

## ORDER OF PLAY SHEET JUNIOR & SENIOR DIVISIONS

### PLAYER ONE - Rolls cubes and states a Sentence Pattern, Structure, OR Purpose

#### PATTERN

S-V	S-V-Retained OC (noun)
S-V-DO	S-V-Retained OC (adj.)
S-LV-PN	S-V-IO-DO
S-LV-PA	S-V-DO-OC (noun)
S-V- Retained DO	S-V-DO-OC (adj.)
S-V-Retained IO	Inverted

#### STRUCTURE

simple                      complex                      compound                      compound-complex

#### PURPOSE

declarative                      interrogative                      imperative                      exclamatory

### PLAYER TWO - Uses a BLACK or GREEN cube to state a TYPE Demand

NOUN	PRONOUN	VERB	ADJECTIVE
ADVERB	PREPOSITION	CONJUNCTION	INTERJECTION

### PLAYER THREE - Uses a BLACK or GREEN cube to state a FUNCTION Demand

**NOUN** - Subject, Direct Object, Indirect Object, Predicate Noun, Objective Complement, Object of the Preposition, Retained Direct Object, Retained Indirect Object, Retained Objective Complement, Appositive, Noun used as adjective

**PRONOUN** - Subject, Direct Object, Indirect Object, Predicate Noun, Objective Complement, Object of the Preposition, Retained Direct Object, Retained Indirect Object, Retained Objective Complement, Appositive

***FORBIDDEN** - Demanding an appositive be restrictive*

**VERB** – Predicate, Verbal, Infinitive, Gerund, Participle, Auxiliary

*\*Functions may be called for infinitives and gerunds*

**ADJECTIVE** – Noun Modifier, Pronoun Modifier, Predicate Adjective, Objective Complement, Adjacent Adjective, Retained Objective Complement

**ADVERB** – Verb Modifier, Adjective Modifier, Adverb Modifier

**PREPOSITION** - Introductory word in an Adjective Phrase

Introductory word in an Adverb Phrase

***FORBIDDEN:** Compound Preposition*

**CONJUNCTION** - Subordinator, Conjunctive Adverb

***FORBIDDEN:** Correlative Conjunction*

**INTERJECTION** - NONE - The second demand is a General Demand

## LINGUISHTIK SCORING CHART

**CHALLENGER:** The Player who makes the challenge.

**SOLVER:** A player other than the Challenger who presents a correct solution.

**NEUTRAL:** A player other than the Challenger [Challenge Now] OR a player other than the Challenger or Mover [Challenge Impossible] who does not present a solution.

**WRONG:** A player who presents an incorrect solution when there has been a Challenge, OR a player who either presents an incorrect solution or does not present a solution during a Forceout.

**MOVER:** A player who makes the last move before a Challenge Impossible.

**AGREER:** A player who agrees to a Forceout

SITUATION	6 POINTS	4 POINTS	2 POINTS
<b>A. CHALLENGE WIN</b> Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
<b>B. CHALLENGE WIN</b> Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
<b>C. CHALLENGE WIN</b> NO PLAYER has a correct solution		NEUTRAL (SEE LT 25*)	CHALLENGER WRONG
<b>D. CHALLENGE IMPOSSIBLE</b> NO PLAYER has a correct solution	CHALLENGER	NEUTRAL	MOVER WRONG
<b>E. CHALLENGE IMPOSSIBLE</b> At least one player has a correct solution	SOLVER		CHALLENGER WRONG NEUTRAL
<b>F. FORCEOUT</b> ALL PLAYERS agreed		AGREER	WRONG

\* LT25 - If a player is four or more points ahead of any other player when the warning has been called, and the leading player CHALLENGES WIN, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six 6 points.

*Front side of JrSr Order of Play Sheet/Revised August 2016*