

## ORDER OF PLAY SHEET JUNIOR & SENIOR DIVISIONS

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

#### PATTERN

S-V	S-V-Retained OC (noun)
S-V-DO	S-V-Retained OC (adj.)
S-LV-PN	S-V-IO-DO
S-LV-PA	S-V-DO-OC (noun)
S-V- Retained DO	S-V-DO-OC (adj.)
S-V-Retained IO	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** - Subject, Direct Object, Indirect Object, Predicate Noun, Objective Complement, Object of the Preposition, Retained Direct Object, Retained Indirect Object, Retained Objective Complement, Appositive, Noun used as adjective

**PRONOUN** - Subject, Direct Object, Indirect Object, Predicate Noun, Objective Complement, Object of the Preposition, Retained Direct Object, Retained Indirect Object, Retained Objective Complement, Appositive

*FORBIDDEN* - Demanding an appositive be restrictive

**VERB** - Predicate, Verbal, Infinitive, Gerund, Participle, Auxiliary

\*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

*FORBIDDEN: Compound Preposition*

**CONJUNCTION** - Subordinator, Conjunctive Adverb

*FORBIDDEN: Correlative Conjunction*

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

Front side of JrSr Order of Play Sheet/Revised July 2013

## LINGUISHTIK SCORING CHART

### CHALLENGER:

**SOLVER:** A player other than the 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 period 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 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 Forceout declaration.

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. <b>CHALLENGE WIN</b> Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. <b>CHALLENGE WIN</b> Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. <b>CHALLENGE WIN</b> NO PLAYER has a correct solution		NEUTRAL (SEE LT 26*)	CHALLENGER WRONG
D. <b>CHALLENGE IMPOSSIBLE</b> NO PLAYER has a correct solution	CHALLENGER	NEUTRAL	MOVER WRONG
E. <b>CHALLENGE IMPOSSIBLE</b> At least one player has a correct solution	SOLVER		CHALLENGER WRONG NEUTRAL
F. <b>FORCEOUT</b> ALL PLAYERS agreed		AGREER	WRONG
G. <b>FORCEOUT</b> At least one player correctly disagreeing	DISAGREER		AGREER WRONG
H. <b>FORCEOUT</b> ALL PLAYERS who disagree are wrong	AGREER		DISAGREER WRONG

\* LT26 - If a player is four or more points ahead of any other player when the warning has been called, and the leading player CHALLENGES WIN, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six 6 points.