

ORDER OF PLAY SHEET JUNIOR & SENIOR DIVISIONS

PLAYER ONE - Rolls cubes and states a Sentence Pattern, Structure, OR Purpose

PATTERN

S-V	S-V-Retained OC (noun)
S-V-O	S-V-Retained OC (adj.)
S-LV-PN	S-V-IO-DO
S-LV-PA	S-V-DO-OC (noun)
S-V- Retained DO	S-V-DO-OC (adj.)
S-V-Retained IO	Inverted

STRUCTURE

simple complex compound compound-complex

PURPOSE

declarative interrogative imperative exclamatory

PLAYER TWO - Uses a BLACK or GREEN cube to state a TYPE Demand

NOUN	PRONOUN	VERB	ADJECTIVE
ADVERB	PREPOSITION	CONJUNCTION	INTERJECTION

PLAYER THREE - Uses a BLACK or GREEN cube to state a FUNCTION Demand

NOUN - Subject, Direct Object, Indirect Object, Predicate Noun, Objective Complement, Object of the Preposition, Retained Direct Object, Retained Indirect Object, Retained Objective Complement, Appositive, Noun used as adjective

PRONOUN - Subject, Direct Object, Indirect Object, Predicate Noun, Objective Complement, Object of the Preposition, Retained Direct Object, Retained Indirect Object, Retained Objective Complement, Appositive

FORBIDDEN - Demanding an appositive be restrictive

VERB - Predicate, Verbal, Infinitive, Gerund, Participle, Auxiliary

**Functions may be called for infinitives and gerunds*

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

ADVERB – Verb Modifier, Adjective Modifier, Adverb Modifier

PREPOSITION - Introductory word in an Adjective Phrase
Introductory word in an Adverb Phrase

FORBIDDEN: Compound Preposition

CONJUNCTION - Subordinator, Conjunctive Adverb

FORBIDDEN: Correlative Conjunction

INTERJECTION - NONE - The second demand is a General Demand

Front side of JrSr Order of Play Sheet/Revised June 2011

LINGUISHTIK SCORING CHART

CHALLENGER:

SOLVER: A player other than the Challenger who presents a correct solution.

NEUTRAL: A player other than the Challenger who declares Neutral in the first minute of the three minute solution-writing period and does not present a solution.

WRONG: A player who presents an incorrect solution, or who agrees with a Forceout but does not have a correct solution.

MOVER: A player who makes the last move before a Challenge.

AGREER: A player who agrees to or calls a Forceout and presents a correct solution.

DISAGREER: A player who disagrees with a Forceout declaration.

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. CHALLENGE WIN Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. CHALLENGE WIN Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. CHALLENGE WIN NO PLAYER has a correct solution		NEUTRAL (SEE LT 26*)	CHALLENGER WRONG
D. CHALLENGE IMPOSSIBLE NO PLAYER has a correct solution	CHALLENGER	NEUTRAL	MOVER WRONG
E. CHALLENGE IMPOSSIBLE At least one player has a correct solution	SOLVER		CHALLENGER WRONG NEUTRAL
F. FORCEOUT ALL PLAYERS agreed		AGREER	WRONG
G. FORCEOUT At least one player correctly disagreeing	DISAGREER		AGREER WRONG
H. FORCEOUT ALL PLAYERS who disagree are wrong	AGREER		DISAGREER WRONG

* LT26 - If a player is four or more points ahead of any other player when the warning has been called, and the leading player CHALLENGES WIN, and NO PLAYER has a correct solution, ANY NEUTRAL PLAYER receives six 6 points.