

Go!

Last week we stopped, today we GO--in 146 different ways.

P U L L A W A Y V O Y A G E H Y N I T I F E Y A S S E E
E B I J L M A M A T M A K E S A K L I O N X D W A V M T
O V E V A E L N R W Y O W O A P W E X I S T A B I Y U U
K I I K O E W A D V A N C E D H A R E T I R E R H O T O
H V E R V E P O E L T S U H V S E L A P S E H R R V U T
I I W O D E T E D E E O S N O I S S E S M T A A V M O U
T G M E D U E E R Z I P O A W R G T E B Y O E I D A K C
C O N F O R M V I U U S Y L P U U N A R T W V E X T L W
H R U N D O W N I N T A N C A O I R T R I P O I U C A E
I O R R F I O O K R W N O O N L K C A R C T M O N H W N
J U P L T M S I E A R N E U E F O R G E A H E A D G O D
B S U L R I N T K P T A R V R V P N D O V V K N C Y L F
E N S A S E C C A I U D I O V O R R G O I C O A R E D N
N E H T S H I N N N C L M I S S S M O G V P O R E N D A
D S O S A T I U R O C L L T H K P P Y G S E A N U R T P
I S N T M L E F L E S E N O E V E I L E R C T O K U B S
T P U N C H I L T T T W V D U T Y D R I D E R A O O N U
H I J E B T A A G R E E A I M T E R A I T A S K I J U I
D C U U M P R M F G O R R R X C O N L D T R C S N L L T
A A A Q S A T O E F G A A C W C P W U E D E O K E L L R
S B O E I R K T F E G F C S X I O R G T H L H G A L E A
N E O R R N A E H F E D T H D E T C E C N P E I I P P V
O L C F E H N T H H E I E O C D S H R S U I R G S V S E
E O O A E H E I T E N B I T E T H E D U S T E O A S R L
V N B A L K T Y N T A R N E M Y T C N R M O R B C O A W
O G D N A P U T E G E D C W A R D A E E A P N U C E H P
M O R M G B T R I P S C W S E D N E T X E W L S O I E P
L U R O T O M E A H U M S A I S U H T N E L L E R U N D
T R E K N F L A G S A A T Y Y T I L A T I V F L D U T M

ACCORD	EMBARK FROM	MALFUNCTION	SPIRIT
ADVANCE	ENTHUSIASM	MATCH	SPLIT
AGREE	ESSAY	MOTOR	SPUNKINESS
ARRIVE	EXCRETE	MOVE	STAB
ASSAY	EXIT	MOVE AHEAD	STALL
ATTEND REGULARLY	EXTEND	MOVE ON	STARCH
BE IN TUNE	FAIL	PASS	STINT
BELONG	FIT	PASS AWAY	STOP
BEND	FIT IN	PERIOD	STRETCH
BID FAREWELL	FLAG	PRESS ON	SUCCEED
BITE THE DUST	FLEE	PROCEED	SUIT
BREAK	FLOURISH	PROGRESS	TERM
BURN OUT	FLY	PROSPER	THRIVE
BUY THE FARM	FORGE AHEAD	PULL AWAY	TICK AWAY
CARRY ON	FREQUENT	PULL OUT	TIRE
CHECK OUT	GET AHEAD	PUNCH	TOOL ALONG
COHERE	GET AROUND	PUSH ON	TOUR
COLLAPSE	GET PLACES	QUIT	TRAVEL
CONFORM	GET-UP-AND-GO	REACH	TRK
CONK OUT	GIVE OUT	RELIEVE ONESELF	TRIAL
CONTINUE	GIVE WAY	RETIRE	TRY
CORRESPOND	HARMONIZE	RETREAT	TURN
CRACK	HIT THE ROAD	RHYME	VENTURE
CRUMPLE	HITCH	RIDE	VERVE
CUT OUT	HUSTLE	RUN	VIGOR
DASH	INNINGS	RUN DOWN	VIGOROUSNESS
DECAMP	INTERVAL	RUN OUT	VITALITY
DEPART	JIBE	SCORE	VIVACITY
DIE	JOURNEY	SESSION	VOID
DISTANCE	KEEP MOVING	SHIFT	VOYAGE
DO WELL	LAPSE	SHOT	WALK OUT
DOVETAIL	LEAVE	SHOVE OFF	WEAR OUT
DRAW	LIVELINESS	SIEGE	WEND
DRIVE	MAKE	SKEDADDLE	WHIRL
DUTY	MAKE HEADWAY	SPAN	WITHDRAW
EFFORT	MAKE IT	SPELL	ZIP
ELAPSE	MAKE THE GRADE		