



The position of a phoneme in a word and the allowable grapheme choices affect how the word is spelled. **Five spelling generalizations** apply to words that follow the 1-1-1 rule, a word with:

1 syllable  
+  
1 short vowel phoneme  
+  
1 final consonant phoneme

1. **Bonus Letter/Doubling Rule/FLOSS rule** - When a 1-1-1 word ends with /f/, /l/, or /s/, the phoneme is spelled with -ff, -ll, or -ss (examples: *hill, stuff, miss*)
2. **-ck** - When a 1-1-1 word ends with /k/, the phoneme is spelled with -ck (examples: *lock, truck, sick*)
3. **-tch** - When a 1-1-1 word ends with /ch/, the phoneme is spelled with -tch (examples: *fetch, pitch, match*). There are a few exceptions: *much, such, rich, and which*.
4. **-dge** - When a 1-1-1 word ends with /j/, the phoneme is spelled with -dge (examples: *badge, bridge, sludge*)
5. When a vowel suffix (-ing, ed, er, y) is added to a 1-1-1 word, double the final consonant before adding the vowel suffix. Some examples are:

hop + ing = hopping

skip + ed = skipped

tap + ing = tapping

thin + er = thinner

mud + y = muddy