



# Unreal Past Conditions

The type 3 conditional talks about unreal past conditions and its probable result in the past. For example: ***If I had succeeded, I would have become rich.*** Complete each sentence with a clause that creates a Type 3 conditional.

1. If Jack had eaten, \_\_\_\_\_
2. If I had tried harder, \_\_\_\_\_
3. If you had written, \_\_\_\_\_
4. If Mary had called, \_\_\_\_\_
5. If Ryan had won, \_\_\_\_\_
6. If this had torn, \_\_\_\_\_
7. If Kent had texted, \_\_\_\_\_
8. If we had shopped, \_\_\_\_\_
9. If Mom had watched, \_\_\_\_\_

