

## LinguISHTIK SCORING CHART



<b>CHALLENGER:</b>	The player who picks up the Challenge cube and states a <b>Challenge</b>
<b>SOLVER:</b>	A player other than the Challenger who presents a correct solution
<b>NEUTRAL:</b>	A player other than the Challenger [ <b>Challenge Now</b> ] OR a player other than the Challenger or the Mover [ <b>Challenge Impossible</b> ] who does <u>not</u> present a solution
<b>WRONG:</b>	A player who presents an incorrect solution when there has been a <b>Challenge</b> , OR a player who either presents an incorrect solution or does not present a solution during a <b>Forceout</b>
<b>MOVER:</b>	A player who makes the last move before a <b>Challenge Impossible</b>
<b>AGREER:</b>	A player who agrees to a <b>Forceout</b> and presents a correct solution.

SITUATION	6 POINTS	4 POINTS	2 POINTS
<b>A. CHALLENGE NOW</b> Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
<b>B. CHALLENGE NOW</b> Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
<b>C. CHALLENGE NOW</b> NO PLAYER has a correct solution		NEUTRAL (SEE LT 26*)	CHALLENGER WRONG
<b>D. CHALLENGE IMPOSSIBLE</b> NO PLAYER has a correct solution	CHALLENGER	NEUTRAL	MOVER WRONG
<b>E. CHALLENGE IMPOSSIBLE</b> At least one player has a correct solution	SOLVER		CHALLENGER WRONG NEUTRAL
<b>F. FORCEOUT</b> ALL PLAYERS agreed		AGREER	WRONG

### TIME LIMITS AND PENALTIES:

**Rolling and ordering the cubes and stating a sentence designation: 1 minute<sup>^</sup>**

Failure to do so results in a -1 penalty

**Moving a cube to Letters or making a Demand: 1 minute<sup>^</sup>**

Failure to do so results in a -1 penalty and the player loses his turn.

**Making a Challenge NOW with fewer than 3 cubes in the Letters section: -1 penalty,** player loses his turn, challenge is set aside

**Failure to correct an Illegal Procedure within the time limit<sup>^</sup>: -1 penalty,** player loses his turn, action is set aside

**Duplicate demand<sup>#</sup>: - 1 penalty;** player may correct the action within the time limit<sup>^</sup>; otherwise, player loses his turn and the action is set aside

**Checking an opponent's Solution: 2 minutes<sup>^</sup>**

**Writing a solution: 3 minutes<sup>^</sup>**

**Penalty for being absent for a shake: -2**

<sup>^</sup> Plus a 10-second countdown

**Elementary/Middle: ALL penalties must be initialed by a judge on the scoresheet. No player may take a -1 penalty in order to add a minute to the solution-writing time.**

\* LT 26 #3: If a player is four or more points ahead of any other player when the warning has been called, **and** the leading player CHALLENGES NOW, **and** NO PLAYER has a correct solution; ANY NEUTRAL PLAYER receives six 6 points.

# Duplicate demands are limited to the following: color wild, must contain, must not contain, letter transfer, number of letters, double vowel, double consonant, and calling more phrases or clauses than the number allowed.

Revised July 2025