

2021 Berman Invitational: Judging Instructions

Thank you very much for your help in conducting this tournament. Without your volunteer support, this valuable educational experience could not be offered to our students!

QUALIFICATIONS:

If you have never judged a debate round before, that's fine! You have all the skills you need. As long as you are willing to give the debaters your attention during the round and attempt to make a fair decision, you are qualified!

ESSENTIAL POINTS TO REMEMBER:

- Tabroom account: you must have an account on tabroom.com in order to judge. Log in to this account when you arrive at the tournament and monitor the site throughout the day.
- Press "start round" *when you receive your ballot*. You may have judged at other tournaments with a different rule.
- Submit *and confirm* your decision as soon as possible after the round is over. You must confirm your decision to fully submit the ballot. The tournament cannot proceed without your decision. You can add feedback after your decision has been submitted. You can also give oral feedback if you choose to do so after your decision is submitted. **If you have any problems accessing or submitting your decision, come to the judge room right away.**
- Leave your own knowledge and biases about the topic outside the round. What matters is what is argued by the debaters themselves.

TIMING:

- There are two time events for each debate round:
 - **Prep Time:** This is when debaters get the resolution for the round and begin their 20 minute prep period.
 - **Round Starts:** This is when debaters come to the room and begin the debate, which should be 20 minutes after Prep Time. The debaters should begin debating as soon as both teams are present and ready. The judge should arrive in the room at least 5 minutes before the Round Start time.

GENERAL PROCEDURES:

- Log into your tabroom.com account, and click on your username at the top. It should show you any ballots for upcoming rounds.
- If you do not receive a ballot for the next round, stay in the judge room until released.
- Make sure you know the names of the speakers, so you can give each one the correct score.
- Do not give oral feedback before turning in your ballot; after that, it's optional.
- Please submit your ballot no later than ten minutes after the round ends. After you submit your decision, you will see a page asking you to confirm it. **You are not finished until you confirm and Tabroom tells you the ballot is confirmed.** You must confirm your ballot for your decision to be recorded. **The tournament cannot proceed until every judge has submitted a decision.** We encourage you to enter significant comments, but please do that after you have submitted *and confirmed* the win/loss and points information. **If you have any problems accessing or**

submitting your decision after the round, come to the judge room right away.

AVOIDING CONFLICTS OF INTEREST

You must not judge students whom you know. If you know a student in a group you are about to judge, inform tournament staff immediately, and the ballot will be reassigned. If you do not do this, the team you know may forfeit the round.

THANK YOU FOR JUDGING!

Parliamentary Debate Judging Instructions

What is Parliamentary Debate? Parliamentary debate encourages extemporaneous or spontaneous argumentation between two debaters supporting a resolution and two debaters arguing against it.

Topics

Debaters draw a new topic 20 minutes before each round. There are three types:

- **Policy:** Government team shows there is a problem and offers a solution (plan) to the problem; may also show advantages of their plan over the status quo. Opposition can offer topicality arguments, solvency arguments, counterplans, and disadvantages to the Gov case.
- **Value:** A topic that presents an issue of values, such as justice, morality, or obligations.
- **Fact:** Affirmative tries to prove the topic true, and Opposition tries to prove it untrue.

Format (All Rounds!)

(Note that this tournament uses flextime, so this is different from other parli tournaments)

Prime Minister Constructive (PMC): a 5-minute constructive speech given by the first Government speaker
OppFlex: 2-minute flex time controlled by the opposition team

Leader Opposition Constructive (LOC): an 7-minute constructive speech given by the first Opposition speaker
GovFlex: 2-minute flex time controlled by the Government

Member Government Rebuttal (MG): an 7-minute rebuttal speech given by the second Government speaker
OppFlex: 1-minute flex time controlled by the Opposition

Member Opposition Rebuttal (MOR): a 9 minute speech given by the second Opposition speaker
GovFlex: 1-minute flex time controlled by the Government

Prime Minister Rebuttal (PMR): a 4 minute speech given by the first Government speaker

Flex time may be used by the controlling team to prepare arguments, have the two partners talk to each other, and/or cross-examine the other team. Either partner may ask/answer questions.

No **points of information** at this tournament.

Points of Order are allowed in PMR and final 3 minutes of MOR only, to protest a new argument. You are expected to respond to a point of order. You may respond with "I will take it under consideration."

Other Rules

- At this tournament, students may consult their partners, reference materials and the Internet only during their 20 minute prep time. NO SQUAD, COACH OR ADULT PREP.
- Each team receives 10 minutes total "tech time" per round to resolve technical issues.
- If you have a question about the rules that could affect your decision, ask tournament staff

after the round.

Judging Criteria

In making your decision, it is critical to **put aside your personal views** on the topic being debated and base your decision solely on the arguments presented by each team. Remember, teams do not choose their topics or their side. It is not the students' job to change your mind on an issue, only to do a better job of debating than their opponents.

Debaters may cite evidence, but the emphasis in parliamentary debate is on the quality of the team's analysis.

Assigning Speaker Points

The point scale is 50-99. An average debater should receive 75 points. Most scores at the tournament should be in the 60-90 point range.

91-99 should be reserved for truly exceptional debaters, whom you can imagine winning the tournament.

80-89. A very good debater who does most things well.

70-79. An average debater. Major strengths and major weaknesses--or pretty average across the board.

60-69. A weaker debater, who is struggling.

50-59. Offensive and/or unprepared.

Filling out the Ballot

1. You must **render a decision** and vote for either the Government or Opposition team.
2. You must also **assign speaker points** to each debater based on your evaluation of their speaking style, skill & the effectiveness of their delivery in the round. In order to be fair, it is **very important all judges use the same criteria** for speaker points. Please consult the above scale.
3. Input the score and decision, then submit the ballot ASAP to keep the tournament on time. You can edit the comments after submitting the ballot.

Enforcing the Rules

Confusion or conflict about specific rules may arise while you are judging. Almost always, the best course of action is for you to hear the speeches, make your evaluation of the debate as if there were no question about the rules, and then consult with tournament officials about the rules in question after the round is over. If the debate has been heard and evaluated completely, we can do a much better job of determining the best course of action.