

Judging Words

The *Judge* tab can determine whether a play consisting of one or more words is valid. Touch the input area to enter words, then press the *Judge* button on the toolbar to perform the adjudication. Press the *Clear* button on the toolbar to clear the input area. The lexicon can be specified by pressing the *Lexicon* button at the top of the screen.

The adjudication will display *Valid* only if all words are judged as valid. If any of the words is judged as not valid, the adjudication will display *Not Valid* but will not specify which word or words were not valid.

Secondary Adjudication

If you have more than one lexicon loaded, you have the option to adjudicate the same play in two lexicons.

Press the *Secondary (+)* button to add the option to appeal the adjudication of a play to a secondary lexicon. For instance, a play that is not valid in one lexicon may be valid in another one, and it may be useful in some circumstances to have this “second opinion”.

When this option is in effect, after a play is adjudicated, a notice will appear in a contrasting box at the bottom of the screen to invite the secondary adjudication by touching the box. Touching it again returns to the primary adjudication.

The secondary adjudication option is not suitable for use at tournaments.