### It was fun

Laurie and Winifred Bauer

Question 36 was designed to elicit expressions for something that was fun:

**36** Your teacher taught your class a new game, which you all really enjoyed. Jostie was away, but when he got back, you told him about it. How would you tell him that you really enjoyed it?

The real interest of the question for us was the constructions using the word *fun*, but we were unable to devise a question which restricted the responses to the use of this word. As a result, we received many responses using other purr words. Most of these had occurred in response to other questions, and so there was little that was new in the responses to this question. However, the proportions of usage of various purr words were different in this question from those elsewhere, which suggests that although *cool, sweet, awesome, wicked*, etc. may be alternatives, there are shades of difference between them which lead to different frequencies in different contexts.

In this question, words or phrases with the same roots were grouped together, so that *mean* and *meanest* were grouped, and so were *choice* and *choice as*, and *kick arse* and *kicked arse*. All the responses involving *fun* were grouped at one level, but because these were our focus, the individual contributing items in that group were also treated separately.

After grouping, there were still a large number of items in answer to this question. All very low frequency ones were ignored, but there were still a substantial number of responses remaining to be examined. These were grouped according to their frequency.

The highest frequency forms were *cool* (112); *awesome* (70); *fun* (35); *da bomb* (26); *ruley* (25); *wicked* (24); *it rocked* (24).

*Cool* was so frequent as to be not worth mapping. It was found everywhere, and the few patches where it was thinnest are almost certainly of no significance. (Every school, without exception, as far south as Hamilton reported it!)

Awesome also had very extensive coverage from Northland to Southland, with no sign of any patterning.

*Fun* was reported much more sporadically than either of the above, but it was also reported from all regions with no clear signs of regionalisation.

*Da bomb* was much more common in the North Island than the South and also more frequent in the Northern Region than elsewhere:

	North Island		South Island	
	No.	%	No.	%
Schools	93	62	57	38
Da bomb	23	88	3	12

	Northern Region		Central Region		Southern Region	
	No.	% of total	No.	% of total	No.	% of total
Schools	57	38	78	52	14	9
Da bomb	17	65	7	27	1	3

Even taking into account the scarcity of reports from the South Island, it is more common in the Northern Region than in the Central Region. The figures for the North Island sector of the Central Region are given below:

	Northern Region		N. Is. Sector of Central Region		
	No.	%	No.	%	
Schools	57	38	35	23	
Da bomb	17	65	5	19	

*Ruley* (comprising *it ruled* and *ruley*) was reported from Northland to Southland. It was also more common in the North Island than the South:

	North Island		South Island	
	No.	%	No.	%
Schools	93	62	57	38
Ruley	19	76	6	24

*Wicked* was reported from just north of Auckland to Southland. It was evenly distributed through the regions, but perhaps a little under-represented in the North Island as a whole:

	North Island		South Island	
	No.	%	No.	%
Schools	93	62	57	38
Wicked	13	54	11	46

*It rocked* was reported from Northland to Southland, with no major holes in its distribution, and no obvious tendencies to regionalism.

The next group of terms in frequency were: *choice* (17); *primo* (15); *sweet* (13); *kick arse* (12); *radical* (10); *the best* (10).

*Choice* was reported from Northland to Southland, with no obvious patterning. *Primo* was reported most frequently from the Central Region, as was the case with this form in Q24:

	Northern Region		<b>Central Region</b>		Southern Region	
	No.	% of total	No.	% of total	No.	% of total
Schools	57	38	78	52	14	9
Primo	4	27	10	67	0	0

(Interestingly, perhaps, it was not precisely the same three schools in the Northern Region which reported *primo* in Q24: only one of them was the same.) *Primo* shows some sign of being a low decile form, although it will require statistical analysis to confirm that this is significant:



*Sweet* was reported from Northland to Southland, but there was a large gap in the reports in this context from Hawkes Bay and Taranaki south as far as North Canterbury. There were more reports from the South Island than the North:

	North Island		South Island	
	No.	%	No.	%
Schools	93	62	57	38
Sweet	6	46	7	54

*Kick arse* was reported from Northland to Otago. With such a low frequency form, there are some quite large gaps in the reports, but they do not seem to follow any particular pattern.

*Radical* was reported from Auckland to Central Otago. However, most of the reports in this context were from the Central Region:

	Northern Region		Central Region		Southern Region	
	No.	% of total	No.	% of total	No.	% of total
Schools	57	38	78	52	14	9
Radical	2	20	8	80	0	0

*The best* was reported from Auckland to north Canterbury. The reports of this were strangely distributed: half were from Auckland city, and then there was one in Taranaki, one in Wellington, one in Marlborough, one on the West Coast, and one in North Canterbury.

A few very low frequency terms showed some signs of clustering, and these are noted here for the record.

*Mean(est)* was reported only 6 times, and three of these reports were from Northland, one from Auckland, one from Hamilton, and one from Hawkes Bay. *Far out* was reported only 4 times, twice from adjacent boxes in the King Country, once from Taranaki, and once from Wellington, with one school from each of the lowest four deciles reporting it. This term is frequently used as a term of disapproval, rather than of approval, and its appearance in this context was investigated during school visits, though without producing great insights. *Mint* was reported three times, all of them from Northland. This term was also reported three times in Q 24, but there two of the three were from Northland, and one was from north Canterbury. Only one of the Northland schools was the same in both questions. The schools reporting it were all in the lowest 5 deciles. The forms using the word *fun* were grouped according to whether they used *fun* as a noun or *fun* as an adjective, since this was the purpose of including this question. Thus *so fun* and *very fun* were grouped, and *It was great fun* and *We had fun* were grouped. *Real fun* and *a fun game* were left on their own, because it is unclear which group they belong to. There was also one report of *It was so funny*, which sounds like a non-native speaker error, although there was nothing to indicate that this was its source. There were 29 reports of the nominal use; 6 reports of adjectival use; 4 reports of *a fun game*; and one each of *real fun* and *it was so funny*.

The nominal use was reported from Northland to Southland, although there were a number of thin patches. It was a little more frequent in the South Island than the norm, but the difference is not particularly striking.

	North Island		South Island	
	No.	%	No.	%
Schools	93	62	57	38
<i>Fun</i> (n.)	16	55	13	45

It is rather less frequent in the Central Region than the norm, and considerably more frequent in the Southern Region than might be expected.

	Northern Region		Central	Region	Southern Region	
	No.	% of total	No.	% of total	No.	% of total
Schools	57	38	78	52	14	9
<i>Fun</i> (n.)	11	38	12	41	6	21

Three of the six occurrences of *fun* (adj.) were from the Wellington region, with one from Hawkes Bay, one from Auckland (a school which regularly reports forms from a variety of regions), and another from an ESL speaker in an Auckland school. There is thus at least a suggestion that this is a Wellingtonbased form. An attempt was made to pursue this in the third stage of the project. Since we know it is in use by Wellingtonians in their thirties, and is widespread in Wellington, establishing the extent and direction of the spread might be interesting.

During the third stage of the project, 33 schools were visited. One of the questions put to the children interviewed was this: "Lots of children use the word *fun* to describe things they do. Can you tell me some of the ways you use the word *fun*?" This was, of course, much more direct than the questionnaire approach, and has all the usual problems associated with self-reporting. However, it seemed the only possible way to obtain further data. For all of the forms volunteered, an attempt was made to find out whether there were children who thought they could not use that form as well. Thus we have data for those who think *so fun* is fine, and for those who think you can't say *so fun*. There was remarkably little to be gleaned from this data. The constructions volunteered were:

*so fun* (26/33 schools said this was good; 19/33 said it was not good; in 13 schools both responses were obtained from different children). Very few

schools in the Northern Region rejected it; most of the schools in the Central and Southern Regions were divided in their opinions.

*very fun* (13/33 schools said this was good; 27/33 schools said it was not good; in 9 schools both responses were obtained). There was no sign of regional or social patterning in either the positive or the negative responses.

*really fun* (32/33 schools said this was good; 6/33 schools said it was not good; in 5 schools both responses were obtained, i.e. only one school rejected it completely).

*real fun* (20/33 schools said this was good; 15/33 schools said it was not good; 6 schools reported both responses). There was no sign of regional or social patterning in the responses.

great fun (22/33 schools said this was good; 23/33 schools said it was not good; 13 schools provided both responses). Most of the gaps in the positive response list were in the lower half of the North Island.

*good fun* (19/33 schools said this was good; 12 schools rejected it; 7 schools reported both reactions). There was no sign of patterning in the results. *so much fun* (22/33 schools said this was good; 8 schools said it was not good; 4 provided both responses). It appears to be accepted most consistently in the Northern Region, and rejected most consistently in the North Island part of the Central Region.

*Lots/heaps of fun* (27/33 schools said this was good; 6 schools rejected it; in all those 6 schools, both responses were obtained).

*Such fun* (4 schools accepted this; 22 schools rejected it; two schools reported both responses).

Inevitably, there were some gaps in the data collection, so that the numbers do not always add up. Some of the reactions were interesting: many of these were regarded as "posh" by the children. They also volunteered things like *neat fun, cool fun, fun as, funnest*. In general, all that can be ascertained from these responses is that there is evidence for widespread use of *fun* as an adjective: only five schools rejected both *so* and *very* with *fun*.

### **Statistical Analysis**

The forms selected for statistical analysis were *da bomb, mint, primo, radical,* and *it ruled*.

*Da bomb* is significantly more common in the Northern than the Central Region (p-value 0.0018). It is also significantly more common in the North Island than the South (p-value 0.0055). The interaction between Main Region and Island was therefore considered. The results showed that the p-value for the Northern – Central contrast when Island is taken into account, while not significant (0.0814, obtained from a contrast statement), is nevertheless lower than the p-value for Island variation when Main Region is taken into account (0.1581). Thus Main Region has a stronger effect than Island on the distribution of *da bomb*. *Mint* was shown to be low decile (p-value 0.0136). It is found only in the Northern Region, and more specifically, it is restricted to Northland. *Primo* was shown to be low decile (p-value 0.0329). It was not reported from the Southern Region. (It came close to significance in relation to both the North

Island and rural schools.)

Radical was not reported from the Southern Region.

It ruled did not correlate significantly with any of these factors.

## Summary

This was not a particularly productive question. However, when put together with the data from the school visits, it suggests that *fun* has widespread acceptance as an adjective, which would not have been the case 50 years ago, we imagine.

A map of the most interesting forms follows.

Map: Da bomb, mint, primo, radical





### Key

Note that the insets are not to scale, nor all on the same scale for practical reasons. Each box represents one school in both urban and rural areas.

da bomb
primo
mint



radical

## Q36 Statistics: Great game Great game by Decile

Analysis Of GEE Parameter Estimates – Empirical 95% Confidence Limits

parameter		Estimate	Std Err	Lower	Upper	Ζ	Pr> Z
intercept	0.0000					•	
item	da bomb	-0.9625	0.4843	-1.9116	-0.0133	-1.987	0.0469
item	mint	-2.2336	0.7875	-3.7771	-0.6901	-2.836	0.0046
item	primo	-1.0964	0.5330	-2.1411	-0.0517	-2.057	0.0397
item	radical	-3.7036	0.7558	-5.1849	-2.2223	-4.900	0.0000
item	ruled	-1.8631	0.5233	-2.8887	-0.8374	-3.560	0.0004
decile*item	da bomb	-0.1090	0.0834	-0.2724	0.0544	-1.308	0.1909
decile*item	mint	-0.3695	0.1497	-0.6630	-0.0760	-2.468	0.0136
decile*item	primo	-0.2150	0.1008	-0.4125	-0.0175	-2.134	0.0329
decile*item	radical	0.1689	0.1008	-0.0286	0.3665	1.6758	0.0938
decile*item	ruled	0.0433	0.0793	-0.1121	0.1988	0.5460	0.5851
scale	0.9681	•	•	•	•	•	

## Great game by Main Region

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000			
item	da bomb	1	-2.5649	1.0377	6.1090	0.0134
item	mint	1	-26.3651	0.5932	1975.6043	0.0001
item	primo	1	-26.3651	0.3387	6060.0112	0.0001
item	radical	1	-26.3652	0.3732	4990.6260	0.0001
item	ruled	1	-1.2993	0.6513	3.9792	0.0461
item*region1	da bomb, 1	1	1.7093	1.0774	2.5170	0.1126
item*region1	da bomb, 2	1	0.2482	1.1108	0.0499	0.8232
item*region1	da bomb, 3	0	0.0000	0.0000	•	•
item*region1	mint, 1	0	23.4748	0.0000		
item*region1	mint, 2	1	-0.0002	60132.5783	0.0000	1.0000
item*region1	mint, 3	0	0.0000	0.0000		
item*region1	primo, 1	1	23.7811	0.6193	1474.4000	0.0001
item*region1	primo, 2	0	24.4482	0.0000	•	•
item*region1	primo, 3	0	0.0000	0.0000		
item*region1	radical, 1	1	23.0510	0.8108	808.1745	0.0001
item*region1	radical, 2	0	24.1961	0.0000		•
item*region1	radical, 3	0	0.0000	0.0000		•
item*region1	ruled, 1	1	0.0800	0.7238	0.0122	0.9119
item*region1	ruled, 2	1	-0.7376	0.7415	0.9895	0.3199
item*region1	ruled 3	0	0.0000	0.0000	•	•
scale	0	1.00	0.0000			

## **CONTRAST Statement Results**

Contrast	DF	ChiSquare	Pr>Chi	Туре
1 -2 for da bomb	1	9.7904	0.0018	LR
1 -2 for ruled	1	3.0284	0.0818	LR

**Great game by Sub-Region** Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000			
item	da bomb	1	-2.5649	1.0377	6.1090	0.0134
item	mint	1	-26.3651	1.0954	579.2637	0.0001
item	primo	1	-26.3651	1.0541	625.6080	0.0001
item	radical	1	-26.3652	0.7906	1112.2010	0.0001
item	ruled	1	-1.2993	0.6513	3.9792	0.0461
item*region2	da bomb, 1	1	2.5649	1.3205	3.7732	0.0521
item*region2	da bomb, 2	1	-23.8004	216811.094	0.0000	0.9999
item*region2	da bomb, 3	1	2.0260	1.1415	3.1498	0.0759
item*region2	da bomb, 4	1	1.5664	1.1280	1.9284	0.1649
item*region2	da bomb, 5	1	0.1671	1.4724	0.0129	0.9097
item*region2	da bomb, 6	1	1.0609	1.1758	0.8141	0.3669
item*region2	da bomb, 7	1	-23.8004	177025.517	0.0000	0.9999
item*region2	da bomb, 8	1	-23.8004	216811.094	0.0000	0.9999
item*region2	da bomb, 9	1	0.4855	1.2804	0.1438	0.7046
item*region2	da bomb, 10	1	-23.8004	167941.152	0.0000	0.9999
item*region2	da bomb, 11	0	0.0000	0.0000		•
item*region2	mint, 1	1	25.6719	1.3964	337.9729	0.0001
item*region2	mint, 2	0	24.7556	0.0000	•	•
item*region2	mint, 3	1	-0.0003	121837.317	0.0000	1.0000
item*region2	mint, 4	1	-0.0003	104152.681	0.0000	1.0000
item*region2	mint, 5	1	-0.0003	153308.595	0.0000	1.0000
item*region2	mint, 6	1	-0.0003	113225.901	0.0000	1.0000
item*region2	mint, 7	1	-0.0003	177025.517	0.0000	1.0000
item*region2	mint, 8	1	-0.0003	216811.094	0.0000	1.0000
item*region2	mint, 9	1	-0.0003	125175.944	0.0000	1.0000
item*region2	mint, 10	1	-0.0003	167941.152	0.0000	1.0000
item*region2	mint, 11	0	0.0000	0.0000		
item*region2	primo, 1	1	25.6720	1.3642	354.1167	0.0001
item*region2	primo, 2	1	-0.0002	216811.094	0.0000	1.0000
item*region2	primo, 3	1	-0.0002	121837.317	0.0000	1.0000
item*region2	primo, 4	1	23.8802	1.2856	345.0343	0.0001
item*region2	primo, 5	1	25.2665	1.2472	410.3980	0.0001
item*region2	primo, 6	1	24.8611	1.1902	436.2860	0.0001
item*region2	primo, 7	1	-0.0002	177025.517	0.0000	1.0000
item*region2	primo, 8	1	-0.0002	216811.094	0.0000	1.0000
item*region2	primo, 9	1	23.5319	1.4731	255.1925	0.0001

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item*region2	primo, 10	0	24.1679	0.0000		
item*region2	primo, 11	0	0.0000	0.0000		
item*region2	radical, 1	1	-0.0001	216811.094	0.0000	1.0000
item*region2	radical, 2	1	-0.0001	216811.094	0.0000	1.0000
item*region2	radical, 3	1	23.4749	1.2964	327.9089	0.0001
item*region2	radical, 4	1	23.1464	1.2903	321.7741	0.0001
item*region2	radical, 5	1	24.7558	1.1068	500.2853	0.0001
item*region2	radical, 6	1	23.3207	1.2933	325.1521	0.0001
item*region2	radical, 7	1	25.6721	1.0607	585.8276	0.0001
item*region2	radical, 8	1	-0.0001	216811.094	0.0000	1.0000
item*region2	radical, 9	1	-0.0001	125175.944	0.0000	1.0000
item*region2	radical, 10	0	24.9789	0.0000		
item*region2	radical, 11	0	0.0000	0.0000		
item*region2	ruled, 1	1	1.2993	1.0445	1.5475	0.2135
item*region2	ruled, 2	1	-25.0660	216811.094	0.0000	0.9999
item*region2	ruled, 3	1	-0.0225	0.8608	0.0007	0.9792
item*region2	ruled, 4	1	0.0953	0.8006	0.0142	0.9052
item*region2	ruled, 5	1	-0.3102	1.0120	0.0939	0.7593
item*region2	ruled, 6	1	-0.2048	0.8543	0.0575	0.8105
item*region2	ruled, 7	1	0.0465	1.0330	0.0020	0.9641
item*region2	ruled, 8	1	-0.3102	1.2745	0.0592	0.8077
item*region2	ruled, 9	1	-25.0660	125175.944	0.0000	0.9998
item*region2	ruled, 10	1	-25.0660	167941.152	0.0000	0.9999
item*region2	ruled, 11	0	0.0000	0.0000		
scale	0	1.00	0.0000	•	•	

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# Great game by Island

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	•		
item	da bomb	1	-2.8904	0.5932	23.7437	0.0001
item	mint	1	-26.3653	0.5869	2018.1166	0.0001
item	primo	1	-3.3142	0.7198	21.1969	0.0001
item	radical	1	-2.3418	0.4682	25.0150	0.0001
item	ruled	1	-2.1401	0.4316	24.5867	0.0001
item*island	da bomb, 1	1	1.7774	0.6400	7.7122	0.0055
item*island	da bomb, 2	0	0.0000	0.0000	•	
item*island	mint, 1	0	22.9641	0.0000		
item*island	mint, 2	0	0.0000	0.0000		
item*island	primo, 1	1	1.4971	0.7795	3.6888	0.0548
item*island	primo, 2	0	0.0000	0.0000		•
item*island	radical, 1	1	-0.5261	0.6562	0.6428	0.4227
item*island	radical, 2	0	0.0000	0.0000		
item*island	ruled, 1	1	0.7804	0.5024	2.4130	0.1203
item*island	ruled, 2	0	0.0000	0.0000		
scale	0	1.00	0.0000	•		

## Great game by Catholic

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000		•	
item	da bomb	1	-1.4663	0.6405	5.2410	0.0221
item	mint	1	-24.3653	0.5841	1740.2204	0.0001
item	primo	1	-1.4663	0.6405	5.2410	0.0221
item	radical	1	-2.7081	1.0328	6.8752	0.0087
item	ruled	1	-1.9459	0.7559	6.6265	0.0100
item*catholic	da bomb, 1	1	-0.1340	0.6818	0.0386	0.8442
item*catholic	da bomb, 2	0	0.0000	0.0000		•
item*catholic	mint, 1	0	20.6119	0.0000		
item*catholic	mint, 2	0	0.0000	0.0000		
item*catholic	primo, 1	1	-0.8279	0.7085	1.3653	0.2426
item*catholic	primo, 2	0	0.0000	0.0000	•	•
item*catholic	radical, 1	1	0.1013	1.0890	0.0086	0.9259
item*catholic	radical, 2	0	0.0000	0.0000		
item*catholic	ruled, 1	1	0.3456	0.7912	0.1908	0.6623
item*catholic	ruled 2	0	0.0000	0.0000	•	
scale	0	1.00	0.0000	•		

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000		•	
item	da bomb	1	-1.3652	0.3234	17.8175	0.0001
item	mint	1	-26.3653	0.5877	2012.6446	0.0001
item	primo	1	-3.3499	0.7194	21.6829	0.0001
item	radical	1	-2.9267	0.5926	24.3908	0.0001
item	ruled	1	-1.7148	0.3621	22.4278	0.0001
item*urb_rur	da bomb, 1	1	-0.2724	0.4358	0.3906	0.5320
item*urb_rur	da bomb, 2	0	0.0000	0.0000	•	•
item*urb_rur	mint, 1	0	23.0451	0.0000	•	•
item*urb_rur	mint, 2	0	0.0000	0.0000		
item*urb_rur	primo, 1	1	1.5307	0.7838	3.8138	0.0508
item*urb_rur	primo, 2	0	0.0000	0.0000	•	•
item*urb_rur	radical, 1	1	0.3365	0.7283	0.2135	0.6441
item*urb_rur	radical, 2	0	0.0000	0.0000	•	•
item*urb_rur	ruled, 1	1	0.0772	0.4652	0.0275	0.8682
item*urb_rur	ruled 2	0	0.0000	0.0000		•
scale	0	1.00	0.0000		•	

# Great game by Urban/Rural

Analysis Of Initial Parameter Estimates

## Great game by Decile and Main Region, Model 2 (no sig. figs. Model 1)

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000	•		
item	da bomb	1	-2.3862	1.1412	4.3719	0.0365
item	mint	1	-25.0499	1.0876	530.5072	0.0001
item	primo	1	-25.0989	0.6917	1316.5675	0.0001
item	radical	1	-27.1432	1.0125	718.7049	0.0001
item	ruled	1	-1.7899	0.8344	4.6021	0.0319
item*region1	da bomb, 1	1	1.6837	1.0796	2.4322	0.1189
item*region1	da bomb, 2	1	0.2692	1.1126	0.0585	0.8088
item*region1	da bomb, 3	0	0.0000	0.0000		
item*region1	mint, 1	0	23.2510	0.0000		•
item*region1	mint, 2	1	0.1947	58551.0952	0.0000	1.0000
item*region1	mint, 3	0	0.0000	0.0000	•	
item*region1	primo, 1	1	23.5602	0.6583	1280.7982	0.0001
item*region1	primo, 2	0	24.6318	0.0000		
item*region1	primo, 3	0	0.0000	0.0000	•	
item*region1	radical, 1	1	23.1519	0.8316	775.0449	0.0001
item*region1	radical, 2	0	24.1161	0.0000		
item*region1	radical, 3	0	0.0000	0.0000		•
item*region1	ruled, 1	1	0.1537	0.7310	0.0442	0.8335
item*region1	ruled, 2	1	-0.7935	0.7467	1.1291	0.2880
item*region1	ruled, 3	0	0.0000	0.0000		

decile*item	da bomb	1	-0.0315	0.0851	0.1367	0.7116
decile*item	mint	1	-0.2653	0.2666	0.9906	0.3196
decile*item	primo	1	-0.2500	0.1152	4.7094	0.0300
decile*item	radical	1	0.1267	0.1325	0.9139	0.3391
decile*item	ruled	1	0.0822	0.0842	0.9533	0.3289
scale	0	1.00	0.0000			

### Great game in Northern and Central Regions only

Analysis Of Initial Parameter Estimates

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000			
item	da bomb	1	-2.3168	0.3962	34.2001	0.0001
item	mint	1	-26.3653	0.5932	1975.6300	0.0001
item	primo	1	-1.9169	0.3387	32.0349	0.0001
item	radical	1	-2.1691	0.3732	33.7780	0.0001
item	ruled	1	-2.0369	0.3544	33.0315	0.0001
item*region1	da bomb, 1	1	1.4611	0.4907	8.8668	0.0029
item*region1	da bomb, 2	0	0.0000	0.0000	•	•
item*region1	mint, 1	0	23.4749	0.0000	•	
item*region1	mint, 2	0	0.0000	0.0000	•	
item*region1	primo, 1	1	-0.6671	0.6193	1.1601	0.2814
item*region1	primo, 2	0	0.0000	0.0000	•	
item*region1	radical, 1	1	-1.1451	0.8108	1.9945	0.1579
item*region1	radical, 2	0	0.0000	0.0000		
item*region1	ruled, 1	1	0.8176	0.4746	2.9679	0.0849
item*region1	ruled, 2	0	0.0000	0.0000	•	
scale	0	1.00	0.0000		•	

# Great game by Main Region and Island, Model 2 (no sig. figs. Model 1)

parameter		DF	Estimate	Std Err	ChiSquare	Pr>Chi
intercept	0	0.00	0.0000		•	
item	da bomb	1	-2.5649	1.0377	6.1090	0.0134
item	mint	1	-26.3653	0.5932	1975.6250	0.0001
item	primo	1	-26.3652	0.7241	1325.5824	0.0001
item	radical	1	-26.3652	0.4757	3071.4834	0.0001
item	ruled	1	-1.2993	0.6513	3.9792	0.0461
item*region1	da bomb, 1	1	0.4806	1.3851	0.1204	0.7286
item*region1	da bomb, 2	1	-0.4555	1.2654	0.1296	0.7189
item*region1	da bomb, 3	0	0.0000	0.0000		•
item*region1	mint, 1	0	23.4749	0.0000		•
item*region1	mint, 2	1	-0.0001	60132.5783	0.0000	1.0000
item*region1	mint, 3	0	0.0000	0.0000		•
item*region1	primo, 1	1	21.9771	0.6564	1120.8853	0.0001
item*region1	primo, 2	0	23.3448	0.0000	•	

item*region1	primo, 3	0	0.0000	0.0000		
item*region1	radical, 1	1	23.3900	0.9396	619.7490	0.0001
item*region1	radical, 2	0	24.3371	0.0000		•
item*region1	radical, 3	0	0.0000	0.0000		•
item*region1	ruled, 1	1	-0.9347	1.0409	0.8064	0.3692
item*region1	ruled, 2	1	-1.2910	0.8846	2.1297	0.1445
item*region1	ruled, 3	0	0.0000	0.0000		
item*island	da bomb, 1	1	1.2287	0.8705	1.9923	0.1581
item*island	da bomb, 2	0	0.0000	0.0000		•
item*island	mint, 1	0	0.0000	0.0000		
item*island	mint, 2	0	0.0000	0.0000	•	•
item*island	primo, 1	1	1.8040	0.8285	4.7412	0.0294
item*island	primo, 2	0	0.0000	0.0000		
item*island	radical, 1	1	-0.3390	0.7687	0.1945	0.6592
item*island	radical, 2	0	0.0000	0.0000		•
item*island	ruled, 1	1	1.0147	0.7480	1.8404	0.1749
item*island	ruled, 2	0	0.0000	0.0000	•	•
scale	0	1.00	0.0000			

**CONTRAST Statement Results** 

Contrast	DF	ChiSquare	Pr>Chi	Туре
1-2 for da bomb	1	3.0375	0.0814	LR