

MICHIGAN LEAGUES OF ACADEMIC GAMES
2020-20221 OFFICIAL TOURNAMENT RULES
RULE CHANGES

These are the changes to the 2019-20 rules that will be in effect for the 2020-21 season. Please see the 2019-20 rules for full descriptions of the rules for each game

Basic Equations (all divisions) - No Changes

Adventurous Equations - Rotation to odd year variations in all divisions

Elementary – Remove: Next Prime Number, Percent, Decimal Point, +=Average

Add: Two-Digit Numerals, LCM, GCF, Number of Factors

Middle – Remove: Next Prime Number, Percent, Decimal Point, +=Average

Add: Powers of the Base, Any Color Exponent, AB+, Number of Factors

Junior - Remove: Next Prime Number, +=Average

Add: Add to Goal, AB+

Senior - Remove: Next Prime Number, +=Average

Add: Add to Goal, AB+

High School Intermediate Equations - No Changes

Basic On-Sets (all divisions) - No Changes

Adventurous On-Sets (all divisions) - No Changes

High School Intermediate On-Sets - No Changes

On-Words (all divisions) - No Changes

Linguishtik (all divisions) - No Changes

WFF 'N Proof (all divisions) - No Changes

Presidents

Elementary/Middle – Presidents Range #16-33, Theme – Occupations/Posts

Junior/Senior – Presidents #16-45, Themes – Occupations/Posts, Immigration

Propaganda – The sections for 2020-21 are: B, C, D, and E

Theme – The theme for 2020-21 is **The 1990's**

Current Events – Questions will cover events from 2020.

Michigan Leagues of Academic Games

Elementary Equations Variations Odd Year

GENERAL RULE: If * or ^ is used for an exponent, both base and exponent must be whole numbers. If $\sqrt{\quad}$ is used for the root operation, the index must be a counting number and the base and total value must be whole numbers.

Note: {counting numbers} = {natural numbers} = {positive integers} = {1,2,3,4...}
{whole numbers} = {0,1,2,3,4...}

The following may be used in September and October

Sideways Cube: A cube representing a non-zero number may be used sideways in the Goal or a Solution to equal the reciprocal of the number it represents.

Upside-Down Cube: In the Goal or a Solution, any numeral may be used upside-down to equal the additive inverse of the number represented by that numeral.

0 Wild: The 0 cube may represent any numeral on the cubes, but it must represent the same numeral everywhere it occurs (Goal and Solution). Each Equation-writer must specify in writing the interpretation of the 0 cube if it stands for anything other than 0 in the Equation.

Factorial (!): There are two occurrences of the factorial operator (!) available to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Equation must be in writing.

Three-operation Solution: Any Solution must contain at least three operation symbols. The operation symbols are +, -, x, \div , * (or ^), $\sqrt{\quad}$, and !.

Multiple Operations: Every operation sign in Required or Permitted may be used many times in any Solution. If the Factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.

The following may be added in November:

Remainder: $A \cdot \vdash B$ ($\cdot \vdash$ is a sideways \div) equals the remainder when A is divided by B. A and B are positive integers, and A is less than or equal to 1000.

Two Digit Numerals: Two digit numerals are allowed in the Solution.

LCM: $\sqrt{\quad}$ may represent the LCM (least common multiple) of two counting numbers.

GCF: * (or ^) may represent the GCF (greatest common factor) of two whole numbers, provided at least one of them is not 0.

Number of Factors: x_A means “the number of counting number factors of A,” where A is a counting number less than or equal to 200.

Michigan Leagues of Academic Games **Middle Equations Variations Odd Year**

The following may be used in September and October

Sideways Cube: A cube representing a non-zero number may be used sideways in the Goal or a Solution to equal the reciprocal of the number it represents

Upside-Down Cube: In the Goal or a Solution, any numeral may be used upside-down to equal the additive inverse of the number represented by that numeral

0 Wild: The 0 cube may represent any symbol (numeral or operation) on the cubes, but it must represent the same symbol everywhere it occurs (Goal and Solution). Each Equation-writer must specify in writing the interpretation of the 0 cube if it stands for anything other than 0 in the Equation.

Factorial (!): There are two occurrences of the factorial operator (!) available to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Equation must be in writing.

Multiple Operations: Every operation sign in Required or Permitted may be used many times in any Solution. If the Factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.

The following may be added in November

Base m: Both the Goal and the Solution must be interpreted as base m expressions, where the player choosing this variation specifies m for the shake as eight, nine, or ten. Two-digit numerals are allowed in Solutions.

Multiple of k: A Solution must not equal the Goal but must differ from the Goal by a non-zero multiple of k , where the player choosing this variation specifies k for the shake as a whole number from six to eleven, inclusive. The Goal must not be greater than 1000 or less than -1000 .

Powers of the Base: 1 (one) may represent any integral power of ten. (If 1 is used in a two-digit numeral, it stands for 1.) If Base m is also chosen, 1 represents any integral power of m .

Number of Factors: x_A means “the number of counting number factors of A ,” where A is a counting number and A is less than or equal to 1000.

Any Color Exponent: Any numeral on a ___cube may be used as an exponent without being accompanied by an * (or ^) cube. The player selecting this variation chooses a color: red, blue, green, or black and should announce “Red Exponent” or “Blue Exponent”, etc. to indicate the color.

AB+: The Goal and/or Solution may be or may include a three-cube expression of the form $AB+$, which is interpreted as a repeating decimal, either as $.ABABAB\dots$ or as $.ABBBBB$. When the form $AB+$ is used in a Solution, the writer must indicate, in either decimal or fractional form, which interpretation of $AB+$ is being used in the Solution.

Michigan Leagues of Academic Games **Junior Equations Variations Odd Year**

The following two variations will be in effect for every shake:

Sideways Cube: A cube representing a non-zero number may be used sideways in the Goal or a Solution to equal the reciprocal of the number it represents

Upside-Down Cube: In the Goal or a Solution, any numeral may be used upside-down to equal the additive inverse of the number represented by that numeral

The following may be used in September and October

0 or x Wild: The 0 or x cube may represent any symbol on the cubes, but it must represent the same symbol everywhere it occurs (Goal and Solution). Each Equation-writer must specify in writing the interpretation of the 0 or x cube if it stands for anything other than itself in the Equation. The player selecting this variation specifies whether 0 or x (but not both) is wild for the shake.

Factorial (!): There are two occurrences of the factorial operator (!) available to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Equation must be in writing. *However, if Multiple of k is also chosen for the shake, no factorial may be placed in the Goal.*

Multiple Operations: Every operation sign in Required or Permitted may be used many times in any Solution. If the Factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.

Powers of the Base: 1 (one) may represent any integral power of ten. (If 1 is used in a two-digit numeral, it stands for 1.) If Base m is also chosen, 1 represents any integral power of m.

Any Color Exponent: Any numeral on a ___ cube may be used as an exponent without being accompanied by an * (or ^) cube. The player selecting this variation chooses a color: red, blue, green, or black (for example, "Red Exponent").

The following may be added in November

Base m: Both the Goal and the Solution must be interpreted as base m expressions, where the player choosing this variation specifies m for the shake as eight, nine, ten, eleven or twelve. Two-digit numerals are allowed in Solutions. For bases eleven and twelve, * (or ^) may be used for the digit ten; in base twelve, $\sqrt{\quad}$ may be used for the digit eleven.

Multiple of k: A Solution must not equal the Goal but must differ from the Goal by a non-zero multiple of k, where the player choosing this variation specifies k for the shake as a whole number from six to twelve, inclusive.

Number of Factors: x_A means "the number of counting number factors of A," where A is a counting number.

Add to Goal: On his turn, instead of a regular move, a player may physically add a cube to the Goal.

AB+: The Goal and/or Solution may be or may include a three-cube expression of the form AB+, which is interpreted as a repeating decimal, either as .ABABAB... or as .ABBBBB. When the form AB+ is used in a Solution, the writer must indicate, in either decimal or fractional form, which interpretation of AB+ is being used in the Solution.

Michigan Leagues of Academic Games

Senior Equations Variations Odd Year

The following two variations will be in effect for every shake:

Sideways Cube: A cube representing a non-zero number may be used sideways in the Goal or a Solution to equal the reciprocal of the number it represents

Upside-Down Cube: In the Goal or a Solution, any numeral may be used upside-down to equal the additive inverse of the number represented by that numeral

The following may be used in September and October

0 or x Wild: The 0 or x cube may represent any symbol on the cubes, but it must represent the same symbol everywhere it occurs (Goal and Solution). Each Equation-writer must specify in writing the interpretation of the 0 or x cube if it stands for anything other than itself in the Equation. The player selecting this variation specifies whether 0 or x (but not both) is wild for the shake.

Factorial (!): There are two occurrences of the factorial operator (!) available to be used in the Solution and/or the Goal as the Equation-writer chooses to use them. All uses of ! in the Equation must be in writing. *However, if Multiple of k is also chosen for the shake, no factorial may be placed in the Goal.*

Multiple Operations: Every operation sign in Required or Permitted may be used many times in any Solution. If the Factorial variation is also chosen for the shake, an unlimited number of factorial operators may be used in each Solution. At most two factorials may be used in the Goal.

Any Color Exponent: Any numeral on a ___ cube may be used as an exponent without being accompanied by an * (or ^) cube. The player selecting this variation chooses a color: red, blue, green, or black (for example, “Red Exponent”).

Base m: Both the Goal and the Solution must be interpreted as base m expressions, where the player choosing this variation specifies m for the shake as eight, nine, ten, eleven or twelve. Two-digit numerals are allowed in Solutions. For bases eleven and twelve, * (or ^) may be used for the digit ten; in base twelve, $\sqrt{\quad}$ may be used for the digit eleven.

Powers of the Base: 1 (one) may represent any integral power of ten. (If 1 is used in a two-digit numeral, it stands for 1.) If Base m is also chosen, 1 represents any integral power of m.

Number of Factors: x^A means “the number of counting number factors of A,” where A is a counting number.

Add to Goal: On his turn, instead of a regular move, a player may physically add a cube to the Goal.

The following may be added in November

Multiple of k: A Solution must not equal the Goal but must differ from the Goal by a non-zero multiple of k, where the player choosing this variation specifies k for the shake as a whole number from six to twelve, inclusive.

AB+: The Goal and/or Solution may be or may include a three-cube expression of the form AB+, which is interpreted as a repeating decimal, either as .ABABAB... or as .ABBBBB. When the form AB+ is used in a Solution, the writer must indicate, in either decimal or fractional form, which interpretation of AB+ is being used in the Solution.

Decimal in Goal: Each Equation-writer may determine where decimal points occur in the Goal. Any decimals must be indicated in writing when the Equation is presented. Three consecutive digits may be placed in the Goal, but a decimal point must be placed in front of them, between two of them, or after the third digit in the Goal of any Equation.

Imaginary | (sideways minus) shall represent the imaginary number I (such that $i^2 = -1$) | may be placed immediate before or immediately after a numeral without the x sign. When this variation is selected, all roots of a^b where a is a complex number and b is a rational number are available. Note: This variation may be chosen even if no – signs (or wild cubes) are in Resources.

÷ as log: $\cdot\mid$ (sideways ÷) represents the log operation. Thus, if A and B are positive real numbers ($b \neq 1$), $A \cdot\mid B$ equals $\log_B A$. A sideways $\cdot\mid$ sign means that log must be used; a normal ÷ sign is ambiguous and can be log or normal division.

Michigan Leagues of Academic Games

Elementary On-Sets Variations

1. Required cube The Solution must contain a ___ cube. The player selecting this variation specifies which non-digit symbol from the Resources fills the blank in the previous sentence.
2. Wild cube The ___ cube may represent any symbol on the cubes except a digit. The ___ cube must stand for the same symbol everywhere it occurs in the Solution. The player selecting this variation specifies which cube from the Resources is wild. The wild cube may not be a digit. Each Solution-writer must specify in writing the interpretation of the wild cube if it stands for anything other than itself in his Solution.
3. U and Ω interchangeable Any U may represent U or Ω , and any Ω may represent Ω or U.
4. V and Δ interchangeable Any V may represent V or Δ , and any Δ may represent Δ or V.
5. Two operations Each Solution must contain at least two operation symbols. The operation symbols are U, Ω , -, and '.
6. Multiple operations Every operation sign in Required, Permitted, or Resources may be used multiple times in a Solution.
7. Shift from Permitted On your turn you may transfer a cube in Permitted to either Required or Forbidden. This move takes the place of your regular move.

DO NOT MARK THIS SHEET!

Michigan Leagues of Academic Games

Middle On-Sets Variations

1. Required cube The Solution must contain a ___ cube. The player selecting this variation specifies which non-digit symbol from the Resources fills the blank in the previous sentence.
2. Wild cube The ___ cube may represent any symbol on the cubes except a digit. The ___ cube must stand for the same symbol everywhere it occurs (Restriction(s) and Set-Name). The player selecting this variation specifies which cube from the Resources is wild. The wild cube may not be =, C, or a digit. Each Solution-writer must specify in writing the interpretation of the wild cube if it stands for anything other than itself in his Solution.
3. U and Ω interchangeable Any U may represent U or Ω , and any Ω may represent Ω or U.
4. V and Δ interchangeable Any V may represent V or Δ , and any Δ may represent Δ or V.
5. Two operations The Set-Name of each Solution must contain at least two operation symbols. The operation symbols are U, Ω , -, and '.
6. Multiple operations Every operation sign in Required, Permitted or Resources may be used multiple times in a Solution (Set-Name or Restriction or both).
7. Shift from Permitted On your turn you may transfer a cube in Permitted to either Required or Forbidden. This move takes the place of your regular move.
8. No null Restrictions Each Restriction must remove at least one card from the Universe. In a “chain” Restriction this variation is satisfied if *any* part of the chain removes a card.
9. Absolute value Any upside-down cube in the Goal may be interpreted as rightside-up by a Solution-writer.

DO NOT MARK THIS SHEET!

Michigan Leagues of Academic Games

Junior On-Sets Variations

SPECIAL RULE: The following three variations are in effect for all shakes.

1. Multiple operations Every operation sign in Required, Permitted or Resources may be used multiple times in a Solution (Set-Name or Restriction or both).
2. U and Ω interchangeable Any U may represent U or Ω, and any Ω may represent Ω or U.
3. V and ∧ interchangeable Any V may represent V or ∧, and any ∧ may represent ∧ or V.
4. Required cube The Solution must contain a ___ cube. The player selecting this variation specifies which non-digit symbol from the Resources fills the blank in the previous sentence.
5. Wild cube The ___ cube may represent any symbol on the cubes except a digit. The ___ cube must stand for the same symbol everywhere it occurs (Restriction(s) and Set-Name). The player selecting this variation specifies which cube from the Resources is wild. The wild cube may not be =, C, or a digit. Each Solution-writer must specify in writing the interpretation of the wild cube if it stands for anything other than itself in his Solution.
6. Two operations The Set-Name of the Solution must contain at least two operation symbols. The operation symbols are U, Ω, -, and '.
7. No null Restrictions Each Restriction must remove at least one card from the Universe. In a “chain” Restriction this variation is satisfied if *any* part of the chain removes a card.
8. Shift from Permitted On your turn you may transfer a cube in Permitted to either Required or Forbidden. This move takes the place of your regular move.
9. Double set Each card in the Universe that is contained in the ___ set will count double for all Solutions. The player selecting this variation specifies which nonempty set of cards that does not equal the Universe counts double. The set must be named using an expression consisting of *at most four* symbols (not counting grouping symbols).
10. Required/Forbidden card The player selecting this variation either specifies one card in the Universe which must be in the Set-Name of any Solution or specifies one card in the Universe which must *not* be in the Set-Name of any Solution.
11. Blank card wild Each Solution-writer must specify in writing which colors, if any, are on the blank card. This variation may be chosen only if the blank card has been dealt.
12. Absolute value Any upside-down cube in the Goal may be interpreted as rightside-up by a Solution-writer.

DO NOT MARK THIS SHEET!

Michigan Leagues of Academic Games

Senior On-Sets Variations

SPECIAL RULE: The following three variations are in effect for all shakes.

1. Multiple operations Every operation sign in Required, Permitted, or Resources may be used multiple times in a Solution (Set-Name or Restriction or both).
2. U and Ω interchangeable Any U may represent U or Ω , and any Ω may represent Ω or U.
3. V and Δ interchangeable Any V may represent V or Δ , and any Δ may represent Δ or V.

4. Required cube The Solution must contain a ___ cube. The player selecting this variation specifies which non-digit symbol from the Resources fills the blank in the previous sentence.
5. Wild cube The ___ cube may represent any symbol on the cubes except a digit. The ___ cube must stand for the same symbol everywhere it occurs (Restriction(s) and Set-Name). The player selecting this variation specifies which cube from the Resources is wild. The wild cube may not be =, C, or a digit. Each Solution-writer must specify in writing the interpretation of the wild cube if it stands for anything other than itself in his Solution.
6. Two operations The Set-Name of the Solution must contain at least two operation symbols. The operation symbols are U, Ω , -, and '.
7. No null Restrictions Each Restriction must remove at least one card from the Universe. In a “chain” Restriction this variation is satisfied if *any* part of the chain removes a card.
8. Shift from Permitted On your turn you may transfer a cube in Permitted to either Required or Forbidden. This move takes the place of your regular move.
9. Double set Each card in the Universe that is contained in the ___ set will count double for all Solutions. The player selecting this variation specifies which nonempty set of cards that does not equal the Universe counts double. The set must be named using an expression consisting of *at most four* symbols (not counting grouping symbols).
10. Required/Forbidden card The player selecting this variation either specifies one card in the Universe which must be in the Set-Name of any Solution or specifies one card in the Universe which must *not* be in the Set-Name of any Solution.
11. Blank card wild Each Solution-writer must specify in writing which colors, if any, are on the blank card. This variation may be chosen only if the blank card has been dealt.
12. Absolute value Any upside-down cube in the Goal may be interpreted as rightside-up by a Solution-writer.
13. Symmetric difference The - *symbol* means “symmetric difference;” i.e., $A - B = (A - B) \cup (B - A)$, where these last two - signs are the usual set subtraction.
14. Two Solutions: Each Solution-writer must write two Solutions; the Set-Name of the second Solution must contain at least one card that is not in the Set-Name of the first Solution.

DO NOT MARK THIS SHEET!

ORDER OF PLAY SHEET ELEMENTARY DIVISION

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

PATTERN

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

STRUCTURE

simple	complex	compound	compound-complex
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PURPOSE

declarative	interrogative	imperative	exclamatory
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PLAYER TWO - Uses a BLACK or GREEN cube to state a TYPE Demand

NOUN	PRONOUN	VERB	ADJECTIVE
ADVERB	PREPOSITION	CONJUNCTION	INTERJECTION

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

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

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

VERB – Main Verb, Infinitive, Auxiliary

ADJECTIVE – Noun Modifier, Pronoun Modifier, Predicate Adjective, Adjacent Adjective

ADVERB – Verb Modifier, Adjective Modifier, Adverb Modifier

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

CONJUNCTION - Subordinator, Conjunctive Adverb

INTERJECTION - NONE - The second demand is a General Demand

ELEMENTARY GENERAL DEMANDS

A. COLOR WILD
C. MUST NOT CONTAIN
E. NUMBER OF LETTERS
G. DOUBLE CONSONANT

B. MUST CONTAIN
D. LETTER TRANSFER
F. DOUBLE VOWEL

H. NOUN

1. singular*
2. plural*
3. collective
**not applicable*
to noun used as adjective

I. PRONOUN

1. singular
2. plural
3. personal
4. indefinite
5. possessive

J. VERB

- | | | |
|-------------|--------------|-------------------------|
| 1. singular | 3. linking | 6. simple present tense |
| 2. plural | 4. regular | 7. simple past tense |
| | 5. irregular | 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. PHRASES*

- | | |
|---------------|---------------|
| 1. infinitive | 2. appositive |
|---------------|---------------|

N. CLAUSES*

- | | |
|--------------|--------------|
| 1. adjective | 3. dependent |
| 2. adverb | 4. noun |

***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

ORDER OF PLAY SHEET MIDDLE DIVISION

MIDDLE GENERAL DEMANDS

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

PATTERN

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

STRUCTURE

simple	complex	compound	compound-complex
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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, Appositive, Noun used as adjective

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

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

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

ADVERB – Verb Modifier, Adjective Modifier, Adverb Modifier

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

CONJUNCTION - Subordinator, Conjunctive Adverb

INTERJECTION - NONE - The second demand is a General Demand

- A. COLOR WILD**
- B. MUST CONTAIN**
- C. MUST NOT CONTAIN**
- D. LETTER TRANSFER**
- E. NUMBER OF LETTERS**
- F. DOUBLE VOWEL**
- G. DOUBLE CONSONANT**

H. NOUN

- | | |
|----------------|--------------------|
| 1. singular* | 4. nominative case |
| 2. plural* | 5. objective case |
| 3. collective* | |
- *not applicable to noun used as adjective*

I. PRONOUN

- | | |
|------------------|--------------------|
| 1. singular | 6. demonstrative |
| 2. plural | 7. relative |
| 3. personal | 8. nominative case |
| 4. indefinite | 9. objective case |
| 5. interrogative | 10. possessive |

J. VERB

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

* The 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 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 indicate regular or irregular

M. CLAUSES*

- | | |
|--------------|---------------|
| 1. dependent | 4. noun |
| 2. adjective | 5. infinitive |
| 3. adverb | |

N. PHRASES*

- | | |
|----------------|------------------|
| 1. infinitive | 5. adjective |
| 2. gerund | 6. adverb |
| 3. participial | 7. prepositional |
| 4. appositive | |

***NOTE ON LT 16 M & N: The number of times the two previous demands, M & N, known as "Must Be Contained In _____" Demands can be made is limited to twice in this division. This maximum number of two (2) represents a combination of both phrases and clauses. IT IS NOT two clauses and two phrases, BUT RATHER a total of twice that a demand can be made that the word to be formed be contained in either a phrase or a clause. EXAMPLE: 2 clauses, 2 phrases, OR 1 clause and 1 phrase.**

O. The word must be contained in a DIRECT QUOTE

P. The word must be a COMPOUND WORD

ORDER OF PLAY SHEET JUNIOR AND SENIOR DIVISION

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

PATTERN

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

STRUCTURE

simple	complex	compound	compound-complex
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PURPOSE

declarative	interrogative	imperative	exclamatory
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PLAYER TWO - Uses a BLACK or GREEN cube to state a TYPE Demand

NOUN	PRONOUN	VERB	ADJECTIVE
ADVERB	PREPOSITION	CONJUNCTION	INTERJECTION

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

NOUN - Subject, Direct Object, Indirect Object, Predicate Noun, 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

CONJUNCTION - Subordinator, Conjunctive Adverb

INTERJECTION - NONE - The second demand is a General Demand

Revised September 2020

LINGUISHTIK SCORING CHART

CHALLENGER: The Player who makes the challenge.

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

NEUTRAL: A player other than the Challenger [Challenge Now] OR a player other than the Challenger or Mover [Challenge Impossible] who does not present a solution.

WRONG: A player who presents an incorrect solution when there has been a Challenge, OR a player who either presents an incorrect solution or does not present a solution during a Forceout.

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

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

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. CHALLENGE NOW Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. CHALLENGE NOW Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. CHALLENGE NOW NO PLAYER has a correct solution		NEUTRAL (SEE LT 25*)	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

* LT25 - 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.

JUNIOR & SENIOR DIVISIONS - GENERAL DEMANDS

(LT 16 A-G are not listed)

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.*

I. PRONOUN: 1. singular 4. indefinite 7. relative 10. nominative
2. plural 5. interrogative 8. intensive 11. objective
3. personal 6. demonstrative 9. reflexive 12. possessive

J. VERB: 1. singular form 9. past participle 16. present perfect infinitive
2. plural form 10. active voice 17. simple tense **
3. linking 11. passive voice 18. perfect tense **
4. regular 12. transitive 19. progressive form **
5. irregular 13. intransitive 20. perfect progressive form **
6. imperative mood 14. present infinitive 21. function for infinitive
7. emphatic form* 15. perfect infinitive 22. function for gerund
8. present participle

**The player may choose to designate present or past.*

***The 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.*

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

***NOTE ON LT 16 M & N:** The number of times the two previous demands, M & N, known as the "Must Be that a demand may be made that the word be contained in either a clause or a phrase Contained In..." Demands can be made is limited to two times 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 in any combination.*

EXAMPLE: 2 clauses, 2 phrases, or 1 clause and 1 phrase.

O. THE WORD MUST BE PART OF: 1. a direct quote (proper punctuation and capitalization required)*
2. an indirect quote *SEE Dictionary of Terms for the definition of direct quote.

P. THE WORD MUST BE A COMPOUND WORD

SEE 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.

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

1. adjective clause
2. adverb clause
3. noun clause
4. infinitive phrase
5. elliptical clause
6. direct quote
7. indirect quote
8. infinitive phrase
9. gerund phrase
10. participial phrase
11. appositive phrase
12. adjective phrase
13. adverb 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" and not be contained in one other. 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.*

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.

LINGUISHTIK SCORING CHART

CHALLENGER: The Player who makes the challenge.

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

NEUTRAL: A player other than the Challenger [Challenge Now] OR a player other than the Challenger or Mover [Challenge Impossible] who does not present a solution.

WRONG: A player who presents an incorrect solution when there has been a Challenge, OR a player who either presents an incorrect solution or does not present a solution during a Forceout.

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

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

SITUATION	6 POINTS	4 POINTS	2 POINTS
A. CHALLENGE NOW Challenger has a correct solution	CHALLENGER	SOLVER	NEUTRAL WRONG
B. CHALLENGE NOW Challenger DOES NOT have a correct solution, but another player does	SOLVER		NEUTRAL CHALLENGER WRONG
C. CHALLENGE NOW NO PLAYER has a correct solution		NEUTRAL (SEE LT 25*)	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

*LT 25: 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.

The 1990s

The Last Hurrah of the 20th Century

Peace and prosperity, but also haunting tragedies

Historic Moments	Events and people that changed history, not limited to the United States
Governments, Politics and Law	People and events instrumental in leading to war, causing political change, scandal, and reforming civil rights
Upheavals	Tragic events that changed American life
Business, Science and Technology	Discoveries, inventions, and advances in space exploration, medicine, computers and telecommunications
Culture	Fashion, music, fads, sports, TV, movies, theater, art, literature, video games, toys and food