**Unreal Conditionals**

**Formula 1: unreal if-clause + imaginary main clause = uncertain outcomes**

**Formula 2: unreal if-clause + Passive suggestion/request = uncertain outcomes**

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| **If-Clause****(imaginary condition)** | **Main Clause with Modals** **(imaginary result)** | **Uncertain Outcomes** |
| If she found another apartment, *she would move.* | Uncertain |
| If I had the money, *I would buy a new car.* | Uncertain |
| If I had the money, *I might buy a new car.* I might buy a house. I could go back to college. | Uncertain with many possible outcomes |
| If we **were** staying in Moscow, *we’d be able to visit them.\** | Uncertain |
| **If-Clause (real or imaginary condition)** | **Main Clause with Modals (to ask permission or give advice)** | **Uncertain Outcomes** |
| *Would you mind* if I opened the window? | Passive Request |
| If I **were** you, *I’d speak to the instructor.\** | Passive Suggestions |

**\*Exception to the Rule:** The form of the verb in the if-clause is the same as the past tense form of the verb.  However, the verb "to be" takes "were" for all persons.

**Contractions:** I + would= I’d, she + would= she’d, we + would= we’d