

SPEECH
And
DEBATE

JUDGE'S HANDBOOK

Courtesy of Pine View Speech & Debate

FREQUENTLY ASKED QUESTIONS

WHAT TIME DO TOURNAMENTS START AND END?

1. Tournaments always start TOO EARLY!!! AND tournaments always last TOO LONG! For Saturday mornings, we are usually required to be at the tournament site by 7:30 AM. The good news is that there will usually be hot coffee waiting for you when you get there! A typical Saturday tournament will run anywhere from 8 to 12 hours. It is usually best to go to a tournament expecting to give your entire day (and night) to your child's activity.

WHO JUDGES?

YOU DO. Forensics, and your children, depends on parents being there to judge. Every school is required to bring judges along for the tournament. The number of competitors a school enters in the tournament determines the number of judges required from that school. If a school does not provide enough judges that school may be disqualified from the tournament or face hefty monetary fines for judges that do not show up!

WHERE DO I GO?

When you arrive at a tournament there will be signs directing you to the Judges' Room. There you will find hot coffee and usually a few treats. You will also find many other parents, some of whom look just as dazed and confused as you feel. Eventually, a coach or debate student will come into the room to go over some basics about the tournament and to give out judging assignments. DO NOT DISAPPEAR FROM THE JUDGES' ROOM. Missing a judge assignment will procure a fine for your school.

WHAT ARE SCHOOL CODES?

All competitors are assigned a code. Judges should not inquire what school a competitor is from. This policy is to encourage fairness in the judging process. You should be sure to find out what the school code is for your own school; if there is a student from your school in the room you are assigned to judge please report it to the tab room immediately. YOU SHOULD NEVER JUDGE A STUDENT FROM YOUR CHILD'S SCHOOL. (this rule is usually not an option on the small local/district level. You may at times be required to judge competitors from your school and must show fairness at all times. If you feel that is not possible, you must notify the tab room. YOU WILL NEVER HAVE TO JUDGE YOUR OWN CHILD! Also, if you know one of the competitors you are assigned to judge and you feel you may not be able to be totally fair please ask the tab room to reassign you for the round.

WHAT ARE JUDGES ASSIGNED TO DO?

Judging assignments are brought into the Judges Room and distributed at the beginning of each round. When your name is called, pick up your assignment immediately. Your assignment will indicate the event you will judge, the room number for the round and sometimes the ballots for the round. If you do not receive ballots, the speakers will have them and present them to you when you get to the room. When you have your assignment, go to the room as quickly as possible. The speakers will arrive as soon as they can. When all speakers are present, you should begin the round. In Extemporaneous Speaking the speakers have time to prepare and will enter the room one at a time. Upon entering, each will present you with a ballot, along with the question drawn. As each speaker finishes, the next speaker will enter the room. (If no speakers arrive after 10 minutes, go back to the Judges' Room to check that your assignment is accurate.

WHO SPEAKS FIRST?

In most cases, speaking order will be posted for the competitors and the order will be indicated on the ballot. The speaking order **MUST** be followed by all of the speakers. In some instances, you will be told to shuffle the ballots at the start of the round to determine speaking order.

WHAT SHOULD I DO IF A SPEAKER ARRIVES AFTER THE ROUND HAS BEGUN?

Some competitors may be "double entered" and will be assigned to two events at the same time. They may be arriving late because they went to their other event to speak before coming to your room. Or, they will come to your room first and let you know that they need to speak and then leave for their other event. They usually are listed on the ballot sheet with an * after their name (but not always). Students are not allowed to be double entered at our local/district tournaments.

WILL THERE BE A TIMEKEEPER IN THE ROOM?

It is always helpful to have a timekeeper in the room; however, it is more likely that you will not have one, especially in the early rounds. You should bring a stopwatch so that you can keep time accurately. A regular watch

will not suffice. If you do not have a timer, or you are not able to concentrate on the speaker and keep time accurately, you can not penalize the speaker for going over the maximum time.

WHAT DO I DO AT THE END OF THE ROUND?

The single most important thing you do as a judge is to complete the ballots. A completed ballot must be submitted for every competitor in your round. It is important that you begin filling in the ballots during the competition. Do not feel that you are being rude. The students are used to and expect the judges to write comments on the ballot while they are speaking.

At the end of the round, finish completing the ballots as quickly as possible in order to avoid delaying the next round. No round can begin until all ballots from the previous round have been turned in. Make sure you fill in each competitor's Rank and Speaker Points and SIGN YOUR BALLOTS. Turn in the completed ballots to the tab room yourself. Do not give the ballots to someone else to submit. You should not exceed more than 5 minutes after the round ends to complete your ballots.

WHAT SHOULD I WRITE ON THE BALLOTS?

Students love to win and hate to lose, but most of all they hate winning or losing without knowing why!! You should be able to find positive things to say for even the worst speaker in the round. More importantly, try to make constructive comments that will help the student improve. They really do want to know specifically what they can do better to make them better speakers in future competitions.

You would be doing a disservice to the student if you were to write three or four nice comments on the ballot with no negative observations and then rank that speaker one of the lowest in the round. You should also keep in mind that even the best speaker can improve and deserves to know what he or she could do better.

In all events comments can be related to content and delivery. Try to avoid short "standard" comments like GOOD POISE, POOR EYE CONTACT, GOOD HAND MOVEMENTS, etc. Try to be more specific. For example, rather than saying "POOR EYE CONTACT", try saying, "YOU WERE TOO FOCUSED ON THE JUDGE AND YOU DID NOT ADDRESS THE OTHER MEMBERS OF THE AUDIENCE IN THE ROOM."

It is usually not appropriate to judge speakers on their clothing or appearance, unless it is distracting. For example, if speakers are wearing bracelets that jingle when they move, you may want to let them know.

IF THERE ARE OTHER JUDGES IN THE ROOM DO WE WORK TOGETHER?

Each judge must complete his or her own ballots WITHOUT CONSULTING WITH ANY OTHER JUDGES. DO NOT ASK ANYONE ELSE'S OPINION. It is your responsibility to decide how to rank the speakers. When you have more than one judge in the room it would be appropriate to have one of the judges keep time and let the other judges know if time was excessive.

WHAT ARE THE RANKINGS?

In all individual events the speakers are ranked as 1 being the best in the room, 2 being the second best, 3 the third best and so on. YOU ARE NOT ALLOWED TO GIVE TWO SPEAKERS THE SAME RANK. TIES ARE NOT ALLOWED.

WHAT ARE SPEAKER POINTS?

Sometimes tournament rules will ask you not only to rank the students but also to assign speaker points. The ballots will indicate the maximum number and range of speaker points allowed. These points are used in breaking ties when necessary. You should award speaker points freely with the first ranked speaker getting as close to the maximum number allowed as possible. Each successively ranked speaker down the line would typically receive one or two points lower. As a rule of thumb, you should not award less than 85% of the maximum to any speaker.

Speaker points MUST be consistent with the rankings of the speakers. The 1st ranked speaker must receive the highest number of speaker points awarded and the lowest ranked speaker must receive the lowest number of speaker points awarded. While ties in rankings are not permitted, you are sometimes permitted to award the same number or speaker points to more than one speaker, please consult with the tab staff or the ballot check in desk.

WHAT IS PROPER ATTIRE FOR THE SPEAKERS?

One of the prime requisites for competitors is proper attire. We tell our competitors that they should be dressed as if they are attorneys making a court appearance, in conservative business attire. For the girls we suggest a suit or dress, for the boys, trousers with a jacket and tie, or a suit. Blue jeans, casual sportswear, highly styled clothes, excessive

make-up or distracting accessories are not acceptable. Competitors are not allowed to wear anything that might be considered to be a “costume.”

SHOULD I SPEAK WITH COMPETITORS?

Although it is permissible to speak with the competitors, it is best to avoid conversations that will delay the competition. It is also important that you maintain an environment where all competitors are comfortable that you will be judging fairly and impartially. A simple welcome, with a smile, and a polite send off, is always appropriate.

CAN I COMMENT ABOUT THE SPEAKERS?

One of the most important elements in judging competitions is objectivity. You may have a speaker presenting a speech on a controversial subject and they may express a viewpoint that is different than your own. The speaker is entitled to his or her own opinion. You should judge them on the logical presentation of their argument. Don't impose your views and debate with them in your head. Try to limit all of your comments to those you write on the ballot. Do not to give oral critiques to the speakers.

In debate events, don't take one side or the other. Base your judgment on the evidence presented and on how well they supported their arguments against the other debater. Remember, the debaters are given the position of presenting the Affirmative or Negative side of the argument. In the next round, they will likely be required to take the other side of the argument. Do not impose your opinion or viewpoint on any debate. Some tournaments will allow you to give “oral critique” to the debate competitors, but ONLY after the ballot has been returned to the tab room, or picked up by a ballot runner. Do not engage in a debate with them though. Keep it concise and direct.

CAN I SHOW EMOTION DURING THE ROUND?

Sure. If the speaker presents a humorous piece that makes you laugh, don't hold back. If a dramatic piece touches you it is not unusual for a judge to tear up. The speaker is trying to get such a reaction and will appreciate the immediate response. Of course, you should try not to overdo it to the point where other competitors may feel uncomfortable. Remember, maintain your objectivity throughout the round.

CAN I INTERRUPT THE SPEAKER? NO. Under no circumstances should a speaker be interrupted. It is unacceptable behavior for a judge to interject opinions or remarks during a presentation. If the speaker goes overtime you should take that into account on the ballot but do not say “stop” or “time.”

WHAT IF SPEAKERS INTERRUPT THEMSELVES?

Occasionally, a nervous student will lose his or her place and may ask to start over. If this occurs, an appropriate response would be, “You may begin again if you wish; you still have (however many) minutes left of your time.” Make sure you do not start the time over, as this would be unfair to the other competitors.

MAY I OBSERVE A ROUND WHEN I AM NOT JUDGING?

Sometimes you will have rounds when you are not assigned to judge and you may want to observe a round. If you wish to do so and it is not the Final Round, always check with the tab room. It would be inappropriate to observe a speaker you may be asked to judge in a later round.

MAY I DISCUSS THE ROUND WITH COMPETITORS OR OTHER JUDGES?

Please avoid discussing in specific terms rounds that you have judged. It is not acceptable behavior for a competitor to request information about the ballots from a judge. If a speaker asks for their ranking, tell them that they will have to wait to see the ballots at the end of the competition. Do not allow speakers to observe the ballots as you are completing them.

You should avoid conversations with other judges that involve particular speakers. It is possible that judge may be assigned to a later round of the same speaker. It is not fair for reputation to precede the speaker, whether it is favorable or not. The other judge should not be influence by your opinion of the speaker from a previous round.

ARE JUDGES ALLOWED TO LEAVE FOR LUNCH?

Tournaments are either “open” or “closed.” A closed tournament does not allow speakers or judges to leave campus for lunch. Lunches are sold to speakers, judges and coaches. The proceeds from the lunches help to offset the cost of running the tournament.

IS SMOKING PERMITTED?

Smoking is not permitted in any school. Under no circumstances is smoking permitted during a round.

HOW SHOULD I DRESS?

Dress is casual for the judges. It is a long day, so wear comfortable shoes, bring a sweater, some rooms can be chilly. Please do keep in mind you are representing your school and should dress appropriately.

WHAT IF I HAVE A QUESTION ABOUT A RULE?

All questions should be brought to the attention of the tab staff immediately. Do not question the students!

GENERAL JUDGING INFORMATION

MASTER BALLOTS

All leagues use master ballots in addition to the individual ballots. The master ballots list all the speakers in speaking order. As the students enter the room, please have them write their name, code and title of the performance on the white/chalk board. To avoid confusing rank with speaking order you should fill in the names and titles of the students in speaking order before the round begins and then fill in the ranks at the end of the round. It is also suggested you fill out the individual ballots at the beginning also, unless the students brought them to you filled in already. Always make sure that the students in the room, are the students on the master ballot!

BALLOTS

Most ballots will have criteria for judging the event to which you are assigned. Make sure you read the ballots at each tournament to learn if there are any rule deviations for that specific tournament. If you are unsure about any of the rules, please ask at the tab room for clarification.

TIME LIMITS

All events have specific time limits. These time limits should be strictly enforced. If a speaker goes over the time limit, he or she should be allowed to finish without interruption. ALL speech events have a 30 second grace period. Those speakers going over the 30 second grace period are penalized only by not receiving 1st place. Most speech events have a maximum 10-minute time limit, with the exception of Extemporaneous, which is 7.

There are no minimum times for speeches but again, this may factor into your decision. An exceptionally short speech is to be dealt with at the judge's discretion. Speeches should be judged on quality as well as quantity.

COSTUMES & PROPS

Costumes and props are strictly prohibited in all events.

JUDGING THE SAME SPEAKER TWICE

A concerted effort is made to prohibit the judging of any speaker more than once by the same judge in any tournament. (Note: at times a student may compete in 2 or more events, whereas you may judge them twice but in 2 different events.)

COMPLETING THE BALLOTS

Ballots have lots of room for comments and these comments are what the speakers and coaches use to help students improve. These comments should be appropriate to the rank given. Remember, as parents you want to be positive and encouraging, but students expect criticism. It is very important that you return the ballots immediately to the ballot check in table upon completion of the round. Do not discuss the round with the other judges, or the students. You should not take longer than 5 minutes after the round to complete the ballots and the master ballot.

AREAS FOR COMMENTARY

The following areas are appropriate for judges to comment on. Please try to be specific and give examples of why you feel that an area was good or poor. These areas of commentary are not listed in any specific order of importance and the list is not intended to be exclusive of any other areas you feel were pertinent to the speakers ability to persuade, inform or entertain you.

- Enunciation and diction
- Poise
- Depth of analysis
- Pace (too fast, too slow)
- Eye contact
- Interesting, varied and credible sources
- Appropriate gestures and facial expressions
- Posture
- Organization (easy or difficult to follow)
- Cited examples that really illustrate the topic
- Varied vocal quality (pitch and tone)
- Excellent (or poor) transitions
- Created a visual picture
- Appropriately set the mood
- Vocabulary, grammar and phrasing
- Introduction (creative or lacking creativity)
- Distracting or inappropriate body movements
- Lacked animation
- Lacked naturalness
- Too many, or too few, examples
- Use of humor (good or inappropriate)
- In Extemp, did not answer the question
- Development of ideas
- In Interp, development & consistency of characters

INDIVIDUAL EVENTS

Each event has its own special characteristics, requirements, customs and conventions that you will come to understand more fully as you get into the judging of different events. Following is a brief synopsis of the different events along with some of the judging criteria for each. If at any time you are assigned to an event that you are not sure about, please ask for some general help at the tab room.

EXTEMPORANEOUS SPEAKING (EXTEMP)

There are two separate areas of Extemporaneous Speaking, which deal with different types of questions; Domestic Extemp (DX) and International Extemp (IX). Sometimes these two areas may be combined into Mixed Extemp (MX).

This is an event with a seven (7) minute maximum time limit. Speakers will arrive at the room one at a time. The speakers will draw a topic 30 minutes before they are required to speak. The topic is in the form of a question, which the speaker MUST answer. The topic should be attached to the ballot but is sometimes written in a space provided on the ballot.

The speaker is offering an opinion, which should not be considered right or wrong, but it should be a logical opinion supported by cited facts and quotes. The speech could consist of introduction, body of speech and conclusion. The introduction must state the question. Effective use of language and organized presentation of ideas are significant criteria for judging. The quality of the sources cited should also factor into the decision. Fluency, articulation, enunciation and vocal quality should enhance communication. Speakers must strictly adhere to the topic and must answer the question.

ORAL INTERPRETATION: PROSE & POETRY (OI)

This is an event with a ten (10) minute maximum time limit. The speakers must be prepared to interpret both Prose and Poetry. Similar to Dramatic or Humorous Interp, this event is memorized, but students will be holding a manuscript, and should appear to refer to it periodically. Rounds will alternate between Prose and Poetry.

Except for the introduction, which should state the author and title, the speaker may use focal points for characters and will not necessarily look at the audience. A proper and reasonable balance should be kept between eye contact and use of the manuscript. Emphasis is on vocal variety and facial expressions. Presentation should be animated while gestures and body movements should be kept to a minimum.

ORIGINAL ORATORY (OO)

This is an event with ten (10) minute maximum time limit in which the speaker has written and memorized an original speech. It should be on a topic of universal importance. The speaker is not required to solve the problem but is expected to discuss it intelligently. Speakers are allowed no more than 150 quoted words, which must be credited to the source. Since this is the speaker's original work, which he or she has had significant time to rehearse, fluency and diction are important elements of delivery. Vocabulary, organization and analysis are also appropriate judging criteria.

INTERPRETATION OF LITERATURE (INTERP)

There are two separate areas of Interpretation of Literature; Dramatic Interp (DI) and Humorous Interp (HI). In some tournaments these two areas may be combined into one event called Dramatic Performance (DP).

This is an event with a ten (10) minute maximum time limit. The selection must be from a published piece of literature, play, screenplay or teleplay and it must be memorized. The speaker will provide an introduction, which must include the title and author's name. The speaker has taken a full-length piece and cut it down to 10 minutes worth of material. The cutting does not necessarily have to be one continuous section from the original piece. It is appropriate to comment on the cutting itself if it is difficult to follow.

The selection can be a monologue or dialogue with two or more characters. Speakers may present any number of characters, and you should be able to tell them apart. As in acting, the speaker does not necessarily look directly at the audience. Each character will have a focal point. Quality and use of voice, inflections, emphasis, pronunciation, enunciation and ability to interpret the characters correctly and consistently are all criteria for judging.

DUO INTERPRETATION (DUO)

This is a ten (10) minute maximum time limit, event in which two people perform. The same rules apply as to the piece selection and as with Dramatic and Humorous Interp, the cutting should be logical and easy to follow. Selections may be humorous or dramatic. An introduction may be presented by one speaker at a time or both in unison. Introductions must include the title and author's name.

Each speaker may portray numerous characters, but in any case, they should be coordinated. Speakers are using focal points so they are not looking at you, but are not looking at each other either. The speakers may not establish direct eye contact with each other except during the introduction. Presentations should be animated. Speakers may assume bodily stances appropriate to the characters being portrayed.

There should be a genuine sense of interaction, not a mechanical exchange of lines. Speakers' emotional and vocal quality should effectively reflect the character they portray. Facial expressions of one character should be reacting to what the other character is saying while eyes are fixed on a focal point. Believability of the characters and their interaction are significant judging criteria.

ORATORICAL DECLAMATION (DEC)

This is an event with a ten (10) minute maximum time limit. The speaker will present a speech that was actually delivered by a real-life individual other than the present speaker. The speech must be memorized. The speaker shall preface the presentation with a brief introduction describing the actual circumstances under which the speech was originally presented. The introduction must state the author of the speech as well as when and where it was presented.

The speaker is free to develop his or her own style for the presentation. Mechanics of the speech must be observed faithfully. Poise, quality of voice, effectiveness and ease of gestures, emphasis, variety and enunciation are all appropriate areas of commentary. Eye contact should be directed toward the entire audience.

This is not a dramatization. If the judge is familiar with the original speech and speaker, you should try not to compare possible different styles of the speakers. Judge your speaker on his or her own merits.

DEBATE EVENTS

In addition to the Individual events, students also compete in four debate events: Team Debate (TD), Lincoln-Douglas Debate (LD), Congress and Public Forum. There are significant differences between TD, LD and PF. These differences are:

1. Team Debate and Public Forum competitors work in teams of 2; Lincoln-Douglas competitors work individually.
2. The issue debated in Team Debate identifies a problem in POLICY and attempts to solve it. (Example: Resolved that the Federal Government should implement a comprehensive long-term agricultural policy in the United States); Lincoln-Douglas Debate discusses issues of MORALITY that require value judgments (Example: Resolved that communities in the United States ought to have the right to suppress pornography.) PF combines policy and value choices (Example: the US should encourage the implementation of a soft partition of Iraq).
3. Team Debate resolution changes annually; Lincoln-Douglas Debate topics change every other month; PF resolutions change monthly.

In TD and LD, competitors alternate between Affirmative and Negative rounds. The debaters will know which side they are to take. In PF, a coin toss determines sides. As with Individual Events, objectivity is crucial. Your personal views should not enter into your judging decisions. The winner(s) of the debate will be the person(s) who best substantiates (proves) in a logical manner why that point of view is correct. As with Individual Events, this is persuasive speech.

STARTING THE ROUND

The debaters are usually there waiting for you in the hall . You should seat yourself centrally between the debaters whenever possible. The round begins when you say it does. The speakers will speak directly to you.

FORFEITURE OF THE ROUND

If 15 minutes after the scheduled start time of the round, one team has not arrived, the WIN is automatically awarded to the team that is present. Be sure to write on the ballot which team was a “no show” and promptly submit your ballot to the tab room. If neither team has arrived check with the tab room if there has been a mistake.

CRITERIA FOR JUDGING DEBATE

All debate rounds consist of presentation of the affirmative case, presentation of the negative case, cross-examinations and rebuttals. All debaters should be judged by the following criteria:

1. Were you convinced that the arguments made presented were rational and feasible? Did their opponents attack these arguments?
2. Were arguments substantiated with evidence citing sources and/or philosophy? Did opponents undermine the sources?
3. Did the winners attack their opponents’ case? Did they refute their opponents’ attacks of their own case?
4. Did the debaters actually debate the ISSUES, or did they become verbally hostile and rude toward the opposition?
5. Were their presentations understandable? At times, some speakers speak so rapidly that the judge has no idea what is being said. They have so much information to present in very little time and can speed up more than they realize. This is called “spreading”; obviously, if you can’t understand it – it doesn’t count.

PREPARATION TIME

Debaters have what is called “prep time” to use as they see fit during the round. In Team Debate they have five (5) minutes total prep time per team. In Lincoln-Douglas each competitor gets four (4) minutes; each Public Forum team gets two minutes. When a debater wishes to use prep time he or she will ask for it. The timekeeper will keep track of the prep time used throughout the round. (some tournaments do set their own prep times, please check the ballot for confirmation.

DECISIONS SHOULD BE BASED ON...

- Skill in analysis
- Use of evidence
- Validity of argument
- Organization of information
- Delivery of speech
- Expertise at cross-examination and rebuttal

DECISIONS SHOULD NOT BE BASED ON...

- Merits of the resolution
- Preconceived ideas and opinions
- Personal preferences on debating styles

FLOWING THE ROUND

Too much information is presented in a round to determine a winner without taking notes. The usual method of taking notes is flowcharting, or flowing as it is commonly known. Flowing consists of making a chart similar to the examples shown on the following pages. As you judge debate more frequently, you will find a flowing method that works best for you.

The basis of the flowchart is to write down the arguments, definitions, contentions, premises, etc. so that you can see which items are effectively attacked. Cross-examination is usually not entered in the flow. As you get near the end of the round you may wish to begin writing your ballot. The notes in the flowchart will tell you who “carried” what argument through to the end and what items were left unattacked. Additionally you can make comments about delivery.

LINCOLN-DOUGLAS DEBATE

This event will have one speaker arguing affirmative and one person arguing negative. The format of the debate is as follows: (Each speaker is allowed 3 minutes Prep Time per round)

Affirmative Constructive speech (AC)	6 minutes
Cross-examination by negative	3 minutes
Negative Constructive speech (NC)	7 minutes
Cross-examination by affirmative	3 minutes
1 st Affirmative Rebuttal (1AR)	4 minutes
Negative Rebuttal (NR)	6 minutes
2nd Affirmative Rebuttal (2AR)	3 minutes

Affirmative Objective: To convince you that the resolution is philosophically and pragmatically correct.

Negative Objective: To oppose the affirmative position

Plans: There are no plans presented because speakers are arguing matters of value, not policy. They do not need to deal as much with the practical as with the moral.

Issues to Consider: Value Premise: A value which each team argues is the highest, most important in the round.

Levels of Justification: The philosophical and pragmatic arguments the debaters make.

Definitions: It is the Affirmative’s responsibility to present definitions, but negative may choose to argue and offer alternate definitions. These definitions, once accepted, control the limits of debate.

Evidence: In LD, unlike Team, evidence is sometimes practical but more often is philosophical. Quotes should directly support the argument being made.

Cross-examination: At this time the debater asks questions of his or her opponent. This time can be used to clarify, but skillful debaters use it to set traps. The questioner is not permitted to request simply “yes” or “no” answers. The questioner may interrupt the responder to ask another question. Speakers should ask questions, not make speeches.

Rebuttal: This is time for clash; for attacking the opponent’s case and rebuilding the debater’s own case. New evidence BUT NO NEW ARGUMENTS are permitted during NR and 2AR. The 1AR (1st Affirmative Rebuttal) is the Aff’s first opportunity to respond to the Negative’s case.

Speaker Points: You will be asked to declare a winner for the round and to award speaker points. Be generous but realistic. Most ballots are 30 point maximums. Despite what the ballots say, a decent debater should be awarded at least 25 points, a good debater in the 27 range, and a stellar round earns 28-30. Speaker points below 24 should be reserved for only those that are unprepared and incomplete, or performed extremely poorly.

PUBLIC FORUM

In Public Forum Debate a two-person team debates a two-person team on a resolution that changes monthly. These resolutions combine the elements of current events and value choices. Each team receives 2 minutes of preparation time to be used as they choose over the entire round.

Team A, Speaker 1	4 minutes
Team B, Speaker 1	4 minutes
Crossfire (cross-ex)	3 minutes
Team A, Speaker 2	4 minutes
Team B, Speaker 2	4 minutes
Crossfire (cross-ex)	3 minutes
A, 1 summary	2 minutes
B, 1 summary	2 minutes
A, 2 Final Focus	1 minute
B, 2 Final Focus	1 minute

Coin Toss

The round begins with a coin toss. The winning team may select the side OR the speaking order (to begin or have the last speech).

Affirmative Objective

To convince you that the resolution is pragmatically and philosophically correct.

Negative Objective

To convince you that the resolution is incorrect.

Crossfire

Each speaker's goal is to ask challenging questions and provide cogent responses. In Grand crossfire, all four debaters ask questions.

Speaker Positions

First speakers present the team's position (case) in the four minute speech. Second speakers use the four minutes as rebuttals.

Summaries:

These are rebuttal speeches also; they should give an overview of the debate thus far, focus on a key idea or two, and give relevance to the arguments.

Final Focus:

The speech should zero in on one or two key issues in the round and why the speaker's team wins them.

Ballot:

The ballot often asks you for a winning side, and for comments. The debaters are looking for the argument/s that persuaded you, although delivery comments are also appropriate. It also asks for speaker points. It may be asking for individual speaker points per person, or it may ask for a "team" speaker ranking. The guidelines should be on the ballot and usually range from 18-30, with anything below 24 being reserved for speakers that were unprepared, incomplete, or whose debate was exceptionally poor.

The point of Public Forum is persuasive, well-reasoned, researched exchange of ideas. It should NOT be fast, it should not digress from the central idea of the resolution, and it should NOT rely solely on evidence. Judge this event as you would the Sunday morning news shows; look for persuasive speakers with logical arguments.

STUDENT CONGRESS

Student Congress is an event where students role play the parts of Senators and Representatives. Competitors will be divided into chambers (Senate or House) for the purpose of debating bills and resolutions. Each chamber will consist of approx. 20-30 students. A typical session will last from 1 ½ to two ½ hours.

You will be assigned to a chamber for a session of legislative debate. Upon entering the chamber, you can expect the following:

- You will receive ballots for the speakers
- You will receive a copy of the agenda and a seating chart for the session
- The Presiding Officer (PO) will be (or will have been) elected by the legislators for the session.
- Legislative materials will have been distributed.
- The Presiding Officer will take control of the session and debate will start with the first bill on the agenda.

Your job will be to listen and score each debater. The scoring in student congress is different from any other event. In student congress, you will award each speaker from 1-6 points for each speech presented. Unlike individual events where 1 is the highest rank, in student congress 6 is the highest number of points per speech that can be awarded and 1 is the lowest. It is extremely unlikely that you would ever give a speaker below a 3. A score of 6 should be reserved for exceptional speeches. Scores above 3 should be reserved for speeches where students actually debate- respond to prior speakers.

Speakers alternate from affirmative to negative speeches on the bill or resolution being debated. Speakers will be allowed 3 minutes for each speech, often followed by a 1-minute cross-examination period., or sometimes, the balance of unused time is the cross-examination time- the PO will know the tournament rules. The first person to speak is the author or sponsor of the legislation. This person's 3-minute speech is followed by a 2 minute cross-examination. You should consider the speaker's answers and questioning of other debaters when awarding points and nominating Best Speakers. Points are not awarded specifically for questioning, or making motions, however, overall activity should factor in, along with overall quality and quantity of speeches.

Depending on the number of legislators in the chamber, competitors may present more than one speech in each session. When scoring the speakers, judge each speech on its own merits. Some areas you may want to consider when completing the ballots are:

- Organization of speech (introduction, body, conclusion)
- Development of ideas (use of evidence, logic, examples)
- Vocal delivery (articulation, vocabulary, fluency, etc.)
- Poise and presence (body movement, confidence, etc.)
- Sincere involvement in the session
- Did the debater respond to prior speakers? This is a DEBATE event!

TEAM DEBATE

This event will have two speaker teams. One team will be arguing affirmative and the other team will be arguing negative. The format of the debate is as follows: (Each team is allowed 5 minutes Prep Time per round)

1 st Affirmative Constructive speech (1AC)	8 minutes
1 st Cross-examination by negative	3 minutes
1 st Negative Constructive speech (1NC)	8 minutes
1 st Cross-examination by affirmative	3 minutes
2 nd Affirmative Constructive speech (2AC)	8 minutes
2 nd Cross-examination by negative	3 minutes
2 nd Negative Constructive speech (2NC)	8 minutes
2 nd Cross-examination by affirmative	3 minutes
1 st Negative Rebuttal (1NR)	5 minutes
1 st Affirmative Rebuttal (1AR)	5 minutes
2 nd Negative Rebuttal (2NR)	5 minutes
2 nd Affirmative Rebuttal (2AR)	5 minutes

Affirmative Objective: To convince that the present policy is not effective and should be abandoned in favor of a new plan, which will be presented.

Negative Objective: To convince that the affirmative's new plan is not feasible and why the present policy (status quo) should remain.

Plans: Only the affirmative should present a plan. If the negative presents one it is called a counter plan.

Issues to Consider: Topicality: Is the plan presented within the realms of the resolution? Although the final decision rests with the judge, this issue must be brought up by the opposition to be considered.

Inherency: Is there a barrier in the present system that prevents it from solving the problem? Why, without the resolution, will the problem continue?

Harms: Who or what is being hurt? **Significance:** How many are being hurt by the present system?

Need: What needs are met by the new plans that are not being met by the status quo?

Advantages: What advantages will the new plan have?

Disadvantages: What are the disadvantages of the new plan?

Workability: Will the new plan meet the needs? If not, why not?

Cross-examination: At this time the debater asks questions of his/her opponent. This time can be used to clarify, but skillful debaters use it to set traps. The questioner is not permitted to request simply "yes" or "no" answers. The questioner may interrupt the responder to ask another question. This may happen during a lengthy reply, especially if the questioner believes the reply is simply wasting time. Time wasting is considered unethical. Speakers should ask questions, not make speeches.

Rebuttal: This is time for clash; for attacking the opponent's case and rebuilding the debater's own case. New evidence BUT NO NEW ARGUMENTS are permitted during rebuttal.

The Final Decision: Remember the winner of the debate is the team that not only speaks well and with confidence, but also presents the best arguments. It is skillful argumentation that separates the best debaters from the rest.

Ranking the Speakers: The judge ranks each speaker. The winning team is the team with the highest-ranking speakers. These ranks may be "1 and 2" or "1 and 3", A team with rankings of "1 and 4" might win or lose depending on how strong argumentation was and the reason for one speaker ranking so low.

Speaker Points: You will be asked to declare a winner for the round and to award speaker points. Be generous but realistic. It is possible to have more than one speaker with the same number of speaker points, but no two speakers may have the same ranking.