



LINGUISHTIK Tournament Rules 2016-2017

INTRODUCTORY STATEMENT: Every effort will be made to accommodate the physically/sensory impaired student; however, it is the responsibility of the student to inform the judges and to provide any special items needed for play.

LT 1 GAME MANUAL REFERENCE

The following tournament version of the Advanced Games Instructions, explained on pages 6-13 in the LinguiSHTIK Games Manual, will be played at all levels.

LT 2 OBJECT OF THE GAME

The object of LinguiSHTIK is to make a 4-10 letter word using cubes from the game mat. The word must satisfy the demands made in the course of play and must be used in a sentence type, classified by pattern, structure, or purpose, that is designated by the first player.

LT 3 MATERIALS ALLOWED

The LinguiSHTIK Scoring Chart, the LinguiSHTIK Order-of-Play Sheet, the LinguiSHTIK General Demand Sheet, a supply of blank List of Demand sheets, the LinguiSHTIK Game Mat, and all 23 LinguiSHTIK cubes are the only supplies and materials allowed in the game. Absolutely forbidden are the grammar books, dictionaries, the LinguiSHTIK Games or Judges Manual, the LinguiSHTIK Rules and Dictionary of Terms. (Caution: ¹ cubes in some newer games contain 4 orange cubes; only 3 will be used in tournament play. ² red cubes must contain the letter U; some games have C's instead.)

Players may bring to the table only BLANK paper (lined or unlined) and writing implements (pens or pencils). BEFORE the round begins, players should check the papers of their opponents to make sure that all papers are BLANK. Once a round begins, any player may write anything on her/his own paper.

As a courtesy, when a player submits a sentence to opponents for evaluation, the player should circle the submitted sentence and underline the word that he believes satisfies the demands for that shake so that the opponents know which word and sentence to evaluate. If a player fails to circle a sentence or underline a word when presenting, his opponents should ask that the sentence be circled and that the word be underlined. There is NO penalty for failing to circle a sentence or to underline a word.

LT 3A JUDGING RULE

In Elementary and Middle Division, a judge must initial any -1 penalty. Junior/Senior players are encouraged to have a judge validate any -1 penalty.

LT 4 OFFICIAL REFERENCES

Dictionary: *Webster's Third International Unabridged*,

During competition only the most recent printed version, copyright 2002, is referenced.

1. Judges are reminded to check the Addenda when checking the veracity of a word.
2. Words are not considered "foreign" if they are listed with a definition in the official dictionary.

Grammar: *Elements of Language, 6th Course* published by Holt Rinehart Winston (*Elements of Language shall be considered the primary reference with the remaining two to serve as secondary sources to expand upon Elements or when Elements does not address an issue.*)

Prentice-Hall Grammar and Composition, Levels 1-6, The Plain English Handbook

Judging: The *LinguiSHTIK Judges Manual* as revised in 2016. This compendium also addresses many of the arcane grammatical questions which are not directly addressed by traditional grammars. The manual and updated pages are available free at www.agloa.org.

**THESE REFERENCE SOURCES WILL BE PROVIDED BY THE HOST AS
THE FINAL AUTHORITY ON ALL WORDS AND GRAMMAR USED.**

LT 5 WHO GOES FIRST?

To determine who initiates the game, each player rolls a cube of the same color. The player who rolls a letter closest to the beginning of the alphabet becomes Player One for the first shake. If there is a tie, players involved will roll again until the tie is broken. To start a new shake proceed in a clockwise manner, to Player One's left. Thus Player Two in the first shake becomes Player One in the second shake.

LT 6 SENTENCES CLASSIFIED BY PATTERN, STRUCTURE, AND PURPOSE

To start a shake, **Player One** rolls the cubes, orders them in a group called Resources, and designates a sentence pattern, structure, or purpose. Players should write the sentence type in the designation section of their List of Demands sheet. Allowable sentence types are listed below. See the Dictionary of Terms and Judges Manual for further explanations.

SENTENCE PATTERNS will be restricted as follows:**ELEMENTARY**

S-V	S-V-DO	S-V-IO-DO
S-LV-PN	S-LV-PA	INVERTED

MIDDLE, JUNIOR, SENIOR

S-V	S-V-DO	S-V-IO-DO	INVERTED
S-V-DO-OC(n)	S-V-DO-OC(adj)	S-LV-PN	S-LV-PA

JUNIOR, SENIOR

S-V	S-V-DO	S-V-IO-DO	INVERTED
S-V-DO-OC(n)	S-V-DO-OC(adj)	S-LV-PN	S-LV-PA
S-V-Retained DO	S-V-Retained IO		
S-V-Retained OC (noun)	S-V-Retained OC (adjective)		

SENTENCE STRUCTURES will be the same for all divisions:

SIMPLE	COMPOUND	COMPLEX	COMPOUND-COMPLEX
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SENTENCE PURPOSE will be the same for all divisions:

DECLARATIVE	IMPERATIVE	INTERROGATIVE	EXCLAMATORY
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The addition of dependent clauses or phrases will not affect the sentence pattern.

When dealing with sentence structures, observe the rules governing simple, compound, complex, and compound-complex. The addition of clauses may change the structure of the sentence.

(SEE DICTIONARY OF TERMS and JUDGES MANUAL for more information and examples.)

LT 7 SENTENCE SPILLOVER CONFUSION

The sentence patterns listed under LT 6 are basic forms which do not change with the addition of single word modifiers, phrases, or dependent clauses.

No structure change occurs by the addition of single word modifiers or phrases; however, the addition of clauses may change the structure of the sentence.

(See the DICTIONARY OF TERMS and JUDGES MANUAL for more information and examples.)

LT 8 HOW TO MAKE A DEMAND

After Player One has stated the sentence designation, the next two moves and some later ones are Demands. In making a Demand, a player selects a green or black cube and places it on the section of the mat designated as Demands and simultaneously states his Demand. (SEE LT 9, LT 10, LT 15, LT 16, and LT 17 for explanations of Demands.)

Each player must write his/her Demand on the List of Demands sheet and on his individual notebook paper. A player making a Demand is highly encouraged to check that all of the players have written down the correct Demand, particularly when it involves a letter. The List of Demands Form is the source for judges when answering questions about each shake. It does not replace a player's responsibility to write down the demands on his own.

When the cube touches the mat, it is assumed to be played and may not be retracted; therefore, a player may not put the cube down in the Demands column and slide it over into the Letters section of the mat. A black or green cube in the Demands column of the mat may not be used as one of the letters in the word to be formed.

NOTE: The stating of a Demand and the placing of the cube into the Demands column are to occur simultaneously; however, it is the stating of the Demand which actually constitutes the making of a Demand. The player making the Demand should write that Demand on the List of Demands Form in a timely manner once he has placed the cube into the Demands column.

LT 9 TYPE DEMANDS

Player Two makes the second move which must be a Type Demand.

Permissible Type Demands for all divisions are as follows:

- | | | | |
|-----------|----------------|----------------|-----------------|
| 1. Noun | 2. Pronoun | 3. Verb | 4. Adjective |
| 5. Adverb | 6. Preposition | 7. Conjunction | 8. Interjection |

LT 10 FUNCTION DEMANDS

Player Three must make a Function Demand unless the Type Demand is Interjection in which case Player Three may make a General Demand or place a cube on the playing mat. Permissible Function Demands are as follows for each division:

ELEMENTARY DIVISION

NOUN:

1. subject	2. direct object	3. indirect object
4. predicate noun	5. object of the preposition	
6. appositive *	7. noun used as adjective	

PRONOUN:

1. subject	2. direct object
3. indirect object	4. predicate noun
5. object of preposition	6. appositive *

**FORBIDDEN: Demanding that an appositive be restrictive*

VERB:

1. main verb	2. infinitive	3. auxiliary
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ADJECTIVE:

1. noun modifier	2. pronoun modifier
3. predicate adjective	4. adjacent adjective

ADVERB:

1. verb modifier	2. adjective modifier	3. adverb modifier
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PREPOSITION:

1. introductory word in an adjective phrase
2. introductory word in an adverb phrase

FORBIDDEN: Compound Prepositions (SEE Dictionary of Terms)

CONJUNCTION:

1. subordinator	2. conjunctive adverb
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FORBIDDEN: Correlative Conjunctions

INTERJECTION: NONE: The second demand is a General Demand or a cube is played to LETTERS.

NOTE ON INTERJECTIONS: A word may be used as an interjection if the official dictionary lists the word as an interjection or lists the word as "used interjectionally."

MIDDLE DIVISION

NOUN: 1. subject 2. direct object 3. indirect object
4. predicate noun 5. objective complement 6. appositive*
7. noun used as adjective 8. object of preposition

PRONOUN: 1. subject 2. direct object 3. indirect object
4. predicate noun 5. objective complement
6. object of preposition 7. appositive*

**FORBIDDEN: Demanding that an appositive be restrictive*

VERB: 1. main verb 2. verbal 3. infinitive
4. gerund 5. participle 6. auxiliary

ADJECTIVE: 1. noun modifier 2. pronoun modifier 3. predicate adjective
4. objective complement 5. adjacent adjective*

**SEE Dictionary of Terms*

ADVERB: 1. verb modifier 2. adjective modifier 3. adverb modifier

PREPOSITION: 1. introductory word in an adjective phrase
2. introductory word in an adverb phrase

FORBIDDEN: Compound preposition (SEE Dictionary of Terms)

CONJUNCTION: 1. subordinator 2. conjunctive adverb

FORBIDDEN: Correlative Conjunctions

INTERJECTION: NONE: The second demand is a General Demand or a cube is played to LETTERS.

NOTE ON INTERJECTIONS: A word may be used as an interjection if the official dictionary lists the word as an interjection or lists the word as "used interjectionally."

JUNIOR & SENIOR DIVISIONS

NOUN: 1. subject 2. direct object 3. indirect object
4. predicate noun 5. objective complement 6. object of preposition
7. retained direct object 8. retained indirect object 9. retained objective complement
10. appositive 11. noun used as adjective

PRONOUN: 1. subject 2. direct object 3. indirect object
4. predicate noun 5. objective complement 6. object of preposition
7. retained direct object 8. retained indirect object 9. retained objective complement
10. appositive

VERB: 1. main verb 3. verbal 3. infinitive
4. gerund 5. participle 6. auxiliary

ADJECTIVE: 1. noun modifier 2. pronoun modifier 3. predicate adjective
4. objective complement 5. adjacent adjective* 6. retained objective complement

**See Dictionary of Terms*

ADVERB: 1. verb modifier 2. adjective modifier 3. adverb modifier

PREPOSITION: 1. introductory word in an adjective phrase 2. introductory word in an adverb phrase

FORBIDDEN: *Compound Preposition (See Dictionary of Terms)*

CONJUNCTION: 1. subordinator 2. conjunctive adverb

FORBIDDEN: *Correlative Conjunctions*

INTERJECTION: NONE: The second demand is a general demand or a cube is played to LETTERS.

NOTE ON INTERJECTIONS: *A word may be used as an interjection if the official dictionary lists the word as an interjection or lists the word as “used interjectionally.”*

LT 11 PROPER ORDER OF PLAY

- 1) Player One states Sentence Designation (pattern, structure, or purpose)
- 2) Player Two states the Type Demand (part of speech for the word)
- 3) Player Three states the Function Demand

When the start of the game does not proceed in the proper order, then one of the players should declare **Illegal Procedure** and see that the proper procedure is followed. A player who does not make the proper demand in the right order must retract his demand and make a proper one. NO PENALTY IS INVOLVED UNLESS the player fails to make the proper demand in the one-minute time limit allowed for making a demand. (SEE LT 13 - TIME LIMITS AND PENALTIES)

LT 12 CHOICE OF PLAYS

- A. **MOVE A CUBE TO LETTERS:** A player may play a cube to the **LETTERS** Section of the mat with the intention that the letter played may be used to form the designated word at a later time. There is no set order for placing letters on this section of the mat. When a cube touches the mat in **LETTERS**, it is considered played and may not be retracted.
- B. **MAKE A GENERAL DEMAND (SEE LT 15 & 16):** A player may not move a cube to letters and also make a demand. A player may do one or the other, not both.
- C. **CHALLENGE NOW OR IMPOSSIBLE:** SEE LT 19 for explanation of the *Challenges*.
- D. **PASS:** Instead of playing a cube or making a Challenge, a player may PASS, giving up his turn. SEE LT 24 for a detailed explanation of PASS and *Forceout*.

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LT 13 TIME LIMITS & PENALTIES

A. Allowable time limits are the following:

1. Rolling and ordering the cubes and stating sentence designation 1 minute
2. Moving a cube to LETTERS 1 minute
3. Making a Demand 1 minute

PENALTY: *In the situations above (1-3), if a player fails to make a play within the time limit, the player suffers a one-point penalty (-1) and loses his turn.*

Penalty for LT 11, If Player 1, 2, or 3 has not made the proper demand in the 1-minute time allowed for making a demand, he/she receives a 1-point penalty and is instructed by the judge to “move.”

4. Writing a Solution 3 minutes

FORBIDDEN: *A player may not take a -1 penalty in order to add a minute to the solution writing time.*

5. Checking an opponent’s Solution 2 minutes

PENALTY: *In the situations above (4-5), if a player fails to act within the time limit, the player simply forfeits his right to do the indicated activity. NOTE: Allowing the time to run out when checking an opponent’s Solution implies acceptance of the solution. THERE IS NO POINT PENALTY IF TIME RUNS OUT.*

PENALTY: **If a player makes a Challenge Now statement with fewer than three cubes in the Letters section of the mat, that player would receive a -1 penalty, lose his turn, and the challenge would be set aside.*

6. **Illegal Procedure:** Any action which violates a procedural rule is Illegal Procedure. A player charging illegal procedure must clearly specify immediately the exact nature of the illegal procedure.

a. If a move *is* illegal procedure, the Mover must return any illegally moved cube to its previous position (usually Resources) and, if necessary, make another move. The Mover must be given at least 10 seconds to make this correction, unless the original move was made after the ten-

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second countdown, in which case the time limit rule is enforced. If the player has not corrected the action within the time limit then the player gets a -1 penalty, the action is set aside, and the player loses his turn.

Examples of illegal procedures: moving out of turn, making an illegal demand

- b. If the move is *not* illegal procedure, the cube stands as played.
- c. An illegal procedure is *insulated* by a legal move by another player so that, if the illegal procedure is not called or corrected before another player makes a legal move, it stands as completed.

B. More details about time limits:

1. Players' moves and activities are subject to the time limits stated above. A one-minute sand timer is used to keep time. In practice, players will usually have more than one or two minutes to complete what they must do. Players timing an opponent may either flip or not flip the timer, as the case may be, so as to give the opponent the lesser amount of time. If for instance, 15 seconds is left from the previous time limit, let this sand run out, then flip the timer to begin the next player's one or two minute time limit.
2. A player who does not complete a task before sand runs out for the time limit must be warned that time is up. An opponent must then count down 10 seconds loud enough for the opponent to hear. The one-point penalty for exceeding a time limit may be imposed only if the player does not complete the required task by the end of the countdown. If one of the players does not notice the time has expired, the player being timed must move within ten seconds after someone does notice the expiration of time.

FORBIDDEN: Use of any kind of time-out rule during or between shakes and rounds

LT 14 LATER DEMANDS

Demands, if any, after the second Demand (Function Demand) made by Player Three, may be either General Demands or additional Function Demands.

LT 15 DEMANDS ABOUT THE WORD

General Demands must be about the **word to be formed**, not about the sentence to be written.

LT 16 ACCEPTABLE GENERAL DEMANDS Only the items in the following list may be used as General Demands. Items A-G are General Demands for all divisions. The remainder of the General Demands are broken down by divisions.

- A. COLOR WILD:** A color is wild in this shake. In the word to be formed, cubes of this color may represent a single letter more than once, or it may represent different letters. For instance, one wild cube may stand for "G" and another wild cube for "E" in the same shake. **ONLY ONE COLOR MAY BE WILD IN A SHAKE.**
- B. MUST CONTAIN:** The word must contain a certain letter designated by the player making the demand. **ONLY ONE LETTER MAY BE DEMANDED IN A SHAKE.**
- C. MUST NOT CONTAIN:** The word may not contain the letter designated by the player making the demand. **ONLY ONE LETTER MAY BE FORBIDDEN IN A SHAKE.**
- D. LETTER TRANSFER:** All occurrences of a letter designated by the player making this demand become the other letter specified by the player making this demand. For instance, "All P's are X's." In this case, "P's are entirely eliminated from the shake. Even a wild cube designated as a "p" becomes an "x." **ONLY ONE LETTER TRANSFER IS ALLOWED IN A SHAKE.**
- E. NUMBER OF LETTERS:** The word must contain the exact number of letters designated by the player making this demand. No fewer than four and no more than ten letters may be demanded.
- F. DOUBLE VOWEL:** The word must contain a double vowel. This means the word must contain two consecutive vowels of the same letter; for example, *ee, oo, aa*
- G. DOUBLE CONSONANT:** The word must contain a double consonant. This means the word must contain two consecutive consonants of the same letter; for example, *tt, pp*.

The following demands are broken down by divisions and relate to the particular part of speech which was demanded in the type demand. These demands are also found on the **Order of Play Sheets** for each division.

ELEMENTARY DIVISION

H. NOUN: 1. singular* 2. plural* 3. collective**
 (*Not applicable to noun used as adjective **When a collective noun is used as an adjective, it cannot be singular or plural)

I. PRONOUN: 1. singular 2. plural 3. personal
 4. indefinite 5. possessive

J. VERB: 1. singular form 2. plural form 3. linking
 4. regular 5. irregular 6. simple present tense
 7. simple past tense 8. simple future tense

K. ADJECTIVE: 1. positive degree of comparison
 2. comparative degree of comparison
 3. superlative degree of comparison

L. ADVERB: 1. positive degree of comparison
 2. comparative degree of comparison
 3. superlative degree of comparison

M. CLAUSES*: The solution word must be contained in a
 1. dependent clause 3. adverb clause
 2. adjective clause 4. noun clause

N. PHRASES*: The solution word must be contained in an
 1. infinitive phrase
 2. appositive phrase

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

O. The word must be a COMPOUND WORD.

MIDDLE DIVISION

H. NOUN: 1. singular* 2. plural* 3. collective**
 4. nominative case* 5. objective case*
 *Not applicable to noun used as adjective **A collective noun used as an adjective cannot be singular or plural or have case

I. PRONOUN: 1. singular 2. plural 3. personal. 4. indefinite
 5. interrogative 6. demonstrative 7. relative 8. nominative case
 9. objective case 10 possessive

J. VERB: 1. singular form 2. plural form 3. linking
 4. regular 5. irregular 6. present participle
 7. past participle 8. simple tense** 9. perfect tense**
 10. progressive form** 11. perfect progressive form**
 11. function for infinitive 12. function for gerund

***Player may choose to designate present, past or future when tense or form is called (not as an additional demand)*

FORBIDDEN: Demanding that the verb be in the conditional tense.

K. ADJECTIVE: 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**.*

- L. 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***

Note on degrees of comparison: There are some modifiers that have no comparative or superlative forms; they do not vary in degree. These modifiers will be considered positive for the purposes of the game.

- M. CLAUSES*:**
- The solution word must be contained in a
1. dependent (subordinate) clause
 2. adjective clause
 3. adverb clause
 4. noun clause
 5. infinitive clause

- N. PHRASES*:**
- The solution word must be contained in an
1. infinitive phrase
 2. gerund phrase
 3. participial phrase
 4. appositive phrase
 5. adjective phrase
 6. adverb phrase
 7. prepositional phrase

**NOTE ON LT 16 M & N: The number of times the two previous demands, M & N, can be made is limited to twice in this division. This maximum number represents a combination of both phrases and clauses. IT IS NOT two clauses and two phrases, BUT RATHER a total of two times that a demand may be made that the word be contained in either a clause or a phrase. EXAMPLE: 2 clauses, 2 phrases, or 1 clause and 1 phrase.*

NOTE: A prepositional phrase includes a preposition, a noun or pronoun called the object of the preposition, and any modifiers of that object." The grammar book states "any modifier that comes between a preposition and its object is part of the prepositional phrase." Therefore, in a prepositional phrase with two objects, a clause modifying and following the first object is not part of the phrase, just geographically located within it.

- O. THE WORD MUST BE PART OF A DIRECT QUOTE** (proper punctuation and capitalization required)
SEE Dictionary of Terms or Judges Manual for the definition of direct quote.

P. THE WORD MUST BE A COMPOUND WORD

SEE the Dictionary of Terms on the difference between a compound preposition and a preposition which is compound.
SEE ALSO Compound Word in the Dictionary of Terms.

JUNIOR AND SENIOR DIVISIONS

- H. NOUN:** 1. singular* 2. plural* 3. collective** 4. nominative case* 5. objective case*
- (*May not be used if noun used as adjective is the function demand **A collective noun used as an adjective cannot be singular or plural or have case)

- I. PRONOUN:**
1. singular
 2. plural
 3. personal.
 4. indefinite
 5. interrogative
 6. demonstrative
 7. relative
 8. intensive
 9. reflexive
 10. nominative
 11. objective
 12. possessive

- J. VERB:**
1. singular form
 2. plural form
 3. linking
 4. regular
 5. irregular
 6. imperative mood
 7. emphatic form*
 8. present participle
 9. past participle
 10. active voice
 11. passive voice
 12. transitive
 13. intransitive
 14. present infinitive
 15. present perfect infinitive
 16. simple tense**
 17. perfect tense** **
 18. progressive form**
 19. perfect progressive form**
 20. function for infinitive
 21. function for gerund

**The player may choose to designate present or past.*

***Player may choose to designate present, past or future when tense or form is called (**not** as an additional demand)*

FORBIDDEN: Demanding that the verb be in the conditional tense.

- K. ADJECTIVE:**
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**.*

- L. 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***

Note on degrees of comparison: There are some modifiers that have no comparative or superlative forms; they do not vary in degree. These modifiers will be considered positive for the purposes of the game.

- M. CLAUSES*:**
- The solution word must be contained in the following clauses:
1. dependent (subordinate)
 2. adjective
 3. adverb
 4. noun
 5. infinitive
 6. elliptical (incomplete)*
- *SEE Dictionary of Terms for definition of elliptical clause.*

- N. PHRASES*:**
- The solution word must be contained in the following phrases:
1. infinitive
 2. gerund
 3. participial
 4. appositive
 5. adjective
 6. adverb
 7. prepositional

**NOTE ON LT 16 M & N: The number of times the two previous demands, M & N, can be made is limited to twice in this division. This maximum number represents a combination of both phrases and clauses. IT IS NOT two clauses and two phrases, BUT RATHER a total of two times that a demand may be made that the word be contained in either a clause or a phrase. EXAMPLE: 2 clauses, 2 phrases, or 1 clause and 1 phrase.*

NOTE: A prepositional phrase includes a preposition, a noun or pronoun called the object of the preposition, and any modifiers of that object." The grammar book states "any modifier that comes between a preposition and its object is part of the prepositional phrase." Therefore, in a prepositional phrase with two objects, a clause modifying and following the first object is not part of the phrase, just geographically located within it.

O. THE WORD MUST BE PART OF:

1. A direct quote (proper punctuation and capitalization required)*
2. An indirect quote

**SEE Dictionary of Terms and Judges Manual for the definition of direct and indirect quote.*

P. THE WORD MUST BE A COMPOUND WORD

SEE the Dictionary of Terms on the difference between a compound preposition and a preposition which is compound. SEE ALSO Compound Word in the Dictionary of Terms.

Q. THE WORD TO BE FORMED MUST NOT BE CONTAINED IN:

1. adjective clause
2. adverb clause
3. noun clause
4. infinitive clause
5. elliptical clause
6. direct quote
7. indirect quote
8. infinitive phrase
9. gerund phrase
10. participial phrase
11. appositive phrase
12. adjective phrase
13. adverb phrase

NOTE: Dependent clause and prepositional phrase were intentionally omitted from this demand.

NOTE ON LT 16 Q: The number of times this demand, known as the "Must NOT Be Contained In" demand, can be used is limited to once. Therefore, in combination with LT 16 M & N in the Junior/Senior Divisions, it is possible to demand that a word be contained in two clauses or phrases and not be contained in one other.

LT 17 SOME UNACCEPTABLE DEMANDS – The list has been removed. Players may call ONLY acceptable General Demands listed in the Tournament Rules. SEE LT 13 #6 for calling Illegal Procedure.

LT 18 HOW TO CHALLENGE

A challenge block is to be placed equidistant from all players at the table. A player challenges by picking up the challenge block and simultaneously stating his challenge. If the challenger does not pick up the challenge block, there is no challenge. If two players challenge at nearly the same time, the player who picks up the challenge block first is the challenger. If two players pick up the challenge block at exactly the same time, in the opinion of the third player, they are both challengers. The player may never challenge if he made the last move. Either of the two players, other than the last mover, may challenge. It does not need to be a player's move for him to challenge.

LT 19 TYPES OF CHALLENGES

Instead of moving a cube to letters, making a demand, or stating PASS, a player may challenge. The types of challenges are the following:

- A. CHALLENGE NOW:** Using one more cube from Resources (if needed*), a player will write a solution. The one more cube may be a letter which he may use in the word, or it may be a black or green cube which may be used to make a demand. If a player's one more cube is used to make a demand, he must write the demand as well as the solution within the time limit. **If all the cubes needed to make the word are already in the Letters section of the mat, the player does not need to use one more cube from Resources.*
- B. CHALLENGE IMPOSSIBLE:** It is impossible, with *only the demands currently in force, to make a word which fits all of the demands with the letters available in letters and resources and also to write the designated sentence. **An additional demand may not be made if Challenge Impossible is called.*

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LT 20 CHALLENGE PROCEDURE**A. CHALLENGE NOW**

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The **CHALLENGER** must write a solution within the three minutes. In writing the solution, the player may use one cube from Resources (if needed). The one more cube may be used as either a letter in the word to be formed, or it may be a green or black cube used to make an additional demand. This additional demand must be written on the paper with the solution.

*Note: If a player makes a **Challenge Now** statement with fewer than three cubes in the Letters section of the mat, that player would receive a -1 penalty, lose his turn, and the challenge would be set aside.*

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The **MOVER** and **THIRD PARTY** are assumed to be solvers if they write a solution within the three minutes. A player may choose to be NEUTRAL. NEUTRAL means that the player is not going to present a solution. [The 1-minute statement of NEUTRAL has been removed.]

Note: There is no requirement for players to use the terminology of "Agreeing or Siding with" the Challenger, nor would there be any penalty if they did use that terminology.

B. CHALLENGE IMPOSSIBLE

The **CHALLENGER** may not write a solution. The **MOVER** must write a solution within the three minutes. In writing a solution, the player may use as many letters as needed from letters and/or resources, but the player may not make any further demands.

The **THIRD PARTY** is assumed to be a solver if he writes a solution within the three minutes. He may also choose to be NEUTRAL and not present a solution. (SEE LT 20A for additional comment on NEUTRAL.)

LT 21 WHAT IS A SOLUTION? A solution consists of a written sentence which is of the pattern, structure, or purpose designated by Player One and contains a **word** which satisfies all of the demands made of it. If the player writing the solution is making a demand as his last move, this last demand must also be written beside the solution.

A solution shall be considered to be presented when a player directly hands his solution to another player thereby indicating that this is his solution. Once the solution is in the hands of another player, it cannot be withdrawn.

LT 22 ABOUT THE WORD TO BE FORMED

The **word** which is formed must conform to the following specifications:

- A. It may not be a contraction, a hyphenated word, or a proper noun. It may not contain an apostrophe.**
- B. It may not be labeled archaic or obsolete in the official dictionary.**
- C. It may not be a foreign word, including letters and currency whose nationality is listed in the official dictionary.** (*Note: words are not considered foreign if they are listed with a definition in the official dictionary.*)
- D. It may not be a word that is profanity, vulgar, or slang in its usage.**
- E. It may not be an abbreviated version of the word.**
- F. It must be used accurately according to its definition in the printed version of the official dictionary which is the final authority.**
- G. It must be used in the sentence in the way it is normally used.** A word cannot be called an adjective simply because the player wishes to use it in that manner. Again, the official dictionary is the final authority on whether a word may be used as the demanded part of speech.
- H. Rulings will be made in favor of those concerning themselves with the subject matter of the game as opposed to those who have developed a "gimmick."**

LT 23 ABOUT THE SENTENCE

The **sentence** to be formed must conform to the following specifications:

- A. It must be able, in the opinion of the judges, to be justified as reality.** The reality of the situation should be provided in context of the sentence. The sentence will be viewed as presented by the player. There should be no need for any verbal clarification by the player. The words "in my dream" may not be used in the sentence to justify reality.
Note: Judges and coaches realize that there may be other creative ways to write sentences (ex. In the cartoon, the coffee pot danced.); however, the sentences will be able to be judged based on the "reality" of what might appear in that cartoon.
Reality will be considered as a separate issue from truth. While the sentence, "Hillary Clinton is a Republican" is not true, it is acceptable within the realm of reality.
- B. It must be grammatically correct, including subject-verb agreement.** A grammar book may be needed to determine correctness. If two grammar books disagree, the judging team will be the final authority.
- C. It must have all words spelled correctly and utilize proper capitalization.**
- D. It must begin with a capital letter and close with the proper punctuation.**
- E. Any possessive nouns used in the sentence must be properly punctuated.**
- F. Internal punctuation will apply only to possessives, interjections, appositives, nouns of direct address, direct quotes, and conjunctive adverbs.**
- G. It must not be, in the opinion of the judges, unintelligible or cumbersome.**
- H. The sentence to be formed may not exceed 20 words in length.**

LT 24 PASS MOVE and FORCEOUT PROCEDURE**The PASS Move**

- A. The PASS move is one of the four choices a player has for his move: move a cube to letters, make a demand, make a challenge, or PASS.**
- B. Calling PASS may not be done until Players 1, 2, and 3 have moved to set up that shake by calling a Pattern, Structure, or Purpose; called the TYPE demand; and stated a FUNCTION demand.**
Note: Usually calling PASS will occur near the end of a shake when the player feels that there is not a safe move, and any move will make it possible for another player to call Challenge Now.
- C. The PASS move can be done by each player only once in a shake.** Players who PASS must initial

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the List of Demands sheet to indicate that the PASS has been used..

- D.** If one or two players pass but the next decides to move, that player opens himself to a Now or Impossible challenge. Once the third player passes, **FORCEOUT** is called. Players need to be aware that calling PASS too early in a shake may result in the necessity of putting a cube on the mat later in the game, which may set up another player to Challenge.

FORCEOUT Procedure

- A.** Once all three players have used the PASS move, then **FORCEOUT** is called.
- B.** **FORCEOUT** means that players have three minutes to write solutions using two more cubes from Resources. Neither of these cubes may be used as a demand. Correct solutions would score 4 points. Players with incorrect or no solutions would score 2 points.

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LT 25 PLAYER ONE – CALL CHALLENGE IMPOSSIBLE

Player One, who rolls the cubes and designates the sentence type, may be challenged impossible. If the composition of the resources is such that Player One does not think a solution can be made, regardless of the pattern, structure, or purpose, Player One should call CHALLENGE IMPOSSIBLE instead of calling a pattern, structure, or purpose. He would be challenging the shake, not a last mover.

Players would have one minute to agree or disagree about NO SOLUTION being possible. If no player can write a solution, all players score (0) and proceed to the next shake. A player who disagrees with the IMPOSSIBLE declaration would give a pattern, structure, or purpose, and a word in a solution sentence, using letters from Resources.

LT 26 FOUR AHEAD AT WARNING

If a player is four or more points ahead of any player when the warning is called ("Do not start another shake; you have five minutes to finish the shake you are on.") and the leading player calls Challenge Now, and no player has a correct solution, then any NEUTRAL player receives six points instead of the normal four points. *SEE Situation C on the LinguiSHTIK Scoring Chart.*

LT 27 PLAYER BEHAVIOR

Certain forms of behavior interfere with play and annoy or intimidate opponents. If a player is guilty of such conduct, a judge will warn the player to discontinue the offensive behavior. After issuing this warning, the judge should inform the official in charge of the division and also the warned student's moderator, if available. Thereafter during that round or subsequent rounds, if the player again behaves in an offensive manner, a three-judge panel will consider the situation and may penalize the student one point for each violation after the warning. This panel will consist of the judge who issued the original warning, the chief judge of the division, and the student's moderator. If any one of those listed is unavailable or if, for example, the judge who issued the warning and the chief judge are the same person, other judges may fill in the positions. Flagrant misconduct or continued misbehavior may cause the player's disqualification by the panel for that round or the entire tournament.

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Examples: This rule applies to use of a cell phone, constant talking, tapping on the table, humming or singing, loud or rude language, keeping a hand or finger over or next to the challenge block, making numerous false accusations of illegal procedure, and so on.

Certain infractions that completely disrupt a shake may draw a -1 penalty immediately without a warning provided at least two judges agree on the penalty. *Examples include but are not limited to the following: consulting notes that were written before the match began; rerolling the cubes after they were legally rolled; intentionally turning over a cube on the playing mat or in Resources; and saying one demand but writing another.* A pair of judges may also issue a -1 penalty or even expel a player from a match for other egregious actions such as knocking cubes off the mat in a fit of pique before the shake is finished, intimidating an opponent verbally or with threatening gestures or body language, refusing to continue play when ordered by a judge, and so on.

All AGLOA competitors are expected to preserve the integrity of the competition by conducting themselves in a fair and ethical manner. In cases of unfair play, unsportsmanlike conduct, or clear violations of tournament rules, the Penalties Policy in the AGLOA National Tournament Administration Manual should be consulted.

JUDGE'S NOTE: Judges should be aware of students who ask question after question and the judge knows the player is grasping at straws. The judge should stop after several questions and ask the player to delineate the problem or error. If he can't, the judge should move on.

LT 28 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - ELEMENTARY DIVISION [Use the 2015 Elementary Order of Play sheet, 2015 List of Demands sheet, and 2015 Scoring Chart]

LT 29 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - MIDDLE DIVISION [Use the 2015 Middle Order of Play sheet, 2015 List of Demands sheet, and 2015 Scoring Chart]

LT 30 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - JUNIOR & SENIOR DIVISION [Use the 2015 Junior/Senior Order of Play sheet (Back and Front) and 2015 List of Demands sheet (the 2015 Scoring Chart is on the Order of Play Sheet)]

NOTE: The most recent (2015) Order of Play sheet for the Junior Senior Division has the Order of Play and Scoring Chart on the front and the General Demand Sheet on the back. They appear as two separate PDF files on the AGLOA website: www.agloa.org

LT 31 PENALTY FOR MISSING A SHAKE

If a player misses a shake at the table, the player scores -4 for that shake.

Note: The Dictionary of Terms, Scoring Chart, List of Demands sheet, and the Order-of-Play sheets for the various divisions are in separate files. They are available at www.agloa.org