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Coaches' Bulletin

Survey of the Month

(a) How does your league fund its operations?(b) Has your funding increased, decreased, or remained the same in recent years?

Please reply to bngolden1@cox.net and indicate the league you represent.

Responses to Last Month's Question

Does your league play the AGLOA Tournament Rules in every game? If not, what are the exceptions?

- Swami Jataya (India): "We play with the AGLOA Tournament Rules unless we are playing Online Equations."
- Ellen Bredeweg and Larry Liss (Palm Beach County FL): "Yes, with the following exceptions:

We have Basic Equations as an option for grades 4 and 5. Since we play four days of Equations (two rounds each day), we phase in the variations over the four days until all variations are available the fourth dav. We offer Basic Language Arts as an option for grades 4 and 5. We include Propaganda and LinguiSHTIK in our Language Arts division, and the Basic players play Propaganda but not Sections E or F. Basic LinguiSHTIK uses a simplified Order of Play Sheet which we developed. [See attachment at the end of this bulletin.] Since we play LinguiSHTIK over a three-week period (two rounds each day), we phase in Sentences and Parts of Speech until all are available the third day.

We do not use the PowerPoints for Social Studies (or the high school visuals for *Propaganda*) because our playing facilities cannot accommodate using a TV or projector screen. Since we play Middle and Senior together at one site, we only use half the presidents at our local tournaments.

Ashton LeBourgeois, Jefferson Parish:
 "We play by the AGLOA Tournament Rules with the additional rule of -1's in Presidents and Propaganda. We allow one mistake but for each additional mistake on the answer sheet, we deduct a point. We have found that players pay more attention to their answer documents when we hold them accountable."

 Continue next column.>

LinguiSHTIK Reminders

by Ellen Bredeweg, LinguiSHTIK chairperson

NEUTRAL One change in the last year is the description of being a NEUTRAL player. In the past, a player had to declare "Neutral" out loud within the first minute after a Challenge had been called. That is no longer required. Now a player is Neutral if he does not present a written solution. That means a player can use most of the three-minute writing time to determine if he can find a word and write a sentence with the demands in that shake. The player may or may not try to write a sentence. The only way Neutral will get points in a Challenge Now is if no player has a correct solution. In a Challenge Impossible, Neutral can get points if the Mover cannot present a correct solution.

- Lorrie Scott, Indian River County (FL): "The only variation from the rules is that we phase in variations for Elementary Equations and use a modified Order of Play sheet for Rookies (4th grade) in LinguiSHTIK."
- Pam Champagne, Michigan League of Academic Games: "In Michigan our rules are closely correlated with the AGLOA rules but not always identical. We offer competition in the basic versions of *Equations* and *On-Sets* as well as *On-Words*. We also use AB+ as a variation for Middle, Junior, and Senior levels.
- Melinda Hall, St. Bernard Parish: "Yes, we do! The only exception is in our Learners' Division which does not play all the Equations variations."
- Sara Miller: "Beaver County (PA) follows the rules for every game. We want our students to be prepared for the National tournament." Colorado and New Orleans gave essentially the same response.

AGLOA Services

- Both the *Propaganda* and *Presidents* questions for local play 2016-17 are available to league directors. *Current Events* and *Theme* questions will be available after New Year's.
- The Judges Tests in all three cube games are also available.



Submit questions to: bngolden1@cox.net

Sri Mangipudi (MI)

With the Two-Digit Numerals variation in Elementary Division, are numbers like 08, 09, etc., valid in the Goal and/or Solution? Also, are multiple two-digit numerals allowed in the Solution; e.g., 45+97?

Answer

- 1. Yes, 00, 01, ..., 09 are acceptable in both the Goal and the Solution. 00 = 0, 01 = 1, ..., 09 = 9. This strategy would be particularly interesting if 0 wild were also in force.
- There is no limit on the number of twodigit numerals in the Solution.

If you would like to became a cube game judge or recertify as a cube game judge, contact your district director, who will order the number of tests needed in each game and schedule date(s) for taking the tests.

AGLOA requires judges to be recertified every five years. So if your last certification was **2011** or earlier, you must recertify in order to judge at the 2017 Nationals.

Coaching Tips: Presidents

A basic strategy for *Presidents* is: "Get something out of every clue."

The 6- or 4-point clue may not tell you who the president is, but it may allow you to eliminate some presidents in the range.

- Suppose the range is 35-44 and the 4-point clue includes this statement: "My successor was from the opposite party from me." So you can eliminate John Kennedy, Richard Nixon, and Ronald Reagan.
- Sometimes the clue is more subtle. Suppose the range is 25-34 and the clue says, "I was the first president to ride in an automobile." Even if you don't know who that is, you can conclude that it was one of the first presidents in this range since automobiles became prevalent in the U.S. in the 1920s. You could confidently narrow your choices to McKinley, Teddy Roosevelt, and Taft.
- The tournament rules prohibit you from changing an answer once you have circled a president's number. But you may pick up your non-erasable pen and x off numbers in the range without marking an answer before the next clue is read. Of course, if you x off a number, then conclude from a later clue that he is the correct president, you are stuck.

ORDER OF PLAY SHEET ELEMENTARY BASIC LINGUISHTIK

PLAYER ONE – Rolls cubes and states a Sentence PATTERN or PURPOSE. (What kind of sentence will be written?)

Day One: S-V (Noun-Verb)

S-V-DO (Subject-Verb-Direct Object)

S-V-IO-DO (Subject-Verb, Indirect Object, Direct Object)

Day Two: Anything from Day One, **OR**

S-LV-PN (Subject-Linking Verb, Predicate Noun) S-LV-PA (Subject-Linking Verb, Predicate Adjective)

Day Three: Anything from Day One or Day Two, **OR DECLARATIVE INTERROGATIVE**

PLAYER TWO – Uses a BLACK or GREEN Cube to state a TYPE Demand. (What type of word will be created?)

Day One: Noun <u>OR</u> Verb <u>OR</u> Adjective
Anything from Day One, <u>OR</u> Adverb

Day Three: Anything from Day One or Two **OR Preposition**

PLAYER THREE – Uses a BLACK or GREEN Cube to state a FUNCTION Demand. (How will the word be used in the sentence?)

Based on the TYPE stated by PLAYER TWO, choose from these functions:

NOUN - Subject, Direct Object, Indirect Object, Predicate Noun, Object of a Preposition

VERB - Main Verb, Auxiliary

ADJECTIVE - Adjacent Adjective, Predicate Adjective ADVERB - Verb Modifier, Adjective Modifier

PREPOSITION – Introductory word in an Adjective Phrase Introductory word in an Adverb Phrase

Created for Palm Beach County October 2015

ELEMENTARY GENERAL DEMANDS

(After the first three players have played as in the left column, any of the players MAY use a GREEN or BLACK cube to make any of the General Demands below. Remember, demands are made about the WORD, not the sentence. Only the demands which match the TYPE demand stated by Player Two may be called.)

NOUN: Singular Plural

VERB: Linking (May only be made on Day Two)

(The following three may only be made on Day Three)

Simple Present Tense Simple Past Tense Simple Future Tense

ADJECTIVE: Positive Degree of Comparison

Comparative Degree of Comparison Superlative Degree of Comparison

ADVERB: Positive Degree of Comparison

Comparative Degree of Comparison Superlative Degree of Comparison

ACCEPTABLE GENERAL DEMANDS

(Any of the players MAY use a GREEN or BLACK cube to make any of the Demands below. Only **ONE** of each demand may be made in a shake.)

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 they may represent different letters.

B. MUST CONTAIN: The word must contain a certain letter designated by the player making the demand.

C. MUST NOT CONTAIN: The word may not contain the letter designated by the player making the demand.

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."

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*.