



## 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, Object of the Preposition, Appositive, Noun used as adjective, Objective Complement, Retained Direct Object, Retained Indirect Object, Retained Objective Complement

**PRONOUN** - Subject, Direct Object, Indirect Object, Predicate Noun, Object of the Preposition, Appositive, Objective Complement, Retained Direct Object, Retained Indirect Object, Retained Objective Complement  
*FORBIDDEN* - Demanding an appositive be restrictive

**VERB** - Main Verb, Auxiliary, Verbal, Infinitive, Gerund, Participle  
*\*Functions may be called for infinitives and gerunds*

**ADJECTIVE** - Noun Modifier, Pronoun Modifier, Predicate Adjective, Adjacent Adjective, Objective Complement, 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. <b>CHALLENGE NOW</b> Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. <b>CHALLENGE NOW</b> Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. <b>CHALLENGE NOW</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

\* 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.