

1) **A. Hillock** (n) mound, prominence, eminence X decline, depression

B. Mileage (n) range, space, span X uselessness, inapplicability.

C. Vilify (v) disparage, denigrate, defame X approve, compliment

D. Hilarious (adj) very funny, hysterical X serious, quiet, sad, dull

A. a small hill or mound.

B. a number of miles travelled or covered.

C. speak or write about in an abusively disparaging manner.

D. extremely amusing.

2) **A. Niece** (n) X nephew

B. Neigh (v) whinny, whicker, bray, moo, roar,

C. Neither

D. Rein (v) control, brake X encourage, release.

A. a daughter of one's brother or sister, or of one's brother-in-law or sister-in-law.

B. (n) a characteristic high whinnying sound made by a horse.
(v) (of a horse) utter a neigh.

D. (n) a long, narrow strap attached at one end to a horse's bit, typically used in pairs to guide or check a horse in riding or driving.

(v) check or guide (a horse) by pulling on its reins.

3) **A. Brevity** (n) shortness, transience X longness, permanence

B. Breakage (n) ruination, wreckage. X fixing, repairing

C. Breathless (adj) panting, puffing X breathy, refreshing

D. Brilliance (n) genius, prowess, mastery, talent X stupidity, foolishness

A. concise and exact use of words in writing or speech.

Shortness of time.

B. the action of breaking something, or the fact of being broken

C. gasping for breath, typically due to exertion.

D. exceptional talent or intelligence

4) **A. Explanation** (n)

B. Exaggeration (n) magnification, amplification X truth, compression

C. Extermination (n) killing, murder, assassination X creation, making

D. Expectation (n) assumption, belief X distrust, doubt, hopelessness.

A. a statement or account that makes something clear

B. a statement that represents something as better or worse than it really is.

C. killing, especially of a whole group of people or animals

D. a strong belief that something will happen or be the case.

5) **A. Cruise** (v)(n) sail, steam, voyage, Journey X stay, halt

B. Truce (n) ceasefire, armistice X fighting, hostilities

C. Deduce (v) conclude, reason, gather X ignore, leave, disperse

D. Bruise (n) lesion, mark, injury X cured, healed

A. sail about in an area without a precise destination, especially for pleasure.

B. an agreement between enemies or opponents to stop fighting

C. arrive at (a fact or a conclusion) by reasoning; draw as a logical conclusion.

D. to injure by striking or pressing, without breaking the skin: