Supplemental Material S1. Examples of regular past tense form types and scoring approaches.

AAE-speaking child classified as SLI #967

Regular Past Tense Form Types				
Type of Form	Frequency	Verb		
Mainstream Overt	3	bump/ed, bump/ed		
Nonmainstream Overt	0			
Nonmainstream Zero	7	bumpØ, bumpØ, washØ, dieØ, openØ, pooØ, finishØ		
Other	1	gonna bump/ed his head.		
Scoring Approach				
Unmodified	3/(3+0+7+1) = 27%			
Modified	(3+0+7)/(3+0+7+1) = 91%			
Strategic	(3+0)/(3+0+7) = 30%			

AAE-speaking children classified as TD #715

Regular Past Tense Form Types				
Type of Form	Frequency	Verb		
Mainstream Overt	13	want/ed, happen/ed, pee/ed, poo/ed, poo/ed, mix/ed, happen/ed, hate/ed, mess/ed, mess/ed, start/ed, ask/ed, start/ed		
Nonmainstream Overt	13	had poo/ed, had back, had die/ed, had laugh, had whoop/ed, had drop/ed, had die/ed, had step/ed, had die/ed, had jump/ed, had punch, had punch/ed, had die/ed,		
Nonmainstream Zero	3	stopØ, tripØ, bustØ		
Other	0			
Scoring Approach				
Unmodified Modified Strategic	$ \begin{array}{r} 13/(13+13+3+0) = 45\% \\ (13+13+3)/(13+13+3+0) = 100\% \\ (13+13)/(13+13+3) = 90\% \end{array} $			

SWE-speaking children classified as SLI #781

Regular Past Tense Form Types				
Type of Form	Frequency	Verb		
Mainstream Overt	3	scare/ed, bump/ed, happen/ed		
Nonmainstream Overt	1	had happen/ed		
Nonmainstream Zero	4	wantØ, popØ, popØ, happenØ		
Other	1	every day we use/ed (context: every day we use)		
Scoring Approach				
Unmodified	3/(3+1+4+1) = 33%			
Modified	(3+1+4)/(3+1+4+1) = 89%			
Strategic	(3+1)/(3+1+4) = 50%			

SWE-speaking child classified as TD #888

Regular Past Tense Form Types				
Type of Form	Frequency	Verb		
Mainstream Overt	17	help/ed, stop/ed, close/ed, pass/ed, walk/ed, turn/ed, potty/ed, turn/ed, punch/ed, happen/ed, scream/ed, need/ed, want/ed, ask/ed, ask/ed, step/ed, trip/ed		
Nonmainstream Overt	1	had punch/ed		
Nonmainstream Zero	0			
Other	0			
Scoring Approach				
Unmodified	17/(17+1+0+0) = 94%			
Modified	(17+1+0)/(17+1+0+0) = 100%			
Strategic	(17+1)/(17+1+0) = 100%			