

MLAG LINGUISHTIK Tournament Rules 2019-20

INTRODUCTORY STATEMENT Every effort will be made to accommodate the physically/sensory impaired student; however, it is the responsibility of the student to inform 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.

LT 2 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 pattern, structure or purpose that is designated by the first player.

LT 3 MATERIALS ALLOWED

The LinguiSHTIK Scoring Chart, the LinguiSHTIK Order of Play Sheet, 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 supplies and materials allowed in the game. Absolutely forbidden are the grammar books, dictionaries, the LinguiSHTIK Games or Judges Manual, the LinguiSHTIK Rules and Dictionary of Terms. (Caution: ¹ cubes in some newer games contain 4 orange cubes; only 3 will be used in tournament play. ² red cubes must contain the letter U; some games have C's instead.)

Players may bring to the table only BLANK paper (lined or unlined) and writing implements (pens or pencils). BEFORE the round begins, players should check the papers of their opponents to make sure that all papers are BLANK. Once a round begins, any player may write anything on her/his own paper.

LT 3A JUDGING RULE

In Elementary and Middle Division, a judge must initial any -1 penalty.

LT 4 OFFICIAL REFERENCES

Dictionary: *Merriam Webster's online Unabridged Dictionary (dictionary.eb.com)* is the primary source. The most recent printed version of *Webster's Third International Unabridged (2002)* may be used if the online dictionary is unavailable.

1. Judges are reminded to check the Addenda when checking the veracity of the word.
2. Words are not considered "foreign" if they are listed as an **entry** in the official dictionary. An entry includes the definition of the word. Foreign words listed without a definition will not be acceptable.

Grammar: *Elements of Language, 6th Course* published by Holt, Rinehart Winston (Elements of Language shall be considered the primary reference with the remaining two to serve as secondary sources to expand upon the Elements or when Elements does not address an issue.)

Prentice-Hall Grammar and Composition, Levels 1-6, The Plain English Handbook

Judging: The LinguiSHTIK Handbook and Judges' Manual as revised in 2019.

This compendium also addresses many grammatical questions which are not directly addressed by traditional grammars and those situations that are unique to playing LinguiSHTIK. It is available free at

www.academicgames.org

THESE REFERENCE SOURCES WILL BE THE FINAL AUTHORITY ON ALL WORDS AND GRAMMAR USED.

LT 5 WHO GOES FIRST?

To determine who initiates the game, each player rolls a cube of the same color. The player, who rolls a letter closest to the beginning of the alphabet, becomes Player One for the first shake. If there is a tie, players involved will roll again until the tie is broken. To start a new shake proceed in a clockwise manner, to Player One's left. Thus Player Two in the first shake becomes Player One in the second shake.

LT6 SENTENCES CLASSIFIED BY PATTERN, STRUCTURE, AND PURPOSE

To start a shake, Player One rolls the cubes, orders them in a group called Resources, and designates a sentence pattern, structure, or purpose. Players should write the sentence types in the designated section of their Demand Sheets. Allowable sentence types are listed below. See the Dictionary of Terms for further explanation.

SENTENCE PATTERNS will be restricted as follows:

ELEMENTARY

| | | |
|----------------|----------------|------------------|
| S-V | S-V-DO | S-V-IO-DO |
| S-LV-PN | S-LV-PA | INVERTED |

MIDDLE

| | | | |
|------------------------|-----------------------|------------------|-----------------|
| S-V | S-V-DO | S-V-IO-DO | INVERTED |
| S-V-DO-OC(noun) | S-V-DO-OC(adj) | S-LV-PN | S-LV-PA |

JUNIOR, SENIOR

| | | | |
|------------------------------|-----------------------|------------------------------------|-----------------|
| S-V | S-V-DO | S-V-IO-DO | INVERTED |
| S-V-DO-OC(n) | S-V-DO-OC(adj) | S-LV-PN | S-LV-PA |
| S-V-Retained DO | | S-V-Retained IO | |
| S-V-Retained OC(noun) | | S-V-Retained OC (adjective) | |

SENTENCE STRUCTURES will be the same for all divisions:

SIMPLE COMPOUND COMPLEX COMPOUND-COMPLEX

SENTENCE PURPOSE will be the same for all divisions:

DECLARATIVE IMPERATIVE INTERROGATIVE EXCLAMATORY

LT 7 SENTENCE SPILLOVER CONFUSION



The sentence patterns listed under LT 6 are basic forms which do not change with the addition of single word modifiers. The independent clause dictates the sentence pattern. No structure change occurs with the addition of single word modifiers or phrases; however, the addition of clauses may change the structure of the sentence. (SEE *DICTIONARY OF TERMS* for more information and examples.)

LT 8 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 LT 9, LT 10, LT 15, LT 16, and LT 17 for explanations of Demands.)

Each player must write his/her Demand on the Demand Sheet and on their individual notebook paper. 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. The Demand Sheet is the source for judges when answering questions about each shake. It does not replace a player's responsibility to write down the demands on his own.

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 to be formed.

LT 9 TYPE DEMANDS

Player Two makes the second move which must be a Type Demand. Permissible Type Demands for all divisions are as follows:

- | | | | |
|-----------|----------------|----------------|-----------------|
| 1. Noun | 2. Pronoun | 3. Verb | 4. Adjective |
| 5. Adverb | 6. Preposition | 7. Conjunction | 8. Interjection |

LT 10 FUNCTION DEMAND

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 are as follows:

ELEMENTARY DIVISION

NOUN: 1. subject 2. direct object 3. indirect object
4. predicate noun 5. object of the preposition
6. appositive* 7. noun used as an adjective

PRONOUN: 1. subject 2. direct object
3. indirect object 4. predicate noun
5. object of preposition 6. appositive*

VERB: 1. main verb 2. infinitive 3. auxiliary

ADJECTIVE: 1. noun modifier 2. pronoun modifier
3. adjacent adjective 4. predicate adjective

ADVERB: 1. verb modifier 2. adjective modifier 3. adverb modifier

PREPOSITION: 1. introductory word in an adjective phrase
2. introductory word in an adverb phrase

The addition of dependent clauses or phrases will not affect the sentence pattern. When dealing with sentence structure, observe the rules governing simple, compound, complex, and compound-complex. The addition of clauses may change the structure of the sentence. (*SEE DICTIONARY OF TERMS for more information and examples.*)

CONJUNCTION: 1. subordinator 2. conjunctive adverb

INTERJECTION: NONE : The second demand is a general demand.

NOTE ON INTERJECTIONS: A word may used as an interjection if the official dictionary lists the word as an interjection or lists the word as “used interjectionally”.

MIDDLE DIVISION

NOUN: 1. subject 2. direct object 3. indirect object
4. predicate noun 5. object of the preposition
6. appositive* 7. noun used as an adjective
8. objective complement

PRONOUN: 1. subject 2. objective complement 3. appositive*
4. direct object 5. predicate noun 6. indirect object
7. object of preposition

VERB: 1. main verb 2. verbal 3. infinitive
4. gerund 5. participle 6. auxiliary

ADJECTIVE: 1. noun modifier 2. pronoun modifier
3. adjacent adjective* 4. predicate adjective
5. objective complement

*SEE Dictionary of Terms

ADVERB: 1. verb modifier 2. adjective modifier 3. adverb modifier

PREPOSITION: 1. introductory word in an adjective phrase
2. introductory word in an adverb phrase

CONJUNCTION: 1. subordinator 2. conjunctive adverb

INTERJECTION: NONE : The second demand is a general demand.

NOTE ON INTERJECTIONS: A word may used as an interjection if the official dictionary lists the word as an interjection or lists the word as “used interjectionally”.

JUNIOR AND SENIOR DIVISIONS

NOUN: 1. subject 2. direct object
3. indirect object 4. predicate noun
5. object of the preposition 6. appositive
7. noun used as an adjective 8. objective complement 9. retained direct object
10. retained indirect object
11. retained objective complement

PRONOUN: 1. subject 2. objective complement 3. appositive
4. direct object 5. predicate noun 6. indirect object
7. object of preposition 8. retained direct object
9. retained indirect object 10. retained objective complement

VERB: 1. main verb 2. verbal 3. infinitive
4. gerund 5. participle 6. auxiliary

ADJECTIVE: 1. noun modifier 2. pronoun modifier
3. adjacent adjective* 4. predicate adjective
5. objective complement 6. retained objective complement
*SEE Dictionary of Terms

ADVERB: 1. verb modifier 2. adjective modifier 3. adverb modifier

PREPOSITION: 1. introductory word in an adjective phrase
2. introductory word in an adverb phrase

CONJUNCTION: 1. subordinator 2. conjunctive adverb

INTERJECTION: NONE : The second demand is a general demand.

NOTE ON INTERJECTIONS: A word may be used as an interjection if the official dictionary lists the word as an interjection or lists the word as "used interjectionally".

LT 11 PROPER ORDER OF PLAY FOR THE START OF THE GAME

- 1) Player One states 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 the 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 INVOLVED UNLESS** the player fails to make the proper demand in the one minute time limit allowed for making a demand. **(SEE LT 13- TIME LIMITS AND PENALTIES)**

LT 12 CHOICE OF PLAYS

- 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 LT 15 & LT 16):** A player may not move a cube to letters and also make a demand. A player may do one or the other, not both.
- C. CHALLENGE NOW OR IMPOSSIBLE:** **SEE LT 19** for explanation of the *Challenges*.
- D. PASS:** Instead of playing a cube or making a Challenge, a player may **PASS**, giving up his turn.

SEE LT 25 for a detailed explanation of *Pass and Forceout*.

LT 13 TIME LIMIT AND PENALTIES

Allowable time limits are:

1. **Rolling and ordering the cubes and stating sentence** designation 1 minute
2. **Moving a cube to LETTERS** 1 minute
3. **Making a Demand** 1 minute
PENALTY: *In the situations above (2-3), if a player fails to make a play within the time limit, the player suffers a one point penalty (-1) and loses his turn.*
PENALTY for LT 11: *If Player 1, 2 or 3 has not made the proper demand in the 1 minute time allowed for making a demand, he/she receives a 1 point penalty and is instructed by the judge to "move".*
4. **Writing a Solution** 3 minutes
FORBIDDEN: *A Player may not take a -1 penalty in order to add a minute to the solution writing time.*
5. **Checking an opponent's Solution** 2 minutes
PENALTY: *In the situations above (4-6), 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.*
PENALTY: **If a player makes a Challenge Now statement with fewer than three cubes in the Letters section of the mat, that player would receive a -1 penalty, lose his turn, and the challenge would be invalid.*
6. **Illegal Procedure:** Any action which violates a procedural rule is an Illegal Procedure. A Player charging illegal procedure must clearly specify immediately the exact nature of the illegal procedure. *[Examples: Moving out of turn, making an illegal demand, moving a cube from one section of the playing mat to another.]* Players should NOT use the challenge block to call Illegal Procedure.
 - A. If a move is an illegal procedure, the Mover must return any illegally moved cube to its previous position (usually Resources) and, if necessary, make another move. The Mover must be given at least 10 seconds to make the correction, unless the original move was made after the ten second countdown, in which case the time limit rule is enforced. If the player does not correct the action within the time limit than the player gets a -1 penalty, the action is set aside, and the player loses his turn.
 - B. If the move is not an illegal procedure, the cube stands as played
 - C. An illegal procedure is insulated by a legal move by another player so that, if the illegal procedure is not called or corrected before another player makes a legal move, it stands as played. If an Illegal Demand is insulated, the Illegal Demand would **not be valid** and would be ignored when a solution is written.
Note: An Illegal Demand may be a duplicate demand (e.g. color wild, letter transfer, must contain, etc) OR any demand not recognized as acceptable in the LinguisHTIK rules.

Players' moves and activities are subject to the time limits stated above. A one minute sand timer is usually used to keep time. In practice, players will usually have 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, 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 given a ten second warning after the timer runs out. The player issuing the warning is responsible for being sure that his opponent is aware that a warning has been given. If one of the players does not notice 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 and rounds.*

LT 14 LATER DEMANDS

Demands, if any, after the second Demand (Function Demand) made by Player Three, may be either General Demands or additional Function Demands.

LT 15 DEMANDS ABOUT THE WORD

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

LT 16 ACCEPTABLE GENERAL DEMANDS

Only the items in the following list may be used as General Demands. Items A-G are General Demands for all divisions. The remainder of the General Demands is broken down by division.

- A. 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 for "E" in the same shake. ONLY ONE COLOR MAY BE WILD IN A SHAKE.
- B. 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.
- C. 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.
- D. LETTER TRANSFER:** All occurrences of a letter designated by a player making this demand become the other letter specified by the player making this demand. For instance, "All P's are X's". In this case, "P's" are 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.
- E. NUMBER OF LETTERS:** The word must contain the exact number of letters designated by the player making the demand. No fewer than four and no more than ten letters may be demanded.
- F. DOUBLE VOWEL:** The word must contain a double vowel. This means the word must contain two consecutive vowels of the same letter; for example ee, oo, aa.
- G. DOUBLE CONSONANT:** The word must contain a double consonant. This means the word must contain two consecutive consonants of the same letter; for example, tt pp.

The following demands are broken down by divisions and relate to the particular part of speech which was demanded in the type demand. These demands are also found on the Order of Play Sheets for each division.

ELEMENTARY DIVISION

- H. NOUN:**
 - 1. singular*
 - 2. plural*
 - 3. collective**

*Not applicable to noun used as adjective
** When a collective noun is used as an adjective, it cannot be singular or plural
- I. PRONOUN**
 - 1. singular
 - 2. plural
 - 3. personal
 - 4. indefinite
 - 5. possessive
- J. VERB**
 - 1. singular form
 - 2. plural form
 - 3. linking
 - 4. regular
 - 5. irregular
 - 6. simple present tense
 - 7. simple past tense
 - 8. simple future tense
- K. ADJECTIVE**
 - 1. positive degree of comparison
 - 2. comparative degree of comparison
 - 3. superlative degree of comparison
- L. ADVERB**
 - 1. positive degree of comparison
 - 2. comparative degree of comparison
 - 3. superlative degree of comparison
- M. PHRASES***
 - The solution word must be in an
 - 1. infinitive phrase
 - 2. appositive phrase
- N. CLAUSES***
 - The solution word must be in a
 - 1. dependent clause
 - 2. noun clause
 - 3. adjective clause
 - 4. adverb clause

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

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

MIDDLE DIVISION

H. NOUN: 1. singular* 2. plural* 3. collective**
4. nominative case* 5. objective case*

*May not be used as adjective

** A collective noun used as an adjective cannot be singular or plural nor have a case

I. PRONOUN 1. singular 2. plural 3. personal
4. indefinite 5. possessive 6. interrogative
7. relative 8. nominative case
9. objective case 10. demonstrative

J. VERB 1. singular form 2. plural form 3. linking
4. regular 5. irregular 6. present participle
7. past participle 8. simple tense** 9. perfect tense**
10. progressive form** 11. perfect progressive form**
12. function for infinitive 13. function for gerund

** Player may choose to designate present, past or future when tense or form is called, **not** as an additional demand.

FORBIDDEN: Demanding that the verb be in the conditional tense.

K. ADJECTIVE 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.

L. 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.

Notes on degrees of comparison: There are some modifiers that have no comparative or superlative forms; they do not vary in degree. These modifiers will be considered positive for the purposes of this game.

M. CLAUSES* The word must be contained in a
1. dependent (subordinate) clause 2. adjective clause
3. adverb clause 4. infinitive clause
5. noun clause

N. PHRASES* The word must be contained in a
1. infinitive phrase 2. gerund phrase 3. participial phrase
4. appositive phrase 5. adjective phrase
6. adverb phrase 7. prepositional phrase

***NOTE ON LT 16 M & N:** The number of times the two previous demands, M & N, can be made is limited to twice 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 times 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.

NOTE: A prepositional phrase includes a preposition, a noun or pronoun called the object of the preposition, and any modifiers of that object. The grammar book states “any modifier that comes between a preposition and its object is part of the prepositional phrase”. Therefore, in a prepositional phrase with two objects, a clause modifying and following the first object is not part of the phrase, just geographically located within it.

O. THE WORD MUST BE PART OF A DIRECT QUOTE (proper punctuation and capitalization required) SEE Dictionary of Terms for the definition of direct quote.

P. THE WORD MUST BE A COMPOUND WORD

SEE the Dictionary of Terms on the difference between a compound preposition and a preposition which is compound.

SEE ALSO Compound Word in the Dictionary of Terms.

JUNIOR AND SENIOR DIVISIONS

H. NOUN: 1. singular* 2. plural* 3. collective**
4. nominative case* 5. objective case*

**May not be used if noun used as adjective is the function demand*

*** a collective noun used as an adjective cannot be singular or plural or have a case*

I. PRONOUN 1. singular 2. plural 3. personal
4. indefinite 5. possessive 6. interrogative
7. relative 8. nominative 9. objective
10. demonstrative 11. reflexive 12. intensive

J. VERB 1. singular form 2. plural form 3. linking
4. regular 5. irregular 6. present participle
7. past participle 8. emphatic form* 9. active voice
10. passive voice 11. present infinitive 12. perfect infinitive
13. present perfect infinitive 14. simple tense**
15. perfect tense** 16. progressive form**
17. perfect progressive form** 18. imperative mood
19. transitive 20. intransitive
21. function for infinitive 22. function for gerund

** The player may choose to designate past or present.*

*** Player may choose to designate present, past or future when tense or form is called, **not** as an additional demand.*

FORBIDDEN: Demanding that the verb be in the conditional tense.

K. ADJECTIVE 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.*

L. 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.*

M. CLAUSES* The solution word must be contained in the following clauses:

1. dependent (subordinate) clause
2. adjective clause
3. adverb clause
4. infinitive clause
5. noun clause
6. elliptical (incomplete)*

**SEE Dictionary of Terms for definition of elliptical clause.*

N. PHRASES* The solution word must be contained in the following phrases:

1. infinitive phrase
2. gerund phrase
3. participial phrase
4. appositive phrase
5. adjective phrase
6. adverb phrase
7. prepositional phrase

***NOTE ON LT 16 M & N:** *The number of times the two previous demands, M & N, can be made is limited to twice 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 times 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.*

NOTE: *A prepositional phrase includes a preposition, a noun or pronoun called the object of the preposition, and any modifiers of that object. The grammar book states "any modifier that comes between a preposition and its object is part of the prepositional phrase". Therefore, in a prepositional phrase with two objects, a clause modifying and following the first object is not part of the phrase, just geographically located within it.*

O. THE WORD MUST BE PART OF: A DIRECT QUOTE (proper punctuation and capitalization required)*
or an **INDIRECT QUOTE**

SEE Dictionary of Terms for the definition of direct quote.

P. THE WORD MUST BE A COMPOUND WORD

*SEE the Dictionary of Terms on the difference between a compound preposition and a preposition which is compound.
SEE ALSO Compound Word in the Dictionary of Terms*

Q. THE WORD TO BE FORMED MUST NOT BE CONTAINED IN:

1. adjective clause
2. adverb clause
3. noun clause
4. infinitive clause
5. elliptical clause
6. direct quote
7. indirect quote
8. infinitive phrase
9. gerund phrase
10. participial phrase
11. appositive phrase
12. adjective phrase
13. adverb phrase

NOTE: *Dependent clauses and prepositional phrase were intentionally omitted from this demand.*

NOTE ON LT 16 Q: *The number of times this demand, know as the "Must NOT Be Contained IN..." demand, can be limited to once. Therefore, in combination with LT M & N in the Junior/Senior Divisions, it is possible to demand that a word be contained in two clauses or phrases and not be contained in one other.*

R. AFTER THE DEMAND HAS BEEN MADE THAT THE WORD MUST BE IN A CLAUSE OR PHRASE, THIS ADDITIONAL DEMAND CAN SPECIFY HOW THAT CLAUSE OR PHRASE IS TO FUNCTION IN THE SENTENCE.

LT 17 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 challenger 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, in the opinion of the third player, they are both challengers. The 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.

LT 18 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 NOW: Using one more cube from Resources (if needed), 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. If all the cubes needed to make the word are already in the Letters section of the mat, the player does not need to use one more cube from Resources.

B. CHALLENGE IMPOSSIBLE: It is impossible, with *only the demands currently in force to make a word which fits all of the demands with the letters available in letters and resources and also to write the designated sentence. *An additional demand may not be made if Challenge Impossible is called.

LT 19 CHALLENGE PROCEDURE

A. CHALLENGE NOW

The **CHALLENGER** must write a solution within the three minutes. In writing the solution, the player may use at most one more cube from Resources. 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 an additional demand. This additional demand must be written on the paper with the solution.

The **MOVER** and **THIRD PARTY** are assumed to be solvers if they write a solution within the three minutes. A player may choose to be Neutral. Neutral means that the player is not going to write a solution.

*If a player makes a Challenge Now statement with fewer than three cubes in the Letters section of the mat, that player would receive a -1 penalty, lose his turn, and the challenge would be invalid.

B. CHALLENGE IMPOSSIBLE

The **CHALLENGER** may not write a solution. The **MOVER** must write a solution within the 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 if he writes a solution within the three minutes. He may also choose to be Neutral and not present a solution. (See *LT 19A for Neutral Procedure.*)

LT 20 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 of the demands made of it. If the player writing a solution is making a demand as his last move, this last 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 another player, it cannot be withdrawn.

As a courtesy, when a player submits a sentence to opponents for evaluation, the player should circle the submitted sentence so that the opponents know which sentence to evaluate. If a player fails to circle when presenting, his opponents should ask that the sentence be circled. There is NO penalty for failing to circle a sentence.

LT 21 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. It may not contain an apostrophe.
- B. It may not be labeled obsolete in the official dictionary. (Note: a word labeled *archaic* may be used)
- C. It may not be a foreign word, including letters and currency whose nationality is listed in the official dictionary. (Note: words are not considered foreign if they are listed as an *entry* in the official dictionary.)
- D. It may not be a word that is profanity, 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.

NOTE: The dictionary may list the word with “var” (variant of) next to it along with an alternate spelling. Judges should look up the alternate word as it will have the same meaning)

- 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. Rulings 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”.

LT 22 ABOUT THE SENTENCE

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

- A. 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. The words “in my dream” may **not** be used in the sentence to justify reality.

Note: Judges and coaches realize that there may be other creative ways to write sentences (ex. In the cartoon, the coffee pot danced.); however, the sentences will be able to be judged based on the “reality” of what might appear in that cartoon. Reality will be considered as a separate issue from truth. While the sentence, “Bill Clinton is a Republican.” is not true, it is acceptable within the realm of reality.

- B. It 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 have the final authority.
- C. It must have all words spelled correctly and utilize proper capitalization.
- D. It must begin with a capital letter and close with the proper punctuation.
- E. Any possessive nouns used in the sentence must be properly punctuated.
- F. Internal punctuation will apply only to possessives, interjections, appositives, nouns of direct address, direct quotes, and conjunctive adverbs.
- G. It must not be, in the opinion of the judges, unintelligible or cumbersome.
- H. The sentence to be formed may not exceed 20 words in length.

LT 23 PASS MOVE and FORCEOUT PROCEDURE

The PASS Move

- A. A PASS move should be called if a player feels that any move they could make would cause a NOW challenge.
- B. Calling PASS may not be done until Players 1,2, and 3 have moved to set up the shake by calling a Sentence Pattern, Structure, or Purpose; calling the TYPE demand; and stating a FUNCTION demand. Note: Usually this will occur near the end of the shake.
- C. The PASS move can be done by each player only once in a shake.
- D. If one or two players pass but the next decides to move, that player opens himself to a Now or Impossible challenge. Once the third player passes, **FORCEOUT** is called. Players need to be aware that calling PASS too early in a shake may result in the necessity of putting a cube on the mat later in the game, which may set up another player to challenge.

FORCEOUT Procedure

- A. Once all three players have passed, FORCEOUT is called.
- B. FORCEOUT means that players have three minutes to write solutions using two more cubes from Resources. Neither of the cubes may be used as a demand. Correct solutions would score 4 points. Players with incorrect or no solutions would score 2 points.

LT 24 PLAYER ONE – SPECIAL MOVE

Player One, who rolls the cubes and designates the sentence type, may be challenged impossible. If the composition of the resources is such that Player One does not think a solution can be made, regardless of the pattern, structure, or purpose, Player One should call CHALLENGE IMPOSSIBLE instead of a pattern, structure, or purpose. He would be challenging the shake, not a last mover. Players would have one minute to agree or disagree about NO SOLUTION being possible. If no player can write a solution, all players score (0) and proceed to the next shake. A player who disagrees with the IMPOSSIBLE declaration would give a pattern, structure, or purpose, and a word in a solution sentence, using letters from resources. (The time allowed for writing the solution sentence would be a total of 3 minutes which includes the 1 minute for agreeing or disagreeing.) A player who writes a correct solution sentence would score 6.

If he is correct about no word being possible, and no player can write a solution, all players score (0) and proceed to the next shake. A player disagrees with Forceout declaration would give a pattern or structure as the case may be, and a word in such a sentence, using the letters from resources.

LT 25 FOUR AHEAD AT WARNING

If a player is four or more points ahead of any player when the warning is called (“Do not start another shake: you have five minutes to finish the shake you are on.”) and the leading player calls Challenge Win, and no player has a correct solution, then any Neutral player receives six points instead of the normal four points. (see Situation C on the LinguisHTIK Scoring Chart.)

LT 26 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 moderator, if available. Thereafter during that round or 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. This panel will consist of the judge who issued the original warning, the chief judge of the division, and the student’s moderator. If any one of those listed is unavailable or if, for example, the judge who issued the warning and the chief judge are the same person, other judges may fill the positions. Flagrant misconduct or continued misbehavior may cause the player’s disqualification by the panel for that round or the entire tournament.

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 on.*

LT 27 PENALTY FOR MISSING A SHAKE

AGLOA If a player misses a shake at the table, the player scores 0 for that shake.