

ORDER OF PLAY SHEET

ELEMENTARY DIVISION

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

PATTERN

- S-V/N-V
- S-V-DO/N-V-N
- S-LV-PN/N-LV-N
- S-LV-PA/N-LV-A

STRUCTURE

- Simple
- 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 The Preposition, Appositive, Noun Adjunct (not applicable to pronouns)
- FORBIDDEN - Demanding an Appositive be restrictive.

VERB - Simple Present Tense, Simple Past Tense, Simple Future, Tense, Infinitive

ADJECTIVE - Noun or Pronoun Modifier, Predicative Adjective, Adjacent Adjective

ADVERB - Verb, Adjective, or Adverb Modifier

PREPOSITION - Introductory word in an Adjective or Adverb Phrase
FORBIDDEN: Compound Preposition

CONJUNCTION - Subordinator, Conjunctive Adverb

FORBIDDEN: Correlative Conjunction

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

LINGUISTIK SCORING CHART

DEFINITION 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 Forecast but does not have a correct solution.
- MOVER:** A player who makes 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 forecast declaration.

SITUATION	4 POINTS	2 POINTS	O POINTS
A. Challenge Win or Trap. Challenger has a correct solution	Challenger	Solver	Neutral Wrong
B. Challenge Win or Trap. Challenger does not have a correct solution but another player does.	Solver	Neutral	Challenger Wrong
C. Challenge Win or Trap. No player has a correct solution.		Neutral (See L.T 26)	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 agree		Agree	Neutral Wrong
G. Forceout. At least one player correctly disagreeing.	Disagree		Agree Wrong Neutral
H. Forceout. All players who disagree are wrong.	Agree		Disagree Wrong Neutral

GENERAL DEMANDS—Elementary Division

A. Color Wild

B. Must Contain

C. Must Not Contain

D. Letter Transfer

E. Number of Letters

F. Double Vowel

G. Double Consonant

H. Noun

1. Singular*
 2. Plural*
 3. Collective
- *Not applicable to Noun Adjuncts

I. Pronoun

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

J. Verb

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

K. Adjective

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

L. Adverb

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

M. Phrases*

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

N. Clauses*

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

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

O. Compound Word