**Practice List: Unrelated, no critical lure**

Hair

Pencil

Stop

Sky

Car

Taste

Book

Farm

**Test Lists**

Do not include the critical lures in list presentation

\* Indicates words are included on final recognition test

**List 1)** Critical lure: **Cup** (Semantic)

Mug\*

Saucer

Tea\*

Coaster

Lid

Coffee

Straw\*

Soup

**List 2)** Critical lure**: Dog** (Phonological)

Log\*

Hog

Dock\*

Bog

Fog

Doll

Frog

Jog\*

Dot

**List 3)** Critical lure: **Chair** (Semantic)

Table\*

Couch

Desk\*

Lamp

Pillow

Stool

Bench\*

Rocker

**List 4)** Critical lure: **Gun** (Phonological)

Bun\*

One

Gum\*

Gut

Nun

Run

Sun\*

Gown

**List 5**) Critical lure: **Window** (Semantic)

Door\*

Glass

Shade\*

Curtain

Shutter

House

Screen\*

Sill

**List 6)** Critical lure: **Mail** (Phonological)

Nail\*

Meal

Mate\*

Hail

Mall

Maid

Sail\*

Veil

**List 7)** Critical lure: **Shirt** (Semantic)

Blouse\*

Pants

Tie\*

Button

Shorts

Collar

Vest\*

Sweater

**List 8)** Critical lure: **Man** (Phonological)

Can\*

Tan

Map\*

Van

Mat

Mad

Pan\*

Moon

**List 9)** Critical lure: **Bread** (Semantic)

Butter\*

Sandwich

Jelly\*

Milk

Flour

Crust

Loaf\*

Toast

**List 10)** Critical lure: **Trash** (Phonological)

Gash\*

Track

Flash\*

Trap

Ash

Crash

Tramp\*

Rash

**Non-presented lists**

Below are associated lists that are used as fillers/distractors on the recognition test.

\* Indicates words on the recognition test

**Filler List 1)** Critical lure: **Bad** (Phonological)

*Bag\**

*Bat*

*Dad\**

*Band*

*Pad*

*Sad*

*Bid\**

*Lad*

**Filler List 2)** Critical lure: **Ball** (Phonological)

*Wall\**

*Fall*

*Bald\**

*Tall*

*Bull*

*Bell*

*Hall\**

*Boil*

**Filler List 3)** Critical lure: **Beer** (Phonological)

*Rear\**

*Gear*

*Beard\**

*Deer*

*Bear*

*Fear*

*Ear\**

*Sear*

**Filler List 4)** Critical lure: **Hand** (Phonological)

*Land\**

*Sand*

*Canned\**

*Hound*

*Band*

*Had*

*Hanged\**

*Brand*

**Filler List 5)** Critical lure: **Rain** (Phonological)

*Train\**

*Ran*

*Lane\**

*Raid*

*Rave*

*Vain*

*Brain\**

*Range*

**Filler List 6)** Critical lure: **Foot** (Semantic)

*Shoe\**

*Toe*

*Sandals\**

*Soccerball*

*Ankle*

*Arm*

*Boot\**

*Sock*

**Filler List 7)** Critical lure: **Lion** (Semantic)

*Tiger\**

*Mane*

*Tamer\**

*Whistle*

*Elephant*

*Tigercub*

*Cage\**

*Circus*

**Filler List 8)** Critical lure: **Smoke** (Semantic)

*Cigarette\**

*Match*

*Ashes\**

*Cigar*

*Chimney*

*Tobacco*

*Pipe\**

*Ashtray*

**Filler List 9)** Critical lure: **Doctor** (Semantic)

*Nurse\**

*Bandaid*

*Stethoscope\**

*Needle*

*Aspirin*

*Kleenex*

*Thermometer\**

*Syrup*

**Filler List 10)** Critical lure: **Hammer** (Semantic)

*Carpenter\**

*Wood*

*Saw\**

*Wrench*

*Nail*

*Ruler*

*Scissors\**

*Screwdriver*