



THE TIMES

COMPUTER

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VOLUME 5

The Times Computer Crosswords – Volume 5

by Akom Ltd under licence to Times Newspapers Ltd

INTRODUCTION by David Akenhead (Author of The Times Computer Crossword)

The collection in this volume was ably assembled by John Grant, the present crossword editor to whom I am deeply indebted for the development of the entire series of the increasingly popular Times Computer crosswords. Indeed, it is very much due to his forward thinking in trying to make crosswords such as these more accessible to more people without diminishing them in any way, that has made my task a challenging and enjoyable exercise.

I hope you find equal satisfaction in solving them.

Foreword by John Grant (Editor of *The Times* Crossword)

Crossword compilers are notoriously poor judges of their own puzzles. Twists and turns that are straightforward to them may be impenetrable to the solver. Indeed, the best advice one can give to the would-be compiler is “Don’t try to be too clever.” Certainly any advice from our tribe about which puzzles are hard and which are easy is not wholly to be relied upon.

I have not therefore made any effort to differentiate between the puzzles in this collection, except by starting with (I hope) three easy ones. Each puzzle published during the week is by a different compiler, so that the reader gets a fair selection of the easy and the hard.

About a sixth of these puzzles were set originally for the Collins Dictionaries Times Crossword annual championships. There is a widespread but erroneous belief that these are meant to be more difficult than the ordinary daily puzzles. I hope aspirants will not be too fussed about how long they take to do a puzzle. In the championships, where time is of the essence, competitors frequently confess to filling in answers without knowing why they are correct. Here, the solvers have time to equate the definitive with the cryptic parts of the clue and thus check the answer. Indeed, they may get their pleasure as much from seeing how the clue works as from hitting on the solution. Either way our aim is simply to amuse.

Other volumes include:-

- THE TIMES Computer Crosswords, Volume 1**
- THE TIMES Computer Crosswords, Volume 2**
- THE TIMES Computer Crosswords, Volume 3**
- THE TIMES Computer Crosswords, Volume 4**
- THE TIMES Computer Crosswords, Volume 6**
- THE TIMES Jubilee Puzzles (1932-1987)**

Introduction to Cryptic Crosswords

by Edmund Akenhead, former Editor of *Times Crosswords*

The devices used by a cryptic crossword compiler are so many and varied that an introduction such as this can only give the beginner a glimpse of them. Experience will prove the best teacher, but I hope that the following tips will help the beginner in his first steps towards mastering *The Times* (and similar) crosswords.

The best known device is the anagram. "Terribly angered" is a definition of the answer "enraged", which is also an anagram of "angered", the word "Terribly" being used in the clue as an anagram indicator. The solver should always be on the look-out for words suggesting arrangement, change, wrongness, confusion, strangeness and the like which may point to anagrams in the clue: "new" is sometimes used, also "sort" and "out" (in the sense of "wrong"), while "perhaps", "maybe", and "possibly" will probably indicate anagrams. Then there are words which have different meanings: "refuse" in a clue may appear to be a verb meaning "decline", but it may really mean the noun meaning "rubbish": "tent" may mean not a canvas shelter, but a Spanish wine: "saw" or "gnome" may mean a maxim. Solving crosswords certainly helps to enlarge one's vocabulary. All sorts of words have hidden meanings in crosswords with "do" clued as a party, "letter" as a landlord, "number" as an anaesthetic (that which numbs) and so ad infinitum, the oldest chestnut being "flower" as a river, while "sewer" may mean a sempstress and "cover for a sewer" will mean not a manhole but a thimble, and "tour de France" means not a cycle race but the Eiffel Tower.

Many a crossword answer is made up of other words indicated by the clue. "Loudly disapprove royal skating display? Some reservations here (7-5)" is solved by joining up Boo-king off-ice, while Mild-red is well known as a girl with slightly communist sympathies. A word may consist of one word containing another (En), and there are many other ways in which words (including abbreviations) may be combined either in their normal, or in anagrammatic or reversed forms to make the answer. In such "build-ups" the word "river" may well refer to one of the compiler's favourite British waterways – Dee, Exe, Fal or Ure (tributary of the Yorkshire Ouse).

Solvers should be familiar with many common abbreviations, such as e.g., i.e., the points of the compass N.S.E.W. (sometimes clued as bridge players), musical notes A to G (or doh, re, mi, etc) and Roman numerals M, D, C, L, X, V, I. The clue "1,200 less 200 (10)" needs conversion into Roman numerals "MCC less CC" and anyone interested in cricket will know that the M in MCC stands for Marylebone. Chemical abbreviations for elements are sometimes used such as "au" (gold), "ag" (silver), "fe" (iron) etcetera. The letter L could be clued as money (pound sign), 50, lake, or as student, tyro, novice or learner (driver with L plates). Solvers are also expected to know simple words in the more familiar foreign languages, particularly the articles, e.g. el (clued as "the Spanish"), un ("a French") etc.

Finally, to mention four other types of clue: (a) Hidden answer clue (Cs) "Something more in the next race (5)", here the answer "extra" appears in consecutive letters in the clue ("next race"). (b) Straight quotation, requiring the solver to supply the missing word or words (nothing cryptic about this type of clue). (c) "Sound" clues (Sd) with sound-indicators such as "say", "we hear", "it's said", or "sound" telling the solver to look to the sound of the words used. "Some measure of spirit? I say! (5)" gives the answer "optic" (optic measures used in bars). "Say" in the clue tells the solver to look to the sound of "I", that is "eye". (d) The acronym (Ac), or word made from the initial letters of other words.

An ounce of practical demonstration being worth a pound of theory, I set out below explanations of every clue in the first puzzle in this collection. Some may wish to try the puzzle first without this "crib".

The Times Computer Crossword – Volume 5, Puzzle No 1

Analysis

Across

1A The state of one had love rejected (5)

Solution IDAHO

Indicator Re

Explanation "one" is I – "had" rejected is DAH plus O (love)

4A Well-known artist swindles the board! (9)

Solution CONSTABLE

Indicator Du

Explanation CONS plus TABLE

9A Denounce plagiarism in plain language (9)

Solution PROSCRIBE

Indicator En

Explanation CRIB inside PROSE

10A Sarah on the motorway in quite a stew (5)

Solution SALMI

Indicator Du

Explanation SAL on M1

11A It must be returned by the tenth (5)

Solution TITHE

Indicator Re

Explanation A good cryptic definition as well as a reversal of "it" by THE

12A Getting to the mean state – getting old (9)

Solution AVERAGING

Indicator Du

Explanation AVER and AGING

13A The letter pile set in order (7)

Solution EPISTLE

Indicator An

Explanation Anagram of "pile set"

15A The ghost of Hamlet's father made the night this (7)

Solution HIDEOUS

Indicator Sh

Explanation Act 1 Scene 4

18A All of these people walk in London (3, 4)

Solution THE MALL

Indicator Du

Explanation "All of these people" gives THEM ALL

20A Get back into heart and train (7)

Solution CORTEGE

Indicator En

Explanation "Get" back is TEG inside CORE

21A Trumpeters who use trunks for their effects (9)

Solution ELEPHANTS

Indicator Cd

Explanation None needed

23A Press – what a lot of them! (5)

Solution CROWD
Indicator Do
Explanation None needed

26A When broken down are able to provide further details (9)

Solution ELABORATE
Indicator An
Explanation Anagram of “are able to”

27A Action taken about a plot of land that’s depreciated (9)

Solution DETRACTED
Indicator En
Explanation DEED about TRACT

28A The interval – magic words! (5)

Solution SPELL
Indicator Do
Explanation None needed

Down

1D Converts apt in time to get restless (9)

Solution IMPATIENT
Indicator An
Explanation Anagram of “apt in time”

2D Concerning the sailor away from home (5)

Solution ABOUT
Indicator Du
Explanation AB (abb. Able Seaman) plus OUT

3D The players presenting gold box to a painter (9)

Solution ORCHESTRA
Indicator Du
Explanation OR (gold) plus CHEST plus RA (painter)

4D Trick that’s really smart – an eye-opener (7)

Solution CHICANE
Indicator Du
Explanation CHIC for “really smart” plus AN plus Eye opener

5D Old-fashioned wants (7)

Solution NEEDETH
Indicator Cd
Explanation Needeth none!

6D A drinking man upset about a heroine of opera (5)

Solution TOSCA
Indicator Du
Explanation “A drinking man” is a sot – “upset” gives TOS plus C (circa La. about) plus A

7D Looking for scraps? (9)

Solution BELLICOSE
Indicator Cd
Explanation “scraps” being slang for fights

8D Seeing a bit of grey in golden hair (5)

Solution EYING
Indicator Cs
Explanation grEY IN Golden

14D "Get in Lane" order may appear rude (9)
Solution INELEGANT
Indicator An
Explanation Anagram of "Get in Lane"

16D Underworld king giving a cleric shelter and board (9)
Solution DIRECTORS
Indicator En
Explanation DIS about RECTOR

17D Veronica's rate of progress is satisfactory (9)
Solution SPEEDWELL
Indicator Du
Explanation SPEED plus WELL

19D Mid-evening in the days before Easter can be mild (7)
Solution LENIENT
Indicator En
Explanation The middle of "evening" is ENI inside LENT

20D Lead may be found in beastly food – sweet sauce (7)
Solution CUSTARD
Indicator En
Explanation STAR (lead) inside CUD

21D Old characters lend a buck (5)
Solution ELAND
Indicator An
Explanation Anagram of "lend a"

22D Poor actor about fifty with a game to play (5)
Solution HALMA
Indicator En
Explanation HAM about A plus L (La. 50)

24D Love to scold and hold forth (5)
Solution ORATE
Indicator Du
Explanation O (love) plus RATE (scold)

General Loading Instructions

INSTRUCTIONS

–(Remember to press the RETURN key on entering a command unless instructed otherwise)

Discs & Cassettes

1. For Acorn BBC Master 128 5.25 disc (ADFS)
For Master Compact and Electron 3.5 disc
For Archimedes 3.5 disc

Insert your disc. To start the program depress the SHIFT key, and whilst holding the SHIFT key down press and release BREAK. Finally release the SHIFT key.

2. For Acorn BBC Model B 5.25 disc 80 track (DFS)
For Model B 5.25 disc 40 track double sided (DFS)
N.B. Side A contains puzzles 1-29
Side B contains puzzles 30-60

Insert your disc and type CH. "TIMESX"

The introductory page appears and then you will be asked to insert the puzzle number of your choice. Provided that number exists the corresponding puzzle will be loaded.

3. For BBC Master, Model B and Electron cassette – (Volumes 1 to 3 only)

Each side of the cassette contains 30 crosswords. Side A nos 1-30 and Side B 31-60. The program is also on both sides. To load the program type CH. ""

A title page will be loaded followed by the main program. It is suggested that the crosswords are attempted sequentially and after a particular crossword has been loaded that you note the position shown by your footage counter. The next time you attempt a crossword after loading the program, you can fastforward to the recorded position, thereby decreasing the searchtime required.

4. For Amstrad CPC 464 cassette – (Volumes 1 to 3 only)
To load the program type RUN "TIMES"

5. For Amstrad CPC 464, 664, 6128 3" systems
Insert disc and type RUN "TIMES"

6. For Amstrad PCW 8256, 8512, 9512 3" systems
Load CPM then A>TIMES

7. For Amstrad 1640, 1512 and IBM compatible 5.25 disc systems
Load DOS then A>TIMES

8. For Nimbus, IBM and Amstrad 3.5 disc systems
Load DOS then A>TIMES

9. For Spectrum cassette – (Volumes 1 to 3 only)
Type LOAD""

10. For Atari ST, Commodore Amiga
Boot up then Double click <TIMES>

How to use the Program

The program has been carefully designed on four levels so as to meet the needs of all crossword solvers. **Level 1**, the highest level, should provide hours of hitherto unequalled competitive stimulus, whether you are of championship status, or like me, an average solver who spends the best part of a train journey at it, with occasional success.

Level 2 allows you the choice of either marking the clue or attempting the solution; whereupon correct letters appear in upper case on the grid together with incorrect letters in lower case.

For those new to cryptic crosswords, **Level 3** offers a clue to the workings of the compiler's mind in the form of a convention indicator, the key to which is revealed in the glossary of terms (page 12). *An – for instance – denotes an anagram in the clue, thereby saving time and helping the solver.

Level 4 is for beginners. The first letter of the solution is printed on the grid automatically. This makes the task of solving the puzzle very much easier.

These are by no means the only stimuli available. The special marking system allows clues to be addressed any number of times. Clues may be cancelled at any stage except at Solution Entry. Previously solved clues may be re-addressed for cross reference purposes. Further, should the clue prove too baffling, the computer can solve it for you. Effectively, then, the game becomes a contest between you and the computer as to who can resolve the greatest number of clues at the highest possible level in the shortest possible time, points being awarded according to level.

I wish you hours of enjoyment!

David Akenhead

Team Facility

There is also a Team option (on disc only) which allows you to compete with other crossword solvers as well as the computer. Two teams, A and B, select the crossword of their choice. Team members must make alternate attempts at solutions. Should an undesirable clue be selected, it may be cancelled at no penalty by pressing the C key. Once a solution is attempted, however, points may be awarded (or deducted) and the initiative passed to the other side. The crossword assumes a strategical dimension, and the winning team is that with the highest number of points at the conclusion of the crossword.

Crossword Instructions

Upon completion of the loading instructions as directed you are offered the option to include sound. Press the S key for Sound or the N key for No Sound. The screen clears and the words "Assembling crossword" appear. The name of the crossword you have chosen is 'typed' out by the computer and the crossword follows. Finally the score line, set to 0, is printed upper right.

The assembly instruction disappears, the invisible clock starts, and hereon it's up to you.

The instruction "Insert clue number" appears. Enter the clue number of your choice and press RETURN. If there are two possible clues the player is prompted to specify whether "Across A or Down D", the choice being made at the press of the desired key. If the clue exists it is displayed, otherwise the text screen clears and reverts back to the earlier instruction. A number of choices are now open to you. If you don't like the look of the clue you can return to the address position by pressing 'C', or you may proceed. The words "Help? Y/N" appear on the text screen lower right. The program will only respond to 'Y' or 'N' being pressed. If 'N' is pressed the player is asked to enter the necessary letters. If the number of letters is incorrect the instruction is repeated. Provided the solution is correct in its entirety, pressing RETURN will enter it in the grid and 50 points are accumulated to the player's score; conversely, the grid stays blank at no penalty, (apart from the time lost) to the player. At this level no computer assistance is available.

If 'Y' is pressed, the program proceeds to **Level 2**, a marker option of the form "Marker? Y/N". The idea here is to offer the maximum degree of flexibility to the solver. Should you not like the clue, and prefer to try another instead, you may mark your clue by pressing 'Y'. An instruction follows to enter the requisite number of letters or employ chevrons - SHIFT > - to mark those parts of the solution which are unknown. Pressing the RETURN key subsequently enters the information on the grid. Should the clue be solved at this level 40 points are awarded.

If the player presses 'N' the computer assumes that further assistance with the existing clue is required. The program continues to **Level 3**, printing a convention indicator after the clue. The words "Clue ? Y/N" appear. If 'N' is pressed the player is offered the chance of computer assistance in the form "Solution desired? Y/N". If 'N' is pressed the player may either attempt the solution or mark it as previously. No penalty is incurred, and the clue may be re-addressed as and when required. Should the player prefer to attempt the solution, correct letters will be printed in upper case and incorrect ones in lower case. Again, there is no penalty. When correct, 30 points accrue to the player's score at this level. Conversely, if 'Y' is pressed the computer solves the clue and 30 points are deducted from the player's score. The same penalty applies to the next level of play.

If further help is required **Level 4** allows the first letter of the solution to be printed in the grid. A solution at this level is worth 10 points. The procedure is as for **Level 3**.

A clue may be cancelled at any stage except the Solution Entry stage and, for cross-reference purposes, previously solved clues may be re-addressed at any time. Should a non-existent clue number be entered the computer will alert you to your error and reset to the address position.

If you wish to stop the program you can leave it by pressing the RETURN key on its own in the address position. The words "Quit Y/N" appear on the text screen lower right. This is a failsafe device used to offset accidental pressing of the return key which would otherwise terminate the puzzle. Should the puzzle be completed, a sound signal is emitted. The text screen clears to reveal an analysis of the player's performance in terms of the time taken, the number of clues solved by both player and computer, the score and an assessment of the same in the categories - 'Beginner', 'Average', 'Good', 'Very Good' and 'Expert'. The player is offered the option of viewing the entire solution, before proceeding to the final page which offers a choice between selecting a new puzzle or leaving the program. Should you decide on the latter option and your system employs ADFS do remember that in order to retrieve your disc facility you must switch off your computer and then switch it back on.

A puzzle can only be completed by calling up every clue and answering it satisfactorily. The program has been written in such a way that once a clue has been attempted at a certain level, it is not possible to re-address that clue at a higher level.

Abbreviations

The following is a list of the most common abbreviations and pointers employed in puzzles, in alphabetical order. In addition, remember the common abbreviations of the months and days of the week, as well as the London Postal Districts, political parties, American States, and music notes which I have not included.

DA

- A** Article/Associate
AB Able seaman – Sailor
AC Account – Bill/Aircraftman
 Alternating Current
ACE One – Pilot – Expert – 1
AD Advert – Notice – Publicity/
 Anno Domini
ADO Fuss/A Party
AG Silver
AI First class
ALA In the style/manner of
AM Morning
AMP Current
ANT Worker
APE Monkey – Imitate
AU Gold/to the French
AVE Welcome/Avenue
AY Yes/Ever
- B** Black (pencil marking)/Born/
 Bye/Bowled/Second grade
BA Bachelor of Arts – Graduate –
 Degree/British Airways
BC Before Christ
BE Live
BR British Rail/British
BRA Supporter – Female supporter
- C** 100 (Rn)/Centigrade/Cold/Cent/
 Caught/Third (Grade & Row)/
 Circa – About/Many/Chapter
CA Chartered Accountant
CAN Tin – Preserve
CAT Tom
CC Cricket Club/County Council
CE Church (of England)
CH Church/Companion of Honour
CI Channel Islands
CID Detectives
CINC Commander in Chief
CM Centimetre
CO Commanding Officer/Com-
 pany – Firm/Care of/County
- COL** Army Officer
COLE Old King
CON Study
CR Credit
CU Copper
- D** 500 (Rn)/Penny/Daughter/Died/
 Date/Many
DA District Attorney
DC Direct current
DD Doctor of Divinity – Doctor –
 Theologian – Divine
DE Of French
DEN Study
DER The German
DO Party/Act
DR Doctor/Debit
DU Of the French
- E** East/Point/Way/Energy/Egg-
 head/English
EAR Listener
ED Editor – Newsmen/Edward
EER Always – Ever
EG For example
EL The Spanish
END Close – Purpose – Aim
ENEMY Time
EP Extended play record
ER Elizabeth Regina – Queen/
 Hesitation
ERE Before
ES French art (as in 'tu es')
ET Extra Terrestrial/And French
ETA Estimated time of arrival
EX From – Out of – Former (Hus-
 band/Wife)
- F** Fahrenheit/Loud (F & FF)/
 Fellow/Fine
FA Football Association
FAG Drudge
FBI G-Men – Federal Agents
FC Football Club
- FO** Foreign Office/Flying Officer
FR French – Franc/Father
FT Foot – Feet
- G** Gram – Gramme/Gravity Gates-
 head/Grand/German leader
GB Great Britain – British
GEN Information/General
GG Horse
GI Soldier
GO Energy
GMEN FBI agents
GP General Practitioner – Doctor
GR King – King George
GRAND A lot of dollars (\$1000)
GRANT General (also LEE)
- H** Hot/Hydrogen/Hard (pencil
 marking)/Hospital
HA Laugh
HACK Literary drudge
HAL Harry
HAT Bowler
HB Hard black (pencil marking)
HE His/Her Excellency – Amba-
 sador/Male
HEAD Poll/Boss
HEN Bird – Layer
HIC This Roman
HM His/Her Majesty
HO House/Home Office
HP Hire purchase/Horse power
HQ Headquarters
HR Hour
HY Henry

I One – First – First person	MA Mother/Master of Arts Graduate	OT Old Testament
IC In charge	MAC Scot	OUT Abroad
ICE Diamonds	MAL French complaint	OWN Confess – Admit
IE Id est (that is)	MASS Service/Crowd	OZ Ounce
IM I am	MB Doctor (Bach. of Medicine)	P Quiet/Parking/Page/Piano
IN Inch(es)/Fashionable/At home	MCC Cricket Club (Marylebone)	PA Father
INC Incorporated	MD Doctor (Doct. of Medicine)	PAR Equal – Normal/Paragraph
INST Current month	MI Motorway	PAN Young Peter/Vessel
IOM Isle of Man	MIT Massachusetts Institute of Technology	PAT Irishman/boy
IOU Promise to pay	MISS Girl	PC Police Constable – Bobby/Cop – Cop/Postcard
IQ Intelligence quotient	MN Merchant Navy	PEN Writer/Swan
IRA Terrorists	MO Doctor	PER Through/Each
IS Lives/Island	MP Politician – Member/Military Police – Redcap(s)	PHD Doctor/Degree
IT Sex-Appeal	MPH Miles per hour	PI Page one/Pious/Letter from Greece
JACK Sailor – Seaman	MS Manuscript – Writing	PM Prime Minister/Afternoon
JP Justice of the Peace – Law	N North – Point – Way – Pole/Name	PO Post Office/Postal order/Petty Officer/Pilot Officer
JR Junior	NATIVE Oyster	POLL Head
K 1000 – Kilo/King – Monarch	NB Nota bene/No ball	POP Uncle (Pawnbroker)
KO Knock-out	NCO Non-commissioned officer	PORT Left
L Left/Fifty (Rn)/Pound/Latin/Learner – Novice – Beginner – Student	NE North East	POT Trophy
LA Los Angeles/There in France	NI Northern Ireland	POW Prisoner of War
LATE Deceased	NO Number	PR Pair/Public Relations
LB Pound	NT New Testament/Nat. Trust	PRO In favour of/Professional
LC Lower case	NUM Miner's Union	PS Post Script – Afterthought
LE The French (also LA)	NUR Rail Union	PT Physical Training – Exercise/Part
LEG Supporter	NUS Students' Union/Seaman's Union	Q Question/Queen
LINE Railway	NW North West	
LING Heather	NZ New Zealand	
LIST Lean/Catalogue	O Nothing/Circle/Ring/Round/Love	
LO Behold – See	OB Old Boy	
LOW Depressed/Moo	OBE Decoration – Honour	
LP Long playing record	OK All right	
LSO London Symphony Orchestra	ON Performing	
LT Lieutenant – Officer	OP Operation/Work	
LTA Lawn Tennis Association	OR Alternative/Gold	
M Monsieur (Fr)/1000 (Rn)/ Male/Metre/Mile/Million/Many/Motorway/Married	OS Outsize – Large	

R Right/King/River/Rex/Redhead/
Run
RA Royal Academy – Artist – Pain-
ter/Royal Artillery – Gunner
RAM Royal Academy of Music/
Butter (animal that butts)
RAT Deserter
RC Roman Catholic/Red Cross
RD Road – Way – Highway
RE Royal Engineers – Sappers –
Soldiers/About/Again/Con-
cerning
REP Salesman
REV Reverend/Revolution
ROT Rubbish
RM Royal Marines – Marines/
Royal Mail
RMA Royal Military Academy
RN Royal Navy – Navy
ROD Pole
RT Right
RU Rugby Union
RUM Peculiar – Odd
RY Railway

S South – Point Way – Pole/Son/
Old Bob-Shilling
SA South Africa/Salvation Army
SAW Cutter/Proverb
SC Little Science
SE South East
SET Group
SH Quiet – Silence
SIC Thus – So
SM Sergeant-major
SO Thus

SP Starting Price – Odds
SQ Square
SR Senior
SRN State Registered Nurse
SS Steam Ship – Vessel
ST Street – Way/Saint – Good man
SUB U-Boat
SW South West

T West End/Sort of square/shirt/
Times leader
TA Territorial Army – Terriers/
Thanks
TAR Sailor
TATE Gallery
TENT Wine
TIN Can
TNT High explosive
TOM Cat
TOP Head
TON Heavyweight
TOR Hill – Eminence
TT Teetotaler – Non-drinker –
Dry/Motor cycle race
TU Trade Union
TUC Trades Union Congress
TV Television

U You say (as in 'sound of you') – U
turn/Upper (class, bracket)/Su-
perior/Universal
UAR United Arab Republic
UC Upper case
UK United Kingdom
ULT Last month

UN United Nations – International
– A French
UR Ancient city
US United States of America –
American – States/You and me

V Versus – Against/Victory/Five
(Rn)/Verse
VI Flying bomb (Doodlebug)/Six
(Rn)/5-1
VIP Bigwig
VR Victoria Regina

W West – Point – Way/Wicket
WI Womens Institute/Mayfair
WK Week
WO War Office
WM William
WT Weight

X Cross/Kiss/Ten (Rn)

YR Year

Convention Indicators

The following is a list of convention indicators and category pointers employed in the puzzles in alphabetical order: Note – There may be more than one indicator in a clue, in which case I have selected the one I consider most helpful. It should also be remembered that in cryptic clues one convention may well embrace others. To this end, I have included in square brackets the conventions with particular association. DA

- Ab** Abbreviation(s) [Re, Du, Po, En]
Ac Acronym – initials forming word(s)
Af African term or reference
Ai Artist, Sculptor, Architect and associated movements
Am American term or reference
An Anagram in clue [Ab, Po, Re, En]
Ar Archaic [Po, Ab, Do]
As Association of words or ideas [Po, Ab, Do]
At Antonym
Au Australian term or reference
- Ba** Ballet [Th, Ch, Li]
Bi Biblical reference [Do]
- Cd** Cryptic definition (Alternative interpretation to the obvious)
Ch Character [fictional] [Li, Sh]
Ci Cinema
Cl Clue within clue [Ab, Po, Re, As]
Cn Conundrum or riddle [Du, Do, Po, Lo]
Co Contracted form – e.g. LANCS [Ab]
Cr Composer [Mu]
Cs Concealed solution in clue [Re, Po]
Cy Chemistry [Er]
- De** Definition [As, Do]
Dm Disguised meaning [Po, Ab]
Do Double meaning (or homonym)
Dr Dramatist/Drama [Li, Th]
Du Word division (Two or more words or letters forming single word) [Ab, Po]
- Eg** Reference to Egypt
En Envelope (word containing another) [Ab, An, Re, Po]
Er Engineering/Science [Ma, Ps]
- Ev** Event [Hi]
Fa Familiar term or saying [Sl, Vu]
Fe Festival – religious or other
Fl Flora
Fr French, Franglais or France [Po, Ab]
Ft Fairy tale or legend [My, Li, Nr]
- Ge** Reference to German or Germany
Gk Reference to Greek or Greece [My, Lo]
Gr Grammatical term or reference
Gy Geographical term or feature
- Hi** Historical reference
- Id** Idiom [Fa, Sl]
Ir Reference to Ireland or Irish
It Reference to Italian or Italy [Po, Ab]
- Kn** General Knowledge
- La** Latin [Rn, Ro, Po, Ab, Le, My]
Le Legal terminology [La]
Li Literary reference [Ch, Sh]
Lo Logic [Gk]
- Ma** Mathematics [Ps, Er, Lo]
Me Medicine
Mu Musical reference [Op, Ba]
My Greek and Roman mythology including the deities
- Na** Nautical term or reference
Ne News media/journalism
Nr Nursery Rhyme or association [So, Sa, Li, Ft]
- Op** Opera [Th, Ch, Li]
Or Oriental reference or term
Pa Palindrome (Reads both ways – e.g. NOON) [Po, Ab]
Pe Reference to a person [Li]
Ph Partially hidden solution
- Pl** Place name
Pm Parliamentary term or ref.
Po Pointer(s) [Ab, Re, En, Du]
Pr Proverb [Sa]
Ps Philosophy/Philosopher [Ma, My, Lo]
Pt Poet [Li, Wr, Dr]
Pu Pun [Do, Du, Po, Sd]
- Qu** Quotation [Li, Sh]
- Ra** Radio
Re Contains reversal [Ab, Po, An, En, Du]
Ri River
Ro Ancient Rome [La, Rn]
Rn Roman numeral(s) [La, Ro, Po, Ab]
Ru Reference to Soviet Union
- Sa** Saying or proverb [Nr, So]
Sc Scotland or Scottish
Sd Sound (depending on) [Pa]
Sg Surgery (removal or replacement of parts of one word to form another)
Sh Shakespearian reference [Li, Ch, Th]
Si Sign [Po, Ab]
Sk Scandinavian
Sl Slang [Po, Ab]
So Song [Nr]
Sp Reference to Spanish or Spain [Po, Re, Ab]
St Sporting reference
Sy Synonym
- Te** Popular term [Fa, As]
Th Theatre [Ch, Li, Ba, Op]
Tv Television
- Vu** Vulgar [Sl, Fa]
- We** Reference to Wales or Welsh
Wi Witticism
Wr Writer/author [Li, Pt, Dr]

C
R
W**O****R****D****S**
S
S