

**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)

**MIDDLE DIVISION
GENERAL DEMANDS**

A. NOUN

- | | | |
|---------------|-------------|--------------------|
| 1. Singular* | 4. Abstract | 6. Nominative Case |
| 2. Plural* | 5. Concrete | 7. Objective Case |
| 3. Collective | | |

** May not be used with noun adjuncts*

B. PRONOUN

- | | | |
|-------------|------------------|--------------------|
| 1. Singular | 4. Indefinite | 7. Relative |
| 2. Plural | 5. Interrogative | 8. Nominative Case |
| 3. Personal | 6. Demonstrative | 9. Objective Case |

C. VERB

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

** 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 | 4. Possessive Noun |
| 2. Comparative Degree of Comparison* | 5. Possessive Pronoun |
| 3. Superlative Degree of Comparison* | |

**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.*

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

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

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

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

*** 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**

LINGUISHTIK SCORING CHART

DEFINITIONS OF TERMS

- CHALLENGER:** The player who makes the challenge.
SOLVER: A player other than challenger who presents a correct solution.
NEUTRAL: 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.
WRONG: A player who presents an incorrect solution, or who agrees with a Forceout but does not have a correct solution.
MOVER: A player who make the last move before a challenge.
AGREER: A player who agrees to or calls a Forceout and presents a correct solution.
DISAGREER: A player who disagrees with a Forceout declaration.

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

***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.**