



## ORDER OF PLAY SHEET JUNIOR DIVISION

**PLAYER ONE** – Rolls cubes and states a Sentence Pattern, Structure **OR** Purpose.

### PATTERN

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

### 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

**PRONOUN** – Subject, Direct Object, Indirect Object, Predicate Noun, Object of the Preposition, Appositive, Objective Complement

**VERB** – Main Verb, Auxiliary, Infinitive, Gerund, Participle

**ADJECTIVE** – Noun Modifier, Pronoun Modifier, Predicate Adjective, Adjacent Adjective, Objective Complement

**ADVERB** – Verb Modifier, Adjective Modifier, Adverb Modifier

**PREPOSITION** – Introductory Word in an Adjective Phrase,  
Introductory Word in an Adverb Phrase

**CONJUNCTION** – Subordinator, Conjunctive Adverb

**INTERJECTION** – NONE –  
PLAYER THREE puts a cube in Letters or makes a Demand

## JUNIOR DIVISION GENERAL DEMANDS

- A. COLOR WILD
- B. MUST CONTAIN LETTER
- C. MUST NOT CONTAIN LETTER
- D. LETTER TRANSFER
- E. NUMBER OF LETTERS
- F. DOUBLE VOWEL
- G. DOUBLE CONSONANT

### H. NOUN

- 1. singular\*
- 2. plural\*
- 3. collective\*\*
- 4. nominative case
- 5. objective case

\*Not applicable to noun used as adjective

\*\*When a collective noun is used as an adjective, it cannot be singular or plural, or have case

### I. PRONOUN

- 1. singular
- 2. plural
- 3. indefinite
- 4. personal
- 5. interrogative
- 6. nominative case
- 7. objective case
- 8. possessive case

### J. VERB

- 1. singular
- 2. plural
- 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\*
- 12. function for infinitive
- 13. function for gerund

+The player may choose to designate present, past, or future when tense or form is called (not as an additional demand).

### 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 #

# If these are demanded for adjective or adverb, the player may also indicate regular or irregular, not as an additional demand.

### M. CLAUSES°

(the word must be contained in the clause)

- 1. noun
- 2. adjective
- 3. adverb
- 4. infinitive

### N. PHRASES°

(the word must be contained in the phrase)

- 1. appositive
- 2. adjective
- 3. adverb
- 4. infinitive
- 5. gerund
- 6. participial

°The number of times the two previous demands, M & N, can be called in a shake is two (2).  
EXAMPLE: 2 clauses, 2 phrases, OR 1 clause and 1 phrase.

### O. The word must be COMPOUND

#### P. The word must be part of:

- 1. a direct quote (*proper punctuation and capitalization required*)
- 2. an indirect quote

#### Q. The word must NOT BE contained in:

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

NOTE: The "Must NOT Be Contained In" Demand is limited to once per shake.

*Revised July 2025*