

# Numzi Peg Word Story

Visualize the words for numbers 0 - 100

## Norman's unforgettable vacation adventure

### Part 1: Preparing for the journey (0-9)

It all starts with Norman's trip to the **sea**<sup>0</sup>. He puts on his travelling **hat**<sup>1</sup>, and gets on his **knee**<sup>2</sup> before leaving **home**<sup>3</sup>. A bright **ray**<sup>4</sup> of sunlight beams in from the window, suggesting sunny weather ahead. Norman wonders if he will encounter a **whale**<sup>5</sup>, on his trip at sea. While still on his knee, Norman ties his **shoe**<sup>6</sup> and then he remembers he needs to help Sally, his pet **cow**<sup>7</sup> that lives in the backyard. Sally has an injured **hoof**<sup>8</sup> which makes it difficult for her to walk. Norman ties on a new bandage, making a tight **bow**<sup>9</sup> around Sally's leg and bids Sally farewell.

### Part 2: Home sweet home (10-19)

Norman's home is located in the **woods**<sup>10</sup> not too far from a desert. He stores away all his valuables, such as the **deed**<sup>11</sup> to his home in a safe place. Norman's house sits beside a big **dune**<sup>12</sup>, where it is shaped with a **dome**<sup>13</sup> style roof and a large red **door**<sup>14</sup>. Inside the house, the main floor is made of exotic **tile**<sup>15</sup>. Outside, a birdfeed **dish**<sup>16</sup> is mounted on the **deck**<sup>17</sup>. Norman loves animals, but he doesn't see many often. One day, Norman sees a white **dove**<sup>18</sup> that hesitates to eat the bird food because the dish wobbles. So Norman secures it with **tape**<sup>19</sup>.

### Part 3: Memories of the Nacho that bites back (20 - 29)

Norman has had good and bad memories living in this home. The **nose**<sup>20</sup> never forgets. Some people tie a **knot**<sup>21</sup> around their finger, but strong smells such as that of **onion**<sup>22</sup> wake up memories. For Norman, snack foods remind him of a bad memory. One day Norman is eating dinner and watching **Nemo**<sup>23</sup>. After he sits down in a Viking chair he bought on route to **Norway**<sup>24</sup>, not noticing a loose **nail**<sup>25</sup> coming out of his seat. Right as Norman bites into a **nacho**<sup>26</sup>, the chair suddenly falls apart and Norman hits his **neck**<sup>27</sup> on the table. It was a good thing he wasn't holding a **knife**<sup>28</sup> because the episode could have resulted in an injury much worse than the **honeybee**<sup>29</sup> sting he got earlier that day.

### Part 4: Amazing family business (30 - 39)

Norman works for his family's business, which runs a famous **maze**<sup>30</sup> beside a **meadow**<sup>31</sup>. It costs a lot of **money**<sup>32</sup> to keep it running, but his **mom**<sup>33</sup> always prefers to do the upkeep. In one pocket she carries a **hammer**<sup>34</sup> and in the other pocket, all the **mail**<sup>35</sup> with the bills. It is a stressful business to run and his mom has become such a heavy smoker; she always has a **match**<sup>36</sup> and strong coffee in her favorite **mug**<sup>37</sup>. But this place is special to the family as it once was a scene in a famous **movie**<sup>38</sup>. Norman remembers his job there as a kid was to make sure that all the tourists had a **map**<sup>39</sup>, so they wouldn't get lost.

### *Part 5: Arriving to a celestial sight (40-49)*

After a long trip, Norman arrives to a small island ranch for his vacation. On arrival, he sees a **rose**<sup>40</sup> trampled on the **road**<sup>41</sup>, which is a wet road because of all the **rain**<sup>42</sup>. Wiping rain water from his eyes with his **arm**<sup>43</sup>, Norman sees something remarkable in the distance - not a rainbow, but what looks like an **aurora**<sup>44</sup> which also has a bit of a **whorl**<sup>45</sup> rather than an **arch**<sup>46</sup>. As the sun sets, Norman climbs up on to a huge **rock**<sup>47</sup> where he gets a glimpse of the coral **reef**<sup>48</sup> below near the ocean and he can hear the sound of a **harp**<sup>49</sup> in the distance. This island ranch has some mystery to it, Norman thinks.

### *Part 6: An island ranch with dangerous animals (50 - 59)*

One day on the ranch, Norman is learning to **lasso**<sup>50</sup> horses, when suddenly a frantic **lady**<sup>51</sup> runs up to Norman, screaming. She says she spotted a dangerous **lion**<sup>52</sup> hunting a **lamb**<sup>53</sup>. As she catches her breath, the lady also says she is going to hire a good **lawyer**<sup>54</sup> to sue the ranch because in a stream near the **oilwell**<sup>55</sup>, she got a **leech**<sup>56</sup> on her **leg**<sup>57</sup>. Also, the lady continues in great detail how apparently nearby she saw a hungry **wolf**<sup>58</sup> staring at her, licking its top **lip**<sup>59</sup>. Norman thinks the lady could be a bit crazy.

### *Part 7: Leaving the crazy island (60-69)*

The next day, Norman is relaxing and listening to **jazz**<sup>60</sup>, when suddenly he sees a **cheetah**<sup>61</sup> roaming around. The animal wears a **chain**<sup>62</sup> with a large **gem**<sup>63</sup> suggesting it actually belongs to somebody. So Norman, now believing the lady he thought was crazy, decides it is now time to leave the island. On departure, at the **shore**<sup>64</sup>, he notices what looks like a **jail**<sup>65</sup>, and there is a **judge**<sup>66</sup> sitting there drinking something from a huge **jug**<sup>67</sup> while talking with an Indian **chief**<sup>68</sup>. Norman is ready to leave this strange island. Finally, the **ship**<sup>69</sup> arrives...

### *Part 8: An unusual gala (70-79)*

On the ship, Norman encounters more strange people and animals. Norman sees a **goose**<sup>70</sup> running from a large wild **cat**<sup>71</sup>, and somebody fires a tranquillizer **gun**<sup>72</sup> at the large cat. Norman thinks that the large cat looks oddly similar to the cheetah he encountered earlier. He wonders if perhaps this is some sort of **game**<sup>73</sup>. Next, a **choir**<sup>74</sup> starts singing, kicking off a festive **gala**<sup>75</sup>. By this time, fortunately the wild animals are in a **cage**<sup>76</sup> asleep. On the dinner table is **cake**<sup>77</sup> and **coffee**<sup>78</sup>. The man with a gun, it turns out, is a **cop**<sup>79</sup> helping get everything under control.

### *Part 9: Calming things down on the ship (80-89)*

Fortunately, the cop is present because at the gala things get out of control. When a **vase**<sup>80</sup> gets broken, a **fight**<sup>81</sup> breaks out. A ship worker with a **phone**<sup>82</sup> reports the incident, and then he immediately attends to another emergency. The worker sprays **foam**<sup>83</sup> to put out a **fire**<sup>84</sup>, which was caused by the chef using too much cooking **fuel**<sup>85</sup>. After all that excitement, dinner is finally served ... a slightly burnt **fish**<sup>86</sup> as main course with **fig**<sup>87</sup> salad on the side. Somebody is now on stage playing a small instrument called a **fife**<sup>88</sup>, which creates a nice **vibe**<sup>89</sup> after things calm down.

### *Part 10 - More dangerous animals on bus ride home (90-99)*

After the ship arrives, Norman takes a **bus**<sup>90</sup> to return home. He is exhausted and longs for his own **bed**<sup>91</sup>. Suddenly the bus swerves to avoid hitting a **bunny**<sup>92</sup> as it is being chased by a **puma**<sup>93</sup>! Norman can't believe his eyes at the sight of another wild cat on this trip. To top it off, Norman also sees a **bear**<sup>94</sup> attacking a **bull**<sup>95</sup> behind a **bush**<sup>96</sup>. The bear must have wanted meat. Meanwhile a nearby family is camping and hangs a **bag**<sup>97</sup> of **beef**<sup>98</sup> on a tree.

Norman's bus driver informs the family of all the nearby danger and they quickly put their **baby**<sup>99</sup> in the car and leave that site. The rest of the road trip is peaceful and scenic, including fields full of hundreds of **daisies**<sup>100</sup>. It is nice to finally be home after such an adventure.

### **About the Peg System**

The Peg System provides a powerful way to help memorize a numbered list, whether a grocery list or the Constitution's Amendments. It works by connecting numbers with easily visualized words such as "hat," "bow," and "nose." The numbers have been converted into words using a phonetic code called the *Major System*, which associates the numbers 0 through 9 to a specific sound.

Below are the Numzi Peg Words. The Numzi Peg Word story helps you visualize and remember the peg words. To remember a list, associate the visual images in the Peg Word list to items you wish to remember. For instance, to remember Thomas Jefferson was the 3<sup>rd</sup> United States president, it might be helpful to picture his beautiful **home**, Monticello, and since we know that the peg word for "home" is 3, we can more easily recall that Jefferson was the 3<sup>rd</sup> president. The more you use the peg word system, the more natural it becomes to remember huge lists of items. *Learn more at [Numzi.com](http://Numzi.com)*

# Numzi Peg Words for 0 → 100

0 - sea	21 - knot	42 - rain	63 - gem	84 - fire
1 - hat	22 - onion	43 - arm	64 - shore	85 - fuel
2 - knee	23 - Nemo	44 - aurora	65 - jail	86 - fish
3 - home	24 - wine	45 - whorl	66 - judge	87 - fig
4 - ray	25 - nail	46 - arch	67 - jug	88 - fife
5 - whale	26 - nacho	47 - rock	68 - chief	89 - vibe
6 - shoe	27 - neck	48 - reef	69 - ship	90 - bus
7 - cow	28 - knife	49 - harp	70 - goose	91 - bed
8 - hoof	29 - honeybee	50 - lasso	71 - cat	92 - bunny
9 - bow	30 - maze	51 - lady	72 - gun	93 - puma
10 - woods	31 - meadow	52 - lion	73 - game	94 - bear
11 - deed	32 - money	53 - lamb	74 - choir	95 - bull
12 - dune	33 - mom	54 - lawyer	75 - gala	96 - bush
13 - dome	34 - hammer	55 - oilwell	76 - cage	97 - bag
14 - door	35 - mail	56 - leech	77 - cake	98 - beef
15 - tile	36 - match	57 - leg	78 - coffee	99 - baby
16 - dish	37 - mug	58 - wolf	79 - cop	100 - daisies
17 - deck	38 - movie	59 - lip	80 - vase	
18 - dove	39 - map	60 - jazz	81 - fight	
19 - tape	40 - rose	61 - cheetah	82 - phone	
20 - nose	41 - road	62 - chain	83 - foam	

## Numzi helps you remember any number ...

Ever wanted to remember a long number or a long list of items? Numzi provides the easiest way to convert numbers into memorable words or phrases. Also, Numzi is bi-directional, so you can also use Numzi to convert your words back into your number. Numzi covers the English language with over 220,000 words and 90,000 unique numbers.

See for yourself at: <http://www.numzi.com>