The Great Punctuation Game

This game was created by the well-known composition teacher and English professor Patrick Hartwell, who made the study of grammar for writers his life's work.

The Rules

1. Form teams of three or four. Name your team on the scoreboard, and select a magazine from those at the front table.

2. Mark two sentences in the magazine.
   - The first sentence should have: one colon (:) OR one semi colon (;) OR one dash (—), plus associated commas.
   - The second sentence should have: two or more colons, semi colons, and dashes (and parentheses may also be used), plus associated commas.

   Write these sentences on the board, omitting all punctuation. In fairness, write in word-internal punctuation, like apostrophes and hyphens (as in word-internal), and include quotation marks and italics, since they aren't predictable. Note the magazine and page numbers of your sentences so you won't lose your place.

3. Teams will write their sentences on the board in turn, and other teams will guess the punctuation of the sentence. One member of the team will go to the board, read the sentence, and enter the guesses of the other teams. The other members of the team will quietly keep score, announcing the actual punctuation of the sentences—and the scores awarded—only after all teams have guessed.

4. A team that matches exactly the punctuation of the sentence will be awarded two points; a team that comes "close enough" will be awarded one point. (Teams are encouraged to be liberal in the awarding of one point.) If no team exactly guesses the punctuation of the sentences, the team who put the sentence on the board earns two points.