Water is not wet for a very simple reason: wetness describes a situation where the object in question is covered in or contains water. If one was to make it no longer wet, one would remove the water, leaving the original object. Therefore, the description of any wet object would be the water that comprises the "wetness" of the object, and the original object. So, here's an experiment: go into MSPaint, or any other image manipulation tool with a fill function. Then make the entire screen blue. Now, would you describe the screen as bluish? If you then select the blue, and replace it with white, or whatever color is default in the selected software. Would this still be describable as a "blue" screen, when you got rid of the "bluish"-ness? Most people would say that it is now a white screen, or the lack of anything. This means that if blue was bluish, blue would not actually exist. So, if someone had wet water, and they replaced the wetness of the object with nothing, you would having nothing left. This leaves us with one conclusion: water is not wet, because if water is wet, water does not exist, as once you get rid of the alleged wetness of water, you get the original object: nothing.