

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 and presents a correct solution.

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

*LT 25: If a player is four or more points ahead of any other player when the warning has been called, and the leading player CHALLENGES NOW, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six 6 points.

*Revised August
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