this feature and replace it with a letter or representing icon. At that point you will be able to set the code speed any way you wish.

**WANT A
PRINTED COPY
OF SOUND-
ALIKE CARDS?**

PRINTING SOUND-ALIKE CARDS

Your CD Rom contains printable sound alike card files. They are Adobe PDF format to allow printing on most printers. You will need an Adobe reader which may be downloaded without charge from <http://www.adobe.com>. Students use these printed cards to supplement the on screen cartoons. On the reverse of each card you should print the corresponding letters. Help is given on these letters to demonstrate how to write each letter quickly. This becomes critical in speed copy later. Your brain should lock on to a memorable story that we provide lower in this manual or one you make up yourself containing a memorable episode in your own life. Events that contain emotional content are easily remembered. Our examples are often humorous, crude, embarrassing, shocking, horrifying, and politically incorrect. The stronger the emotion, the better will be the memory glue.

STARTING THE PROCESS

If you own the Code Quick Audio program on Cassette or CDs you should follow the textbook, which came with each of these programs. The book will guide you when to use the computer program and when to use the audio cds. If you are using only the computer program, begin by loading "Take01.rtf." Each "Take" gives you instructions and then practice characters below. Read the instructions and then erase them before you begin so that you will understand your goal in the lesson. Stay with the lesson for a minimum of 20 minutes. When you come back later in the day, begin by reviewing this lesson before moving to the next "Take." Always write with paper and pencil (or a computer Word file. Check with your VE to be sure that laptops will be allowed during your testing session) and work toward 100% mastery before you move. When you finish writing a lesson, compare carefully your copy with the original so that you know where and if you made errors. Keep a log of your progress.

A program came on your CD entitled, "Day Drills." These may be loaded from your CD Rom and will give you added practice. After loading them, you will find them with the "TAKES." Each day drill provides extra practice and should be used after the lesson is mastered and last thing in the day. These drills are also located on the audio CDs and the cassettes.

HOW TO BUILD YOUR CODE SKILL

You need to work with both input and output to maximize learning speed. You take in code through your auditory sense when you hear it sounded and then

recognize its meaning. The output approach uses a keyer or any device to allow you to send or mimic the sending action. Most low frequency amateur transceivers allow you to key the inputs without sending a signal. You may need to connect your rig to a dummy load so that you alone will hear your response. By all means, do not go on the air until you are properly licensed to do so. Don't break the law! As you drive along in your car, read off street signs in Morse code a letter at a time. Reading the newspaper the same way will allow you to mentally send the code in the same way you will later. Just think each sound-alike as you go and make sure the way you say it is with the same intonation and inflection that the code for the character makes. While playing a code message, repeat the sound-alike aloud just as we do with voice-overs. Later, you can simply do all this in your head.

**WITH PRACTICE
YOU CAN WHIP
ANY PROBLEMS**

WORKING ON TOUGH CHARACTERS

Almost everyone learning code finds that for him/her, certain characters are more difficult than others. Our program allows you to personalize your learning by making your own files (you can name them and save them to be among your "Takes" if you like. Click File/Save.) After you find that certain characters do not come as quickly as you like, type these letters together with some you do know and work on a few tough ones at a time.

You have probably noticed that each letter has a story line to go with it. These are often comical, absurd, or crude. There is a reason behind all this, "The more unusual or emotionally jolting a thought, the more likely you are to remember it." If something is not sticking, we haven't provided good enough emotional "glue." Your job is to help us out here. Each person's circumstances are different. Use your own imagination to replace our image with one of your own. Pull a vivid experience from your past and associate it together with this picture.

Some students have spent a great deal of time learning code the wrong way and find that the dahs and dits sound-alikes. If this is your overcome it by over-saying the sound alike out-saying dahs and dits in you

**TO MASTER
CODE YOU MUST
QUIT HEARING
DAHs AND DITS**

just keep crowding out the problem, you must learning. Be sure you are loud. Be sure you are not mind or out-loud. We have found that almost no one fails to master Code Quick unless his or her mind is first echoing the code and then trying to translate that to sound-alikes! **That just doesn't work.**

Another dismal, self-defeating habit is visualizing dots and dashes. That's a sure way to failure. There is not any connection between visual dots and dashes and sound so the mental mechanism to make this work is horribly slow. Just like you hear language, your job is to hear the code and say the sound-alike. Your only mental gymnastic is to then to write the letter corresponding. The process is language/meaning/connection to the proper letter/writing. This is a sure formula for success. If you keep working, you will arrive at a point of fluency around 18

wpm where you will not consciously hear sound-alikes. From that point onwards, your skill to decipher code will operate just like any other language you use.

ALTERNATIVE CHARACTERS

At times people find that our recommended characters are offensive or for them just don't work. Please be aware that Code Quick is the result of over 25 years of experimentation and refinement. We realize that each person learns a little differently, however so it may be helpful at times to realize that ours are simply suggestions. In printed versions, we have included an alternative sound-alike card for the letters N and O. For "N" use "Nasty," and for "O" use "Oh, Oh, Oh." Remember how it felt to step on gum or hit your finger with a hammer? Should be strong glue! If you find others, which you would like to change, just substitute your own. Be sure that what you select mimics the code and gives you an automatic cue.

GETTING TO FAST CODE

Once you have mastered the code, daily practice will help you move more quickly.

Keep moving your speed up on familiar text. Set the speed at 3-5 words faster than you are comfortable with. Print out a QSO and follow along as the code is sounded, speaking out loud each sound-alike. Try writing only every third letter, then only every second letter intentionally. This will help your nerves and help you to know that you can miss characters and still understand the context. Work on random code. Most letters that throw you are the ones you don't hear very often. The best way to work on those letters is to take random code. This is the toughest type of code since it has no meaning. Got to go slow and keep your focus high. Don't let yourself get brain lock if you miss a character, just keep moving along. Keep your practice fun and imaginable. Keep your long-term goal in mind. Thousands just like you have made it, and you will too!

DOUBLE TIME

Once you know all the letters and numbers it is time for some fun. Try to get to this exercise before you go in for your examination. Select a QSO and turn it on at 10 wpm. Stick with me here, I know you can't copy that fast! Take a 3 X 5 card and cover what you are writing. (Lefties have trouble here!) That way you will not be able to look back at what you have written and lose your concentration. Copy every other letter and skip every other letter. That way, you are really only copying 5 wpm even though the code is faster. Note that all of a sudden, you will be getting all of it! When this happens and you are comfortable, move the code up to 20 wpm and repeat the process! Now when you drop back down to 5 wpm you will yawn with boredom.

THE MAGICAL MOMENT OF SUPER-FAST CODE

We believe that at about 18 words per minute, the process where you are translating code by repeating
When you become
recommend that you stop
let your mind control your
do with speech. Often when

**NOW ON TO
THE BIG
TIME**

sound-alikes is overcome.
successful at that speed, we
writing each letter and simply
understanding just like you
we are taking a QSO, we

write only the information needed to log the entry or to ask or reply to a question. Otherwise, on the air communication is just another form of speech. Once you reach this point, you will be whizzing along at an enjoyable clip with the letters blending into words and never thinking about the sound-alikes you labored so to acquire. But for not, you must walk before you run!

LISTENING TO CW ON THE AIR

It is recommended that once you know all the code that you spend a little time listening on the air. This is a great way to stretch your skills and to whet your appetite for more of the CW bands. Try various speeds, various tone ranges and see just how much you can copy. You will be much less intimidated when you are ready to throw the switch and jump in yourself. Realize that all those hams you hear pounding the brass were one day just where you are! You soon join them! Practice is sent regularly from the ARRL. Call them at 860-594-0200 or check their website at www.arrl.org. Enter search "W1AW."

HOW TO KNOW WHEN YOU ARE READY FOR YOUR TEST

Testing for Amateur Radio Licenses is done by volunteer examiners. When you think you are ready for your test, try a series of VE type exam set for 7-8 words per minute. That will be faster than the test will be given to you. Success here will give you confidence that you can succeed when you arrive at your testing station. If you don't know how to find a local testing station, contact the ARRL at <http://www.arrl.org> or call them at 860-594-0200.

OTHER INFORMATION YOU MAY NEED

INSTALLING WITHOUT THE AUTOSTART

If for some reason your autostart does not begin when you insert your CD, install by the following procedure.

Click Start/Settings/Control Panel. Click Add/Remove Program. Click Install. You will be instructed to insert your disk, do so now. Browse to help look for your CD drive. The icon looks like a disk standing up in front of a radio. When you locate and open it, click on the "Start up" file and your startup program will open. Select your version of Windows and the program will begin to set up your program.

UPGRADING YOUR PROGRAM

If you purchased a download or the CD Rom of this program, you are entitled to upgrade to cassettes or audio CDs during the first 90 days following your original purchase at the discount bundle price less what you have already paid plus postage. If you like this CD Rom, don't miss out on owning the whole Code Quick Bundle!

OTHER PROGRAMS ON YOUR CD ROM

On your CD you will find a number of helpful programs. Study guides are set up for written part of your Amateur Radio testing. A separate program should be installed for Technician, General and Extra. Another program entitled Code Quick Plus will run directly from your CD or may be copied and pasted into its own directory. It is written in DOS but will run on Windows and will not add files or harm any existing programs. You will find the Morse code game "EsCargo" it contains challenging and fun.

SOUND ALIKE-SYMBOLS

The following stories are abbreviated from our tape and audio CD series. Picturing yourself in each of these situations will help you remember the sound of each character. To help you get the rhythm of your symbols correct, a long sound is shown as all upper case letters. Short sounds are shown as lower case letters.

A - A dentist was surprised to see that his first patient for the day was a frog. Even though this was unusual, the dentist went right to work checking the frog's mouth. He got a big surprise when he asked the frog to, "say AHHHHH."

B - You got your big musical career break when you were asked to play in the school marching band. Here you come down the street. "Band rat - l - tat."

C - You are right fielder on the school team for the final championship game. Your team is ahead 1 to 2 but bases are loaded and two outs. It is the last of the 9th inning. A high pop up is hit your way. It will mean the end of the game as you win, or a sure loss. It's up to you! The crowd goes wild yelling, "CATCH-it, CATCH it."

D - You are visiting your in-laws. They insist that you bring Fido in to see them. All of a sudden, Fido does the unthinkable! He messes the prize Persian rug! Your mother screams, "DOG - did - it!"

E - You move your new bride into her first house. You come home from work to find her petrified, atop a chair, trapped by a ferocious mouse. Out of breath your honey can't stop screaming, "eeekk."

F – It was the big day for your HAM test. You go to the VE testing station and take your exam and then wait nervously seemingly forever while the volunteer examiners ponder over the results. No confidence in your fate, the phrase, “did - di - FAIL – it,” keeps running around and around in your brain.

G – The truth is that you are a grand design by a loving God. One day you wake up to the realization that you are not an accident of nature, but you have an eternal destiny. You realize that, “GOD - LOVES - me.”

H - Have you ever been to TEXAS? It's so big it takes 3 days to drive across! Imagine you had a love that you left in TEXAS, right in the heart. A song was written for it saying, “The stars at night, are big and bright, deep in the heart of TEXAS. “ Now focus on your jilted relationship and imagine the phrase “**deep in the heart**” every time the “H” is sounded.

I – Poor old postman hangs in the tree with the vicious mongrel tugging at his trousers. Notice the tear from the pants in the shape of an “I.” Hear the code say, “bit it.”

J – Do you remember the movie “Jaws?” This poor fellow made the mistake of swimming in his territory and not he caught “in JAWS, JAWS, JAWS.

K – Kangaroos are known to be great fighters. Imagine yourself in the ring matched against this champion of the outback. Better put on some good moves and fancy footwork or you will be decked by “KAN – ga – ROO.”

L – Imagine exploring a haunted house with only the light shining through ancient dust covered windows. Notice the squeaks, the spider webs, the groaning sounds. Feel the hair come stand up on your neck. A piercing sound from another world!!! Just then the light is switched on and its only Tommy the neighborhood cat. The sound-alike for “L” is “a LIGHT is lit.”

M – Wow, when you married her she was a doll. Look at what the years have done to your bride! The kids all need her at once. Little time left for you! “MA, MA.”

- N** – Think “NA – zi.” Imagine wanting to rule the World.
- O** – Old Santa arrives this Christmas with the new amateur rig you have always wanted. As he drops down the chimney he belts out his resounding arrival message, “HO, HO, HO.”
- P** – It was a great birthday party when Johnny was blindfolded. Some mean party pooper came along and popped little Johnny’s balloon. Who did it? “did POP POP it?”
- Q** – Think of the Australian buck or Quid for this one. It’s payday and Herman was out for a well-earned stop off at the pub. Nailed before he had a chance to play again this Friday. Think, “PAY DAY to DAY.”
- R** – This bunny has a cold butt. Ever been that cold? Think, “berr - RAB-bit.”
- S** – Hear the snake hiss, “sss, sss, sss.”
- T** – This cow-polk is looking for a gunfight. Imagine looking into his steely blue eyes and melting as your pistol shakes wildly. Wow is he ever, “TALL!”
- U** – Ever kissed a ewe? Try it you might like it. “kiss a EWE.”
- V** – Bethoven’s 5th symphony. “vee, vee, vee, VA.” V makes a 5 in Roman merals.
- W** – Baby is furious. No water again. He screams, “mo – WA – WA.”
- X** – Ever seen a cross get stuck in a door? “CROSS at the DOOR.”
- Y** – The ghost comes up from the grave asking, “WHY did IYE DIE?”

- Z** – ZahZah is in trouble again. Imagine her doing something ridiculous. “ZAH ZAH did it.”
- 1** – Off to the races, bet on Eggbert, a sure loser. But no, she comes in first at 40 to one! Scream “aye WON WON WON WON.”
- 2** – You volunteer to let a practicing magician try out his new trick. Oops, failure. He says, “split it, SAW SAW SAW.”
- 3** – Couldn’t decide on your bride so decided to marry two. “make it a THREE – SOME.”
- 4** – Bopped on the noggin and were you ever mad. The wild man on the other fairway just hit away and never acknowledged a wild shot. “did he hol-ler FOUR?”
- 5** – Just look whom grandma has over for tea. It’s Mr. Halibut having his favorite snack pussycat pate. The sound-alike is “sit a hal-li-butt.”
- 6** – Maxwell is late getting home again. Hen-pecked as he is, he tries to sneak in, but his ever loving is waiting at the door. She’s pretty upset. “SIX, hav-in-a-fit.”
- 7** – Lucky LaMarr is down to the casino playing craps. As usual he is winning a bundle. Everyone yells, “SE - VEN –bet – on – it.”
- 8** – You worked all day to make a cheesecake for the reception. When you came home just one little smidgen was left and tell tale crumbs were all around your mother in law’s mouth. You ponder the question? “MOM IN LAW ate it?”
- 9** – Alex was dogged by cats racing in front of his big rig. Almost caused a couple of wrecks. Darn cats have nine lives he thought as he swerved to miss. Alas, this kitty’s nine were used up. “NINE, NINE, NINE, NINE, zip.”
- 10** – Ever been on a date and forgot your wallet? It happened to Mickey. Now he had to explain it the Matre-D. He has no money. He says he has, “OT, OT, OT, OT, OT!”

‘ - Teddy is in bad shape. He has a serious disease and has fallen into a coma. The comma symbol is remembered as, “CO-MA, it’s a CO-MA.”

● - The police officer is blowing his whistle with all his might as he sees our dazed granny about to run the stop sign. The symbol for the period punctuation mark is, “a STOP, a STOP, a STOP.”

？ - Inspector O’Shannasey is looking into a deadly string of serial killings. He is doing his best to find the culprit, but the news media is constantly hounding him that he has not questioned enough witnesses. They ask the **question** over and over again without pause, “did he QUES-TION ma-ny?”

/ - Andy tried to cheat on his taxes and got caught. Now the Internal Revenue Service is making him reconstruct his file for the past seven years. He might even go to jail! Poor old Andy wonders if life is worth the effort. He decides to slash his wrists and end it all. The sound-alike for the slash mark is, “SLASH it at AUD-it.”

Break symbol. “BREAK in- in- it NOW.”

SK symbol. “got – a – go – WALK the DOG”

AR symbol. “ya THINK ya GOT it?”

KN symbol. “SAY ga’ NITE DAR-lin”