

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. CHALLENGE WIN Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. CHALLENGE WIN Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. CHALLENGE WIN 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
G. FORCEOUT at least one player correctly disagreeing	DISAGREER		AGREER WRONG
H. FORCEOUT ALL PLAYERS who disagree are wrong	AGREER		DISAGREER WRONG

*LT 26: 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.