



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
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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 - 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 - Main Verb, 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

LINGUISHTIK SCORING CHART

CHALLENGER: The player who picks up the Challenge cube and states a Challenge

SOLVER: A player other than the Challenger who presents a correct solution.

NEUTRAL: A player other than the Challenger (Challenge Now) OR a player other than the Challenger or the Mover (Challenge Impossible) who does not present a solution.

WRONG: A player who presents an incorrect solution when there has been a Challenge, OR a player who either presents an incorrect solution or does not present a solution during a Forceout.

MOVER: A player who makes the last move before a Challenge Impossible.

AGREER: A player who agrees to a Forceout and presents a correct solution.

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. CHALLENGE NOW Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. CHALLENGE NOW Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. CHALLENGE NOW NO PLAYER has a correct solution		NEUTRAL (SEE LT 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 agreed		AGREER	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 NOW, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six 6 points.