



LINGUISHTIK Tournament Rules

2024-2025

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 the 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 Demands sheets, the LinguiSHTIK Game Mat, and all 23 LinguiSHTIK cubes are the only supplies and materials allowed in the game. Absolutely forbidden are grammar books, dictionaries, the LinguiSHTIK Games or Handbook and Judges Manual, and 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 red cubes have C's instead.)

Players may use only pencils or pens, and blank paper. BEFORE the round begins, players should check the papers of their opponents to make sure that all papers are BLANK. No prepared notes, books, tablets, calculators, cell phones, smart watches, or other electronic devices may be used.

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 *LinguistSHTIK Handbook and Judges Manual* as revised in 2024. This reference addresses many grammatical questions that are not directly addressed by traditional grammars and those situations that are unique to playing LinguistSHTIK. 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 red cube. The player who rolls a letter closest to the beginning of the alphabet becomes Player One for the first shake. Players tied for Player One 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-LV-PN
S-V-DO	S-LV-PA
S-V-IO-DO	

MIDDLE

S-V	S-LV-PN
S-V-DO	S-LV-PA
S-V-IO-DO	INVERTED

JUNIOR

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

SENIOR

S-V	S-LV-PN	S-V-DO-OC(n)	S-V-Retained DO
S-V-DO	S-LV-PA	S-V-DO-OC (adj)	S-V-Retained IO
S-V-IO-DO	INVERTED		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 that 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 or her own Demand on the *List of Demands Form* and on his or her individual notebook paper. A player making a Demand is highly encouraged to check that all 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 moved again or retracted during the shake. (Example: 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 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 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 that must be a Type Demand.

Type Demands will be restricted as follows:

- | | | | |
|-------------|--------------|----------------|-----------------|
| 1. Noun | 3. Verb | 5. Adverb | 7. Conjunction* |
| 2. Pronoun* | 4. Adjective | 6. Preposition | 8. Interjection |

**not in Elementary Division*

LT 10 FUNCTION DEMANDS

Player Three must make a Function Demand unless no Function Demands are available, in which case Player Three may make a General Demand or place a cube on the playing mat in LETTERS.

Permissible Function Demands are as follows for each division:

ELEMENTARY DIVISION

NOUN:

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

VERB:

1. main verb	2. infinitive
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ADJECTIVE:

1. noun modifier	3. predicate adjective
2. pronoun modifier	4. adjacent adjective

ADVERB: NONE – PLAYER THREE puts a cube in Letters or makes a Demand

PREPOSITION: NONE – PLAYER THREE puts a cube in Letters or makes a Demand

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

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

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

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

ADJECTIVE: 1. noun modifier 3. predicate adjective
2. pronoun modifier 4. adjacent 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 – PLAYER THREE puts a cube in Letters or makes a Demand

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 DIVISION

NOUN: 1. subject 5. object of preposition
2. direct object 6. appositive
3. indirect object 7. noun used as adjective
4. predicate noun 8. objective complement

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

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

ADJECTIVE: 1. noun modifier 3. predicate adjective 5. objective complement
2. pronoun modifier 4. adjacent 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 – PLAYER THREE puts a cube in Letters or makes a Demand

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.”

SENIOR DIVISION

NOUN:	1. subject 2. direct object 3. indirect object 4. predicate noun	5. object of preposition 6. appositive 7. noun used as adjective 8. objective complement	9. retained direct object 10. retained indirect object 11. retained objective complement
PRONOUN:	1. subject 2. direct object 3. indirect object 4. predicate noun	5. object of preposition 6. appositive 7. objective complement	8. retained direct object 9. retained indirect object 10. retained objective complement
VERB:	1. main verb 2. auxiliary	3. infinitive 4. gerund	5. participle
ADJECTIVE:	1. noun modifier 2. pronoun modifier	3. predicate adjective 4. adjacent adjective	5. objective complement 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 – PLAYER THREE puts a cube in Letters or makes a Demand		

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 Division, a judge must initial any -1 penalty on the scoresheet. Junior/Senior players may request a judge to validate any -1 penalty.

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 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 or her 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 and lose his or her turn, and the challenge would be set aside.*

6. **Illegal Procedure and Duplicate Demands:**

Players should NOT use the challenge block to charge Illegal Procedure or Duplicate Demand.

➤ **Illegal Procedure.** Any action that violates a procedural rule. A player charging Illegal Procedure must clearly specify immediately the exact nature of the Illegal Procedure.

Examples of Illegal Procedure include but are not limited to the following:

- moving out of turn or moving a cube from one section of the playing mat to another,
- making any demand not recognized as acceptable in the LinguiSHTIK rules, Examples: demanding more phrases or clauses than the number allowed in that division, making a usage demand that is not applicable to the part of speech called by Player Two.

a. If the move **is** an Illegal Procedure,

- The Mover must return any illegally moved cube to its previous position (usually Resources) and make a legal 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** an Illegal Procedure, the cube stands as played.

c. If the Illegal Procedure is not charged or corrected before another player makes a legal move, it stands as completed. In some instances, a player could correctly call Challenge Impossible if a solution cannot be written that fulfills the rules of the game.

➤ **Duplicate Demand.** Any demand that duplicates a General Demand, LT 16 items A-G.

Examples of Duplicate Demands are limited to the following: color wild, must contain, must not contain, letter transfer, number of letters, double vowel, double consonant.

a. If the move **is** a Duplicate Demand,

- The Mover gets a -1 penalty.
- The Mover must return any illegally moved cube to its previous position (usually Resources) and make a legal 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, the action is set aside, and the player loses his turn.

b. If the move **is not** a Duplicate Demand, the cube stands as played.

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- c. If the Duplicate Demand is not charged or corrected before another player makes a legal move, the second demand is not in effect.

NOTE: For various additional situations that may occur when Illegal Procedure or Duplicate Demand is charged, players should refer to the Technical Rulings, Section A of this manual (pages 60-63).

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 countdown must be done at a reasonable pace; for example, "one thousand ten, one thousand nine, ..., zero." 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. The remainder of the General Demands are broken down by divisions.

- 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 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.

- B. 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.**

- C. 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.**

- 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."

ONLY ONE LETTER TRANSFER IS ALLOWED IN A SHAKE.

- 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.

The following demands are broken down by divisions and relate to the particular part of speech that 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)*

J. VERB: 1. singular 4. regular 6. simple present tense
2. plural 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: NONE

M. CLAUSES*: The solution word must be contained in a
1. noun clause 3. adverb clause
2. adjective clause

N. PHRASES*: The solution word must be contained in an
1. 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**
2. plural*

**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. personal
2. plural 5. interrogative
3. indefinite

J. VERB: 1. singular 4. regular
2. plural 5. irregular
3. linking 6. simple tense**

***Player may choose to designate present, past or future when tense 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** (**not** as an additional Demand)*

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** (**not** as an additional Demand)*

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(n)
1. noun clause 3. adverb clause
2. adjective clause 4. infinitive clause

- N. PHRASES*:** The solution word must be contained in a(n)
1. appositive phrase
 2. adjective phrase
 3. adverb phrase
 4. infinitive 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. It is 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 that is compound.

SEE ALSO Compound Word in the Dictionary of Terms.

JUNIOR DIVISION

- H. NOUN:** 1. singular* 2. plural* 3. collective** 4. nominative case* 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 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

***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** (not as an additional Demand)*

- 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** (not as an additional Demand)*

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. noun
 2. adjective
 3. adverb
 4. infinitive

- N. PHRASES*:** The solution word must be contained in the following phrases:
1. appositive
 2. adjective
 3. adverb
 4. infinitive
 5. gerund
 6. participial

***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. It is 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 that 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. noun clause | 5. direct quote | 9. adverb phrase |
| 2. adjective clause | 6. indirect quote | 10. infinitive phrase |
| 3. adverb clause | 7. appositive phrase | 11. gerund phrase |
| 4. infinitive clause | 8. adjective phrase | 12. participial phrase |

NOTES 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.

SENIOR DIVISION

H. NOUN: 1. singular* 2. plural* 3. collective** 4. nominative case* 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. personal	7. relative	9. objective case
2. plural	5. interrogative	8. nominative case	10. possessive case
3. indefinite	6. demonstrative		

J. VERB:

1. singular form	8. simple tense**	14. imperative mood
2. plural form	9. perfect tense**	15. emphatic form*
3. linking	10. progressive form**	16. active voice
4. regular	11. perfect progressive form**	17. passive voice
5. irregular	12. function for infinitive	
6. present participle	13. function for gerund	
7. past participle		

*The player may choose to designate present or past (**not** as an additional Demand)

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** (**not** as an additional Demand)

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** (**not** as an additional Demand)

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

*SEE Dictionary of Terms for definition and limitation of elliptical clause.

- N. PHRASES*:** The solution word must be contained in the following phrases:
- | | | |
|---------------|---------------|----------------|
| 1. appositive | 3. adverb | 5. gerund |
| 2. adjective | 4. infinitive | 6. participial |

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

NOTES 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.

NOTES ON LT 16 R:

1. THIS DEMAND IS FOR SENIOR DIVISION ONLY.
2. The player making this demand may choose **only** from the Functions listed for Player Three on the Senior Division Order of Play sheet.
3. Elliptical clauses are excluded from this Demand.

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 or her Challenge. A player who picks up the challenge block and makes an invalid Challenge or says nothing is penalized one point and the Challenge is set aside. Examples of invalid challenges are (a) challenging yourself (you were the last Mover) and (b) challenging Now when fewer than three cubes are in Letters.

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.

A player may never challenge if he or she 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 or her 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 that he may use in the word, or it may be a black or green cube that

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 that 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, and lose his or her 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 or she writes a solution within the three minutes. He or she 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 LinguiSHTIK Handbook and Judges Manual (pages 63-65).*

LT 21 WHAT IS A SOLUTION?

A solution consists of a written sentence that is of the pattern, structure, or purpose designated by Player One and contains a **word** that satisfies all of the demands made of it. If the player writing the solution is making a Demand as his or her 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 or her solution to another player thereby indicating that this is his or her solution. Once the solution is in the hands of another player, it cannot be withdrawn.

Once a player presents a Solution to the opponent(s), he or she may make no further corrections or additions even if the time for writing Solutions has not expired. When a player submits a sentence to opponents for evaluation, the player **must** circle the submitted sentence and underline the word that he or she 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 or her 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.

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

LT 22 ABOUT THE WORD TO BE FORMED

The **word** that 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. It may not contain a diacritical mark.
- 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 spellings of letters (ex. dalet) and currency (ex. ngwee) 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 that 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. The word to be formed must not be contained in a title.
- I. 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, "Joe Biden 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. **All words used in the sentence must be properly punctuated.** This includes possessive nouns and words that require diacritical marks (according to the official dictionary), ex. fiancée, jalapeño.
- 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 or her 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 or herself 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 might 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 LinguSHTIK 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 or she 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 END OF A ROUND

Each round lasts 30 minutes. When that time is up, players are told: “Do not start another shake; you have five minutes to finish the shake you are on.”

1. When the extra five minutes expire, players still involved in a shake in which no challenge has been made and one or more cubes remain in Resources will be told: “Stop; do not play another cube to the mat or make a challenge. Each player has three minutes to write a correct sentence that may use any of the cubes remaining in Resources.” Any player who presents a correct solution sentence scores 4 points for that shake; a player with an incorrect sentence or no sentence scores 2.
2. During the last five minutes of a round before the warning, a judge called to a table should note how long settling a controversy takes and add that amount to the warning time for that table.
3. **Four Ahead at Warning.** If a player is four or more points ahead of any player when the five-minute warning is called, 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 LinguSHTIK Scoring Chart.

LT 27 RECORDING SCORES FOR A MATCH/ROUND

When a round ends, each player must sign (or initial) the scoresheet and the winner (or one of those tied for first) turns it in. If a player signs or initials a scoresheet on which his or her score is listed incorrectly and the error was a simple oversight, then, with the agreement of all players, correct the scores. However, if there is evidence of intent to deceive and the error was not a simple oversight, then do the following.

1. If the error gives the player a lower score, he or she receives the lower score.
2. If the error gives the player a higher score, he or she receives 0 for that round.

LT 28 APPEALING A RULING

A player may appeal a judge’s ruling on any matter provided that (a) a second judge was called to rule on the situation and (b) the player does not initial the scoresheet at the end of the round.

LT 29 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.

Judges should be aware of students who ask question after question. The judge should stop after several questions and ask the player to delineate the problem or error. If the player cannot, the judge should move on.

LT 30 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - ELEMENTARY DIVISION [Use the 2024 Elementary Order of Play sheet, 2022 List of Demands Form, and 2022 Scoring Chart]

LT 31 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - MIDDLE DIVISION [Use the 2024 Middle Order of Play sheet, 2022 List of Demands Form, and 2022 Scoring Chart]

LT 32 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - JUNIOR DIVISION [Use the 2024 Junior Order of Play sheet, 2022 List of Demands Form, and 2022 Scoring Chart]

LT 33 LINGUISHTIK SCORING CHART, ORDER-OF-PLAY SHEET, & GENERAL DEMAND SHEET - SENIOR DIVISION [Use the 2024 Senior Order of Play sheet, 2022 List of Demands Form, and 2022 Scoring Chart]

LT 34 PENALTY FOR MISSING A SHAKE

Changed
2022

A player who is absent for a shake scores **-2** 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