



## ORDER OF PLAY SHEET SENIOR DIVISION

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

### PATTERN

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

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

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

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

**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

## SENIOR 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. demonstrative
7. relative
8. nominative case
9. objective case
10. 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
14. imperative mood
15. emphatic form\*
16. active voice
17. passive voice

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

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

### M. CLAUSES<sup>o</sup>

(the word must be contained in the clause)

1. noun
2. adjective
3. adverb
4. infinitive
5. elliptical

### N. PHRASES<sup>o</sup>

(the word must be contained in the phrase)

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

<sup>o</sup>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. elliptical clause
6. direct quote
7. indirect quote
8. appositive phrase
9. adjective phrase
10. adverb phrase
11. infinitive phrase
12. gerund phrase
13. participial phrase

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

**R. AFTER THE DEMAND HAS BEEN MADE THAT THE WORD MUST BE IN A CLAUSE OR PHRASE, THIS ADDITIONAL DEMAND CAN SPECIFY HOW THAT CLAUSE OR PHRASE IS TO FUNCTION IN THE SENTENCE.** (Players choose only from Functions listed under Player Three.)

*Note: elliptical clause is excluded*

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