



LINGUISHTIK Tournament Rules 2019-2020

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 Handbook and 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. All cell phones, smart watches, and other electronic devices must be turned off and put away before a round begins.

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 may request a judge to validate any -1 penalty.

LT 4 OFFICIAL REFERENCES

Dictionary: *Webster's Third International Unabridged*. During competition **either** the current *Online Unabridged* version at dictionary.eb.com (primary source) **or** the most recent printed version, *copyright 2002*, is referenced.

1. Judges are reminded to check the Addenda of the print version 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 Handbook and Judges Manual* as revised in 2019. This reference addresses many grammatical questions which are not directly addressed by traditional grammars and those situations that are unique to playing LinguiSHTIK. The *Handbook* is 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 Handbook and Judges Manual for further explanations. The independent clause dictates the sentence pattern.

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

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* or *LinguiSHTIK Handbook 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. The independent clause dictates the sentence pattern.

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 *LinguiSHTIK Handbook 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. The order of events for making a Demand should be as follows: (1) 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, then (2) writes the Demand on the *List of Demands Form* in a timely manner. The Demand is considered to be made when the cube touches the mat since the move of a cube is completed when it touches the mat. (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 Form* 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.

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. If a player has stated or written a Demand but not yet placed a cube on the mat in the Demands section, he/she may withdraw the Demand. There is no penalty unless the play is not completed during the player's time.

The *List of Demands Form* is a primary resource used by judges when answering questions about each shake. If all players agree that a Demand was in force for the shake, even if not written on the *List of Demands Form*, then the Demand is in force. If there is not unanimous agreement, however, then what is written on the *List of Demands Form* becomes the authority.

If a Challenge is made after the cube touches the mat, the player who made the Demand will complete his/her move by writing the Demand on the *List of Demands Form*. If a player states the Demand before touching the cube to the mat, and another player challenges, that Challenge is valid; however, it will NOT include the Demand since the cube has not touched the mat.

If a player has placed a cube in the Demands section within the time limit, a (-1) penalty cannot be given for the stated Demand not being written on the *List of Demands Form* before the 10-second countdown is completed, so long as the Demand is written in a timely manner.

NOTE: For various situations that may occur when a Demand is made, players should refer to the *Technical Rulings, Section A of the LinguisHTIK Handbook and Judges Manual (pages 59-63)*.

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

PRONOUN:

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

VERB:

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

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

CONJUNCTION:

1. subordinator	2. conjunctive adverb
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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 4. predicate noun 7. noun used as adjective
2. direct object 5. object of preposition 8. objective complement
3. indirect object 6. appositive

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

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

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

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

CONJUNCTION: 1. subordinator 2. conjunctive adverb

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

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

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

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

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

CONJUNCTION: 1. subordinator 2. conjunctive adverb

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 FOR THE START OF THE GAME

- 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 **must** 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

Once a cube is legally moved to the mat it stays where it was played for the duration of the shake. It may not be retracted or moved to a different section of the mat.

- 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.
- 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.

LT 13 TIME LIMITS & PENALTIES

Each task a player must complete has a specific time limit as listed below. The one- and three-minute time limits are enforced with the timer. In Elementary and Middle Divisions, each (-1) penalty must be approved by a judge initialing the scoresheet.

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 (2-3), 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." [*In the first three moves of the game, a player who does not make his/her move is instructed to "move" by the judge so that those first three moves (the choice of sentence pattern, structure, or purpose; the Type Demand, and the Function Demand) are made correctly.]*

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 (Illegal Demands):** 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. [Examples of Illegal Procedure: moving out of turn, making an illegal Demand, moving a cube from one section of the playing mat to another] Players should NOT use the challenge block to call an 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-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.
 - b. If the move is *not* Illegal Procedure, the cube stands as played.

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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. If an Illegal Demand is insulated, the Illegal Demand would **not be valid** and would be ignored when a solution is written.

NOTE: An Illegal Demand may be a duplicate demand (e.g., color wild, letter transfer, must contain, or must not contain) OR any demand not recognized as acceptable in the LinguiSHTIK rules.

NOTE: For various situations that may occur when Illegal Procedure is called, players should refer to the Technical Rulings, Section A of the LinguiSHTIK Handbook and Judges Manual (pages 59-63).

B. More details about time limits:

1. A one-minute sand timer is used to keep time. In practice, players will usually have more than one minute 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-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. [Items A-G appear on the Elementary Order of Play Sheet. Players in the Middle and Junior/Senior Divisions are expected to memorize them.] The remainder of the General Demands are broken down by divisions.

- 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.**
- 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.**
- 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.**
- 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.
- 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.
- 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*
- 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 3. personal 5. possessive case
 2. plural 4. indefinite

J. VERB: 1. singular form 4. regular 6. simple present tense
 2. plural form 5. irregular 7. simple past tense
 3. linking 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* 3. collective** 4. nominative case*
 2. plural* 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 4. indefinite 8. nominative case
 2. plural 5. interrogative 9. objective case
 3. personal 6. demonstrative 10. possessive case
 7. relative

J. VERB: 1. singular form 6. present participle 10. progressive form**
 2. plural form 7. past participle 11. perfect progressive form**
 3. linking 8. simple tense** 12. function for infinitive
 4. regular 9. perfect tense** 13. function for gerund
 5. irregular

***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
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. appositive phrase
 2. infinitive phrase
 3. gerund phrase
 4. participial phrase
 5. prepositional phrase
 6. adjective phrase
 7. adverb 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.*

O. 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.

P. THE WORD MUST BE PART OF A DIRECT QUOTE (proper punctuation and capitalization required)

SEE Dictionary of Terms or LinguiSHTIK Handbook and Judges Manual for the definition of direct quote.

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 case
 11. objective case
 12. possessive case

- J. VERB:**
1. singular form
 2. plural form
 3. linking
 4. regular
 5. irregular
 6. present participle
 7. past participle
 8. imperative mood
 9. emphatic form*
 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)*

- 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. appositive | 3. gerund | 5. prepositional | 7. adverb |
| 2. infinitive | 4. participial | 6. adjective | |

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.*

O. 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.

P. THE WORD MUST BE PART OF:

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

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

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

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

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.

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. A player who picks up the challenge block and does not make a valid Challenge or says nothing is penalized one point and the Challenge is set aside.

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 legal Demands currently in force, to make a word which fits all of the legal 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.*

LT 20 CHALLENGE PROCEDURE

A. CHALLENGE NOW

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.*

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; a player does not need to state the intent to be Neutral.]

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.)

NOTE: For various situations that may occur when a Challenge is called, players should refer to the Technical Rulings, Section B of the LinguSHTIK Handbook and Judges Manual (pages 63-65).

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.

NOTE: For various situations regarding SOLUTIONS, players should refer to the Technical Rulings, Section D of the LinguSHTIK Handbook and Judges Manual (pages 66-69).

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 *obsolete* in the official dictionary. (Note: a word labeled *archaic* may be used.)
- 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 or online version of the official dictionary which is the final authority.

*Note: The dictionary may list the word with **var of** (variant of) next to it along with an alternate spelling. Judges should look up the alternate word as it will have the same meaning.*

- 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**1. 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; by calling the **TYPE** demand; and by stating 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 the List of Demands Form 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.

2. 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.

*NOTE: For various situations that may occur when **PASS** or **FORCEOUT** is called, players should refer to the Technical Rulings, Section C of the *LinguiSHTIK Handbook and Judges Manual* (pages 65-66).*

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

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.

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.

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.

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 2019 Elementary Order of Play sheet, 2015 List of Demands Form, and 2015 Scoring Chart]

LT 29 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - MIDDLE DIVISION [Use the 2019 Middle Order of Play sheet, 2015 List of Demands Form, and 2015 Scoring Chart]

LT 30 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - JUNIOR & SENIOR DIVISION [Use the 2019 Junior/Senior Order of Play sheet (Back and Front) and 2015 List of Demands Form (the 2015 Scoring Chart is on the Order of Play Sheet)]

NOTE: The most recent (2019) 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 Form, and the Order-of-Play sheets for the various divisions are in separate files. They are available at www.agloa.org