

## LinguiSHTIK Rules 2011-2012

**INTRODUCTORY STATEMENT:** Every effort will be made to accommodate the physically/sensory impaired student; however, it is the responsibility of the student to inform the judges and to provide any special items needed for play.

### **LT1 GAME MANUAL REFERENCE**

The following tournament version of the Advanced Games Instructions, explained on pages 6-13 in the LinguiSHTIK Games Manual will be played at all levels.

### **LT2 OFFICIAL REFERENCES**

- Webster's Third International Unabridged Dictionary
- The Official Scrabble Player's Dictionary (This is an auxiliary reference in determining foreign and hyphenated words which have already been found in the official dictionary.)
- Prentice Hall Grammar and Composition; Levels 1 – 6\*
- Warriner's English Grammar and Composition, Complete Course
- The Plain English Handbook
- George Currie's *A Grammar of the English Language*

\* Prentice Hall shall be considered the primary reference with the remaining three to serve as secondary sources to expand upon Prentice Hall or when Prentice Hall does not address an issue.

### **LT3 MATERIALS ALLOWED**

The LinguiSHTIK Scoring Chart, the LinguiSHTIK Order of Play Sheets, the LinguiSHTIK General Demand Sheet (in Elementary and Middle divisions only), a supply of blank Demand Sheets, the LinguiSHTIK game mat, and all 23 LinguiSHTIK cubes are the only materials allowed in the game. Absolutely forbidden are grammar books, dictionaries, the LinguiSHTIK Game Manual, the LinguiSHTIK Rules and Dictionary of Terms and notes.

### **LT4 OBJECT OF THE GAME**

The object of LinguiSHTIK is to make a 4 – 10 letter word using cubes from the Game mat. The word must satisfy the demands made in the course of play and must be used in a sentence type, classified by the pattern, structure, or purpose, that is designated by the first player.

### **LT 5 DEMANDS (See Order of Play Sheets on following pages)**

**ORDER OF PLAY SHEET  
ELEMENTARY DIVISION**

**PLAYER ONE:** Rolls cubes and states a Sentence Pattern, Structure OR Purpose.

**PATTERN**

S – V / N – V

S – LV – PN / N – LV – PN

S – LV – PA / N – LV – A

S – V – DO / N – V – N

S – V – IO – DO / N – V – N – N

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 OR PRONOUN** – Subject, Direct Object, Indirect Object, Predicate Noun, Object of Preposition, Appositive, Noun Adjunct (not applicable to pronouns)

**VERB** – Simple Present Tense, Simple Past Tense, Simple Future Tense, Infinitive

**ADJECTIVE** – Noun Modifier, Pronoun Modifier, Predicate Adjective, Adjacent Adjective

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

**PREPOSITION** – Introductory word in an Adjective Phrase  
Introductory word in an Adverb Phrase

**CONJUNCTION** – Subordinator, Conjunctive Adverb

**INTERJECTION** – NONE (the second demand is a General Demand)

**ORDER OF PLAY SHEET, pg 2  
ELEMENTARY DIVISION**

**A. NOUN**

1. Singular\*
  2. Plural\*
  3. Collective
- \* *May not be used with noun adjuncts*

**B. PRONOUN**

- |             |               |
|-------------|---------------|
| 1. Singular | 3. Personal   |
| 2. Plural   | 4. Indefinite |

**C. VERB**

- |             |              |
|-------------|--------------|
| 1. Singular | 4. Auxiliary |
| 2. Plural   | 5. Regular   |
| 3. Linking  | 6. Irregular |

**D. ADJECTIVE**

1. Positive degree of Comparison
2. Comparative Degree of Comparison
3. Superlative Degree of Comparison
4. Possessive Noun
5. Possessive Pronoun

**E. ADVERB**

1. Positive degree of Comparison
2. Comparative Degree of Comparison
3. Superlative Degree of Comparison

**F. PHRASES\***

1. Adjective
2. Adverb
3. Prepositional
4. Infinitive

**G. CLAUSES\***

1. Independent
2. Dependent
3. Adjective
4. Adverb

\* *Only one clause or one phrase may be demanded in a shake. One of each **may not** be demanded.*

**H. The word must be a COMPOUND WORD**

**ORDER OF PLAY SHEET  
MIDDLE DIVISION**

**PLAYER ONE:** Rolls cubes and states a Sentence Pattern, Structure OR Purpose.

**PATTERN**

S – V / N – V	S – V – IO – DO / N – V – N – N
S – V – DO / N – V – N	S – V – DO – OC (NOUN) / N – V – N – OC(N)
S – LV – PN / N – LV – PN	S – V – DO – OC (Adj) / N – V – N – OC(A)
S – LV – PA / N – LV – PA	Inverted

**STRUCTURE**

Simple	Complex	Compound	Compound-complex
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**PURPOSE**

Declarative	Interrogative	Imperative	Exclamatory
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**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 OR PRONOUN** – Subject, Direct Object, Indirect Object, Predicate Noun, Object of Complement, Object of Preposition, Appositive, Noun Adjunct (not applicable to pronouns)

**VERB** – Simple Present Tense, Simple Past Tense, Simple Future Tense, Present Perfect, Past Perfect, Future Perfect, Present Progressive, Past Progressive, Future Progressive, Present Perfect Progressive, Future Perfect Progressive, Infinitive\*, Gerund\*, Participle  
\* *Functions may be called for Infinitives and Gerunds*

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

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

**PREPOSITION** – Introductory word in an Adjective Phrase  
Introductory word in an Adverb Phrase

**CONJUNCTION** – Subordinator, Conjunctive Adverb

**INTERJECTION** – NONE (the second demand is a General Demand)

**ORDER OF PLAY SHEET, pg 2**  
**MIDDLE DIVISION**

**A. NOUN**

1. Singular\*
  2. Plural\*
  3. Collective
  4. Abstract
  5. Concrete
  6. Nominative Case
  7. Objective Case
- \* May not be used with noun adjuncts*

**B. PRONOUN**

1. Singular
2. Plural
1. Personal
2. Indefinite
3. Interrogative
6. Demonstrative
7. Relative
8. Nominative Case
9. Objective Case

**C. VERB**

1. Singular
2. Plural
3. Linking
4. Auxiliary
5. Regular
6. Irregular
7. Imperative Mood
8. Emphatic Form\*
9. Functions for Infinitives
10. Functions for Gerunds
11. Present Participle
12. Past Participle
13. Active Voice
14. Passive Voice
15. Transitive
16. Intransitive

*\* The player may choose to designate present or past emphatic form.  
FORBIDDEN: Demanding that the verb be in the conditional tense.*

**D. ADJECTIVE**

1. Positive degree of Comparison
  2. Comparative Degree of Comparison\*
  3. Superlative Degree of Comparison\*
  4. Possessive Noun
  5. Possessive Pronoun
- \*If these are demanded, the player may also indicate regular or irregular.*

**E. ADVERB**

1. Positive degree of Comparison
  2. Comparative Degree of Comparison\*
  3. Superlative Degree of Comparison\*
- \*If these are demanded, the player may also indicate regular or irregular.*

**ORDER OF PLAY SHEET, pg 3**  
**MIDDLE DIVISION**

**F. PHRASES\*** -- The word must be contained in .....

- |               |                  |
|---------------|------------------|
| 1. Infinitive | 5. Verb          |
| 2. Gerund     | 6. Adjective     |
| 3. Participle | 7. Adverb        |
| 4. Appositive | 8. Prepositional |

**G. CLAUSES\*** -- The word must be contained in .....

- |                            |               |
|----------------------------|---------------|
| 1. Independent             | 5. Noun       |
| 2. Dependent (subordinate) | 6. Relative   |
| 3. Adjective               | 7. Infinitive |
| 4. Adverb                  |               |

\* NOTE: Only one clause or one phrase may be demanded in a shake. One of each may not be demanded.

H. The word must be part of a **DIRECT QUOTE** (proper punctuation required).

I. The word must be a **COMPOUND WORD**

**ORDER OF PLAY SHEET  
JUNIOR & SENIOR DIVISIONS**

**PLAYER ONE:** Rolls cubes and states a Sentence Pattern, Structure OR Purpose.

**PATTERN**

S – V / N – V	S – V – IO - DO / N – V – N - N
S – V – DO / N – V – N	S – V – DO – OC (NOUN)/ N – V- N – OC(N)
S – LV – PN / N – LV – PN	S- V- DO – OC (Adj) / N – V – N – OC(A)
S – LV – PA / N – LV – PA	Inverted

**STRUCTURE**

Simple	Complex	Compound	Compound-complex
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**PURPOSE**

Declarative	Interrogative	Imperative	Exclamatory
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**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 OR PRONOUN** – Subject, Direct Object, Indirect Object, Predicate Noun, Objective Complement, Object of Preposition, Retained Direct Object, Retained Indirect Object, Retained Objective Complement, Appositive, Noun Adjunct (not applicable to pronouns)

**VERB** – Simple Present Tense, Simple Past Tense, Simple Future Tense, Present Perfect, Past Perfect, Future Perfect, Present Progressive, Past Progressive, Future Progressive, Present Perfect Progressive, Future Perfect Progressive, Infinitive\*, Gerund\*, Participle

*\* 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

**CONJUNCTION** – Subordinator, Conjunctive Adverb

**INTERJECTION** – NONE (the second demand is a General Demand)

**ORDER OF PLAY SHEET, pg 2  
JUNIOR & SENIOR DIVISION**

**A. NOUN**

1. Singular\*
  2. Plural\*
  3. Collective
  4. Abstract
  5. Concrete
  6. Nominative Case
  7. Objective Case
- \* *May not be used with noun adjuncts*

**B. PRONOUN**

1. Singular
2. Plural
3. Personal
4. Indefinite
5. Interrogative
6. Demonstrative
7. Relative
8. Nominative Case
9. Objective Case
10. Intensive
11. Reflexive

**C. VERB**

1. Singular
  2. Plural
  3. Linking
  4. Auxiliary
  5. Regular
  6. Irregular
  7. Imperative Mood
  8. Emphatic Form\*
  9. Present Infinitive
  10. Present Perfect Infinitive
  11. Functions for Infinitives
  12. Functions for Gerunds
  13. Present Participle
  14. Past Participle
  15. Active Voice
  16. Passive Voice
  17. Transitive
  18. Intransitive
  19. Subjunctive Mood
- \* *The player may choose to designate present or past emphatic form.*

**D. ADJECTIVE**

1. Positive degree of Comparison
  2. Comparative Degree of Comparison\*
  3. Superlative Degree of Comparison\*
  4. Possessive Noun
  5. Possessive Pronoun
- \* *If these are demanded, the player may also indicate regular or irregular.*

**E. ADVERB**

1. Positive degree of Comparison
  4. Comparative Degree of Comparison\*
  5. Superlative Degree of Comparison\*
- \* *If these are demanded, the player may also indicate regular or irregular.*

**ORDER OF PLAY SHEET, pg 3  
JUNIOR & SENIOR DIVISION**

**F. PHRASES\*** -- The word must be contained in .....

- |               |                  |
|---------------|------------------|
| 1. Infinitive | 5. Verb          |
| 2. Gerund     | 6. Adjective     |
| 3. Participle | 7. Adverb        |
| 4. Appositive | 8. Prepositional |

**G. CLAUSES\*** -- The word must be contained in .....

- |                            |               |
|----------------------------|---------------|
| 1. Independent             | 5. Noun       |
| 2. Dependent (subordinate) | 6. Relative   |
| 3. Adjective               | 7. Infinitive |
| 4. Adverb                  | 8. Elliptical |

*NOTE:* The number of times the Phrases and Clauses demands known as “Must Be Contained In.....Demands” can be made is limited to two times in this division. This maximum number represents a combination of both phrases and clauses. IT IS NOT two clauses and two phrases, BUT RATHER, a total of two in any combination that a demand may be made that the word be contained in either a clause or a phrase. EXAMPLE: 2 clauses, 2 phrases, or 1 clause and 1 phrase)

H. The word must be part of a

1. **DIRECT QUOTE** (proper punctuation required).
2. **INDIRECT QUOTE**

I. The word must be a **COMPOUND WORD**

## **LT6 DEMANDS ABOUT THE WORD**

General demands must be about the word to be formed, not about the sentence to be written.

### **ACCEPTABLE GENERAL DEMANDS (ALL DIVISIONS)**

**COLOR WILD** – A color is wild in this shake. In the word to be formed, cubes of this color may represent a single letter more than once, or it may represent different letters. For instance, one wild cube may stand for ‘G’ and another wild cube ‘E’ in the same shake. Only one color may be wild in a shake.

**MUST CONTAIN** – The word must contain a certain letter designated by the player making the demand. Only one letter may be demanded in a shake.

**MUST NOT CONTAIN** – The word may not contain the letter designated by the player making the demand. Only one letter may be forbidden in a shake.

**LETTER TRANSFER** – All occurrences of a letter designated by the player making this demand become the other letter specified by the player making the demand. For example, “All p’s are x’s. The letter “p” is entirely eliminated from the shake. Even a wild cube designated as a “p” becomes an “x”. Only one letter transfer is allowed in a shake.

**NUMBER OF LETTERS** – The word must contain the exact number of letters designated by the player making this demand. No less than four and no more than ten letters may be demanded.

**DOUBLE VOWEL** – The word must contain a double vowel. This means the word must contain two consecutive vowels of the same letter.

**DOUBLE CONSONANT** – The word must contain a double consonant. The word must contain two consecutive consonants of the same letter.

### **LT7 UNACCEPTABLE GENERAL DEMANDS**

If a player makes an unacceptable demand, the player must make another acceptable demand within the time limit of one minute. If the one minute time limit expires before an acceptable demand is made, a penalty of (-1) is assigned and the player loses his/her turn. Unacceptable demands are illegal procedures and should be called that. If an unacceptable demand is used in a solution, the solution will be ruled incorrect.

### **LT8 ABOUT THE SENTENCE**

The sentence to be formed must conform to the following specifications:

- It must be able, in the opinion of the judges, to be justified as reality. The reality of the situation should be provided in the context of the sentence. The sentence will be viewed as presented by the player. There should be no need for any verbal clarification by the player.  
Acceptable: “In the Disney cartoon, the meat gave orders.”  
Unacceptable: “The meat gave orders.”
- Reality will be considered as a separate issue from the truth. While the sentence, “George Bush is a Democrat.” is not true, it is acceptable within the realm of reality.
- The sentence must be grammatically correct, including subject-verb agreement. A grammar book may be needed to determine correctness. If two grammar books disagree, the judging team will be the final authority.
- The sentence must have all words spelled correctly and utilize proper capitalization.
- The sentence must begin with a capital letter and close with the proper punctuation.
- Any possessive nouns used in the sentence must be properly punctuated.
- Internal punctuation will apply only to possessives, interjections, appositives, nouns of direct address, and direct quotes.
- It must not be, in the opinion of the judges, unintelligible. Judges are referred to the chapter in Warriner’s on overwritten sentences.
- Capital letters in the middle of a word will be accepted if the capital letters in the middle are smaller than the capital letters at the beginning of a sentence or the capital letters beginning a proper noun.

### **LT9 SPILLOVER CONFUSION**

Note that the sentence patterns listed above are basic forms with single word modifiers, phrases and dependent clauses are hung. When dealing with sentence patterns, observe the rules governing subject-verb-complement. When dealing with structure, observe the rules governing simple, compound, complex, and compound-complex. The addition of dependent clauses or phrases will not affect the sentence pattern. Additionally, if a pattern is called and the player writes a solution within a compound sentence, the player must be careful to include the word to be formed in the portion of the sentence which meets the required pattern demand. The word to be formed must be in a sentence that meets the pattern, but not necessarily inside the pattern.

Example Demand: A direct object must be contained in an S – V sentence.

CORRECT: The man ran because he ate the pies.

CORRECT: One of the girls who selected a complicated song for the audition fainted after the performance.

EXPLANATION: Pies and song are direct objects in subordinate clauses while the independent clause has an S – V pattern.

INCORRECT: The girl stood up and she sang a song.

EXPLANATION: Even though there is an S – V pattern in the compound sentence, the direct object was written in that portion which contains an S – V – O pattern.

### **LT10 PROPER ORDER OF PLAY**

- 1) Player One states the Sentence Designation (pattern, structure, OR purpose)
- 2) Player Two states the Type Demand (part of speech for the word).
- 3) Player Three states the Function Demand.

When the start of the game does not proceed in proper order, then one of the players should declare Illegal Procedure and see that the proper procedure is followed. A player who does not make the proper demand in the right order must retract his demand and make a proper one. **NO PENALTY IS ASSESSED UNLESS** the player fails to make the proper demand in the one minute time limit allowed for making a demand. (See LT26, TIME LIMITS)

### **LT 11 HOW TO MAKE A DEMAND**

After Player One has stated the sentence designation, the next two moves, and some later ones, are Demands. In making a demand, a player selects a green or black cube and places it on the section of the mat designated as Demands and simultaneously states his demand. (See LT5, LT6, LT12, LT13, AND LT15 for explanations of Demands)

All players should write their Demands on their Demand Sheets. A player making a Demand is highly encouraged to check that all of the players have written down the correct demand, particularly when it involves a letter.

When the cube touches the mat, it is assumed to be played and may not be retracted; therefore, a player may not put the cube down in the Demands section and slide it over into the other section of the mat. A black or green cube in the Demands section of the mat may not be used as one of the letters in the word to be formed.

### **LT 12 TYPE DEMANDS**

Player Two makes the second move which must be a Type Demand. Permissible Type Demands are listed below. These demands are for all divisions.

Noun	Pronoun	Verb	Adjective
Adverb	Preposition	Conjunction	Interjection

### **LT13 FUNCTION DEMANDS**

Player Three must make a Function Demand unless the Type Demand is Interjection in which case Player Three may make a General Demand or place a cube on the playing mat. Permissible Function Demands vary by division and are listed on the Order of Play Sheets.

### **LT14 CHOICE OF PLAYS**

After the first three prescribed moves, a player may do one of three things:

- A. Move a cube to letters - A player may play a cube to the LETTERS section of the mat with the intention that the letter played may be used to form the designated word at a later time. There is no set order for placing letters on this section of the mat. When a cube touches the mat in LETTERS, it is considered played and may not be retracted.
- B. Make a General Demand - See LT5 and LT6
- C. Challenge Win, Trap, or Impossible (See LT17 for an explanation of challenges)

### **LT15 LATER DEMANDS**

Demands, if any, after the Function Demand may be either General Demands or additional Function Demands.

### **LT16 HOW TO CHALLENGE**

A challenge block is to be placed equidistant from all players at the table. A player challenges by picking up the challenge block and simultaneously stating his challenge. If the player does not pick up the challenge block, there is no challenge.

If two players challenge at nearly the same time, the player who picks up the challenge block first is the challenger. If two players pick up the challenge block at exactly the same time, they are both challengers. A player may never challenge if he made the last move. Either of the two players, other than the last mover, may challenge. It does not need to be a player's move for him to challenge.

## LT17 TYPES OF CHALLENGES

Instead of moving a cube to Letters or making a Demand, a player may challenge. The types of challenges are:

A. **CHALLENGE WIN:** Using one more cubes from Resources, a player will write a solution. The one more cube may be a letter which he may use in the word, or it may be a black or green cube which may be used to make a demand. If a player makes a demand, he must write the demand as well as the solution within the time limit.

B. **CHALLENGE TRAP:** Either of the non-movers may call Challenge Trap. The previous player could have won with one more cube from Resources and should have called Challenge Win rather than moving a cube to the mat. The challenger **PHYSICALLY REMOVES** the previous player's cube from the board and returns it to Resources. The players will then play as if Challenge Win had been called – the solution presented will use one more cube from Resources (See LT19)

C. **CHALLENGE IMPOSSIBLE:** It is impossible, with only the demands currently in force, to make a word which fits all the demands within the letters available in Letters and Resources and also to write the designated sentence.

## LT18 CHALLENGE PROCEDURE

A. **CHALLENGE WIN OR TRAP** – The **CHALLENGER** must write a solution within three minutes. In writing the solution, the player must use one more cube from Resources. The one more cube may be used as either a letter in the word to be formed or it may be a green or black cube used to make an additional demand. This additional demand must be written on the paper with the solution.

The **MOVER** and the **THIRD PARTY** are assumed to be solvers unless either or both declare Neutral within the first minute of the three-minute solution writing period. A player declares Neutrality by saying the word Neutral. Neutral means that the player is not going to write a solution.

B. **CHALLENGE IMPOSSIBLE** – The **CHALLENGER** may not write a solution.

The **MOVER** must write a solution within three minutes. In writing a solution, the player may use as many letters as needed from Letters and/or Resources, but the player may not make any further demands.

The **THIRD PARTY** is assumed to be a solver unless he declares Neutral within the first minute of the three minute solution writing period. (See LT18 A for Neutral Procedure)

### **LT19 WHAT IS A SOLUTION?**

A solution consists of a written sentence which is of the pattern, structure or purpose designated by Player One and contains a word which satisfies all the demands made. If the player writing the solution is making a demand as his last move this demand must also be written beside the solution.

A solution shall be considered to be presented when a player directly hands his solution to another player thereby indicating that this is his solution. Once the solution is in the hands of the other player, it cannot be withdrawn.

### **LT20 ABOUT THE WORD TO BE FORMED**

The word which is formed must conform to the following specifications:

- A. It may not be a contraction, a hyphenated word, or a proper noun.
- B. It may not be labeled archaic or obsolete in the official dictionary.
- C. It may not be a foreign word, including letters and currency whose nationality is listed in the official dictionary UNLESS it is also listed in the Official Scrabble Players Dictionary.
- D. It may not be a word that is profane, vulgar, or slang in its usage.
- E. It may not be an abbreviated version of the word.
- F. It must be used accurately according to its definition in the official dictionary which is the final authority.
- G. It must be used in the sentence in the way it is normally used. A word cannot be called an adjective simply because the player wishes to use it in that manner. Again, the official dictionary is the final authority on whether a word may be used as the demanded part of speech.
- H. Ruling will be made in favor of those concerning themselves with the subject matter of the game as opposed to those who have developed a 'gimmick'.
- I. The word to be formed does not have to be underlined.

### **LT21 FORCEOUT PROCEDURE**

If a player feels that any move he makes will make a solution possible with one more cube, he **SHOULD NOT** play a cube but instead call **FORCEOUT**. This means that those agreeing with the Forceout declaration will write a solution using **TWO** more cubes from Resources. Neither of these cubes may be used as a demand. After a Forceout is called, each player has three minutes in which to:

- A. **AGREE** and present a solution which requires exactly two more cubes from Resources, neither of which is an additional demand.
- B. **DISAGREE IMPOSSIBLE** by stating that a solution is impossible.
- C. **DISAGREE SAFE MOVE** and present a move which he believes would have been a safe move for the player calling the Forceout.
- D. **DISAGREE WIN** and present a solution which requires exactly one more cube from Resources, thus showing that the player declaring Forceout should have called Challenge Win.

If a player **DISAGREES** in any of the three ways, he must disagree within the first minute of the three minute solution writing period and then may take the remaining time to complete the required proof, if any, of the disagreement. If a player does not disagree in the first minute, the player is assumed to be in agreement.

### **LT22 PLAYER ONE SPECIAL MOVE**

If the composition of Resources is such that Player One, who rolls the cubes and designates the sentence type does not think a solution can be made, regardless of the pattern, structure, or purpose, he should call Forceout.

If he is correct about no word being possible, and no player can write a solution, all player score two (2) points and proceed to the next shake. A player who disagrees with the Forceout declaration would write a sentence using the letters from Resources to form a four to ten letter word in that sentence. If he or she is correct, the score is four (4) points for the writer and zero (0) points for the non-writers.

### **LT23 FOUR POINTS AHEAD AT WARNING**

If a player is four or more points ahead of any player when the warning is called at the end of the round (“Do not start another shake; you have five minutes to finish the shake you are on.”) and the leading player calls Challenge Win or Trap, and no player has a correct solution, then any Neutral player receives four (4) points instead of the normal two (2) points. (See Situation C on the LinguiSHTIK Scoring Chart)

## **LT24 PLAYER BEHAVIOR**

Certain forms of behavior interfere with play and annoy or even intimidate opponents. Some examples are constant tapping on the table, humming or singing, loud or rude language, and constantly touching or moving the challenge block. If a player is guilty of such conduct, a Judge will warn the player to discontinue the offensive behavior. After issuing this warning, the Judge should inform the official in charge of the division and also the warned student's coach, if available. Thereafter, during that round or any subsequent rounds, if the player again behaves in an offensive manner, a three Judge panel will consider the situation and may penalize the student one point for each violation after the warning the panel will consist of the Judge who issued the original warning, the chief Judge of the division, and the student's coach. If any of those listed are unavailable or if, for example, the Judge who issued the warning and the chief Judge are the same person, other Judges may fill in the positions. Flagrant misconduct or continued misbehavior may cause the player's disqualification by the panel for that round or the entire tournament.

**LT25 JUDGE’S NOTE**

Discussions of students who ask question after question and the Judge knows the player is grasping at straws: The Judge should stop after several questions and ask the player to delineate the problem or error. If he can’t, the Judge should move the game on.

**LT26 TIME LIMITS AND PENALTIES**

Allowable time limits are:

- Rolling and order the cubes and stating sentence designation..... 1 minute
- Moving a cube to LETTERS ..... 1 minute
- Making a demand ..... 1 minute

**PENALTY** In the situations above, if a player fails to make a move within the time limit the player suffers a one point penalty (-1) and loses his turn.

- Declaring neutral instead of writing a solution ..... 1 minute
- Writing a solution ..... 3 minutes
- Checking an opponent’s solution ..... 2 minutes

**PENALTY:** In the situations above, if a player fails to act within the time limit, the player simply forfeits his right to do the indicated activity. **THERE IS NO POINT PENALTY.**

Players’ moves and activities are subject to the time limits listed above. A one-minute sand timer is usually used to keep time. In practice, players usually have more than one or more than two minutes to complete what they must do. Players timing an opponent may either flip or not flip the timer, as the case may be so as to give the opponent the lesser amount of time. If, for instance, about 15 seconds is left from the previous time limit, let this sand run out, then flip the timer to begin the next player’s one or two minute time limit.

A player being timed must be warned approximately ten seconds before time expires. The player issuing the warning is responsible for being sure that his opponent is aware that a warning has been given.

If none of the players notice that the time has expired, the player being timed must move within ten seconds after someone does notice the expiration of time.

***FORBIDDEN:** Use of any kind of time-out rule during or between shakes.*

## LINGUISHTIK SCORING CHART

## DEFINITIONS OF TERMS

<b>CHALLENGER:</b>	The player who makes the challenge.
<b>SOLVER:</b>	A player other than challenger who presents a correct solution.
<b>NEUTRAL:</b>	A player other than the challenger who declares Neutral in the first minute of the three minute solution-writing time and does not present a solution.
<b>WRONG:</b>	A player who presents an incorrect solution, or who agrees with a Forecast but does not have a correct solution.
<b>MOVER:</b>	A player who make the last move before a challenge.
<b>AGREER:</b>	A player who agrees to or calls a Forceout and presents a correct solution.
<b>DISAGREER:</b>	A player who disagrees with a Forceout declaration.

SOLUTION	4 POINTS	2 POINTS	0 POINTS
<b>A. Challenge Win or Trap. Challenger has a correct solution</b>	<b>Challenger</b>	<b>Solver</b>	<b>Neutral Wrong</b>
<b>B. Challenge Win or Trap. Challenger does not have correct solution but another player does</b>	<b>Solver</b>	<b>Neutral</b>	<b>Challenger Wrong</b>
<b>C. Challenge Win or Trap. No player has a correct solution</b>		<b>Neutral (See LT 23*)</b>	<b>Mover Wrong</b>
<b>D. Challenge Impossible. No player has a correct solution</b>	<b>Challenger</b>	<b>Neutral</b>	<b>Mover Wrong</b>
<b>E. Challenge Impossible. At least one player has a correct solution</b>	<b>Solver</b>		<b>Challenger Wrong Neutral</b>
<b>F. Forceout. All players agree</b>		<b>Agreer</b>	<b>Wrong</b>
<b>G. Forceout. At least one player correctly disagreeing</b>	<b>Disagreer</b>		<b>Agreer Wrong</b>
<b>H. Forceout. All players who disagree are wrong</b>	<b>Agreer</b>		<b>Disagreer Wrong</b>

\*LT 23 – If a player is four or more points ahead of any player when the five minute warning is called and the leading player calls Challenge Win or Trap, and no player has a correct solution, then any Neutral player receives four (4) points instead of the normal two (2) points.