

Judging Persuasive

Basic Info

Persuasive is an original speech under 10 minutes with means to alter/change beliefs, attitudes, or behavior. Speeches should be judged on structure (Attention-getter, thesis statement, preview, main points, conclusion, and the use of transitions between them), delivery (voice, non-verbals), and argumentation/logic. Audio-visual aids are optional, but the effectiveness of the use of the audio-visual aids may be taken into consideration for the speaker's score. Open divisions can be judged on whether the speech was memorized.

Finals

If this is a finals round, WAIT FOR ALL THREE JUDGES BEFORE STARTING.

Starting a round

When you are in the room and ready to begin, press the start button on the ballot on your Tabroom.com account to begin your round. This is an important step as it signals to the tournament staff that you are beginning the round. Begin the round by taking roll call. Confirm if any speakers are double-entered. If so, allow them to speak first and leave the round so they can go perform their next speech (double entered competitors have 45 minutes to get to the round, so you must stay in the room for at least 45 minutes to see if any show up). You will time the student but not give any signals about the timing of their speech. They will receive their time for each speech along with your written feedback AFTER the tournament. While the competitor is speaking, you will listen and type feedback on your eballot. After the first speaker finishes, applaud, call the next speaker and repeat until all speakers have finished.

Double-Entered Students

Double-entered students are competing in two different events during the same round. If you have any double-entered students, allow them to speak first and leave the round so they can go perform their next speech.

Finishing a round

At this point, congratulate them on their speech well done, and send them on their way to the next round. After all the speakers have finished speaking, rank and rate them and submit your ballot. While you are waiting for your next assignment, you may add additional feedback. If you do not get a ballot after a few rounds have passed, check with the registration table to verify that they have your email and phone number. Technical glitches are periodically common, and if this is occurring, you will want to make the tournament staff aware right away.

Tech Problems

Whether you have problems, or your student has a problem, direct them to the gmail and zoom help links posted on the tournament main page.

Don't try to help students with these problems, it's better to start with the students who are ready.

What do I write on the ballot?

A ballot should never just be things to improve, but also shouldn't just be compliments; there should be a balance. If you can, think of it as a compliment sandwich; for every suggestion to improve, provide two compliments or so. If a speaker drastically needs to improve, give a general suggestion with any compliment you can think of, like "You brought a really good energy to the round, but your memorization needs some work. Good try!" Here are a few questions to start you thinking about how you would like to leave feedback.

This is not an exhaustive list by any means:

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| Did the speaker present a solution? | Was the delivery clear and easy to understand? |
| Did the speaker provide sources, supporting material, etc? | Was the topic original? |
| Did the speaker make compelling arguments? | |

Online Rules

*****Make sure you're following the Netiquette rules, which are on a separate document*****

Quality clause: Judges are not to rate competitors on their background, lighting, audio/visual quality, or whether they sit or stand to present. Some students may need to turn off their video during times of extreme connection loss during or before their performance. In this case, only judge them on the quality of their speech and use of voice.

Loss of connection clause: Students who disconnect while giving their speech are allotted reconnecting time before they forfeit the opportunity to finish their speech.

- If this occurs and the student takes longer than 45 minutes from the start of the round (or the round ends), judge them on the parts of the speech you did hear/see.

Camera clause: Students are only allowed to use a “single camera setup” during the performance. Judges and competitors are encouraged to keep cameras on and microphones off during a performance.

Audience clause: Competitors are prohibited from having physical audiences present during a performance with the exception of involuntary audiences (e.g. individuals/families who happen to be in the same room), and assistants/aids for individuals with disabilities.

FX clause: Students are prohibited from effects that would not be possible during a face-to-face environment such as: motion, video transitions, audio manipulation, etc.

Speaker clause: Others are prohibited from participating or contributing to students who are competing during the course of the round such as planned dialogue, posting VAs in the chat/screen-sharing for the speaker, etc.

Background clause: Competitors are to be judged only on their performance and visual aids. Their background should not factor into their score. Not everyone has the availability to have a free and open space to perform.

**** If you have any questions, please do not hesitate to ask after checking this document. The tournament staff is here to help you have a pleasant experience. Now, have fun and judge!****