

Cryptid Clash & UFO Swing

A Themed Synchronous Forensics & Debate Tournament Experience
February 27, 2022

Cryptid Clash & UFO

From the deepest forests to the fields of Ohio, we bring you this year's BGSU annual theme tournament! Saturday is the Cryptid Clash, celebrating the cryptids that lurk just out of sight. On Sunday, we offer UFO (Untouchable Forensics Opportunity) as we glance to the sky before heading to nationals. To make our tournaments available to a wide national audience, we are continuing the online format, updated events and an exciting tournament experience featuring Yaatly synchronous tournament interface and SpeechWire eBalloting, Tabulation & Registration. Virtual payment through Square!

Our easy to participate in tournament features all your favorite NFA/AFA-NST/PKD I.E. Events, IPDA & Parliamentary Debate, Media Broadcasting, Research Paper Presentation and Virtual Public Narrative in an online 2-1 format (4+ elimination rounds for debate). All the communicative qualities you love about forensics and debate in a virtual format which saves your program money!

Get Ready for a day filled with themed forensics fun to challenge your world!



CRYPTID CLASH & UFO

(IE, PARLI & IPDA TOURNAMENT)
Bowling Green State University - Ohio

Forensic Friends

The BGSU Ohio Eta Alumni Chapter of Pi Kappa Delta (PKD) cordially invites you to join us online for our **annual spring theme tournament swing**. “BGSU Cryptid Clash” on **Saturday, February 27, 2022 & UFO (Untouchable Forensics Opportunity) on Sunday, the 28th**. This year, the cryptids are taking over as we put our own unique spin on our forensics world! Though we wish you could join us face-to-face, in our current viral environment to keep you 100% safe, the robots suggest we keep it virtual. Our tournament makes use of Yaatly tournament software with registration, tabulation and eBalloting through SpeechWire.com. For your convenience, secure registration payments are accepted by check, or credit card through Square. In addition to the fun and educational forensic experience, we offer open and novice (as warranted) competition in all NFA/AFA-NST/PKD events, PARLIAMENTARY & IPDA Debate, plus the wildcard categories of Media Broadcasting, Research Paper Presentation and Virtual Public Narrative. We hope you will include us in your tournament plans!



Tournament Features

- ✓ Two preliminary rounds and finals of competition in All 11 NFA/AFA-NST & PKD I.E. events.
- ✓ PARLIAMENTARY & IPDA Debate in open and novice divisions as warranted by entry.
- ✓ MEDIA BROADCASTING (MDIA), Virtual Public Narrative (VPN) and Research Paper Presentation (RPP) as wildcards.
- ✓ Team Sweepstakes awards for the top three teams plus debate Team Sweeps.
- ✓ Quadrathon competition for individual sweepstakes.
- ✓ Real Mailed Awards for the top six finalists, top novice per event (except novice sections) and top four in Quadrathon.
- ✓ PKD award for the top Pi Kappa Delta member chapter.
- ✓ Unlimited team entry per event & students may triple enter (TE) per flight!
- ✓ A Lunch/Forensics Health Break!
- ✓ Full Access Technical Staff to answer your questions so your team has a smooth tournament experience.

We reserve the right to organize sections to make use of all judges; debate judges for all formats will be combined into one pool. The tournament begins at 8:00 with an Opening Ceremony to assist with the virtual format. PARLI & IPDA round I topic announcement will be dropped at 8:30 am., Extemp. draw at 9:00 am. and IE Rounds begin at 9:30 am. **Entries are accepted through SPEECHWIRE by Tuesday, FEBRUARY 22 before 6:00 pm.** Please join us and our automaton overlords as we continue our commitment to fun themed quality competition in Forensics & Debate. On behalf of Bowling Green State University, PKD and PKD Alumni, we look forward to seeing you online! Grab your gear and let's explore forensics cryptid style!

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TOURNAMENT INFORMATION

WHAT IS YAATLY?

Yaatly is a secure tournament interface designed specifically for online forensics and debate competitions. It functions much like Zoom, WebEx, BigBlueButton or Microsoft Teams except is created for ease of use and set up exactly like the in-person tournaments you know and love! Lots of opportunity to socialize! Think of Yaatly as a virtual tournament building, complete with an AUDITORIUM for general assemblies, socialization and awards ceremonies, a LOBBY where postings lead competitors directly to their COMPETITION ROOMS, private TEAM ROOMS where schools can strategize, warm up and socialize. Participants use their own laptops to compete and can do so from their personal or team space. Yaatly even allows you to CHAT directly with the tab table and our tournament technical staff at any time during the tournament. Balloting is done through SpeechWire eBallots. No more running ballots to the tab table. A simple click submits them after the round.

HOW DOES THE VIRTUAL TOURNAMENT WORK?

This cyber tournament has the feel of your traditional face-to-face competition and the registration process is simple (We help you through the easy procedure here and through the email address used to register your team!) Detailed setup information is also available at app.yaatly.com

| STEPS | STUFF TO DO |
|---------|---|
| Step 1 | REGISTER IN SPEECHWIRE Register your team's entry through SpeechWire.com like normal. Nothing new or fancy here! |
| Step 2 | EMAIL YOUR TEAM CONTACTS Email a list of your team members (participants and judges) including their emails to Falcon4N6@BGSU.edu . Why? We need to email your student their MDIA packet if they are participating in that event and want to be sure your team is correctly set up for the tournament. We will only use email addresses for this purpose. Your information is secure! |
| Step 3 | SEND ENTRY PAYMENT Once registered, we will send an invoice through Square complete which includes your detailed Speechwire Invoice. Send your touchless Registration Payment as a check (or) credit card by clicking on the payment button in the email through Square. All teams receive a receipt. Purchasing Departments love those! |
| Step 4 | SET UP YOUR TEAM IN YAATLY This is super easy! Yaatly requires Google Chrome running on a Windows, Mac, or Chromebook. Sign up by completing the registration form at app.yaatly.com . It will ask your name as coach and an email address to contact you. Put in a password and your school name as "Organization". Click to accept policies ... and poof! Your school is set up! From settings, you can even upload a team logo if you like! Manager Guide: https://info.yaatly.com/user-guides/guide-fororganization-managers |
| Step 5 | INVITE YOUR TEAM TO YAATLY Once you create your Team account, invite your members (competitors/judges) to join Yaatly and affiliate with your Team. Do this by choosing your team from the far-left menu and select "Members." There you will see "Invite Members" in the upper right corner. Put in your team member's email addresses, click "Next", review the invitations, and click 'Send Invitations'. Your members will receive an email inviting them to join Yaatly. The hardest step is getting them to check their email! |
| Step 6 | STUDENTS CREATE THEIR YAATLY ACCOUNTS Your students need to create their Student Account. Once they receive their email from Yaatly, they just click the link and set up their account. It will ask for their name, and to affiliate with an organization (Your Team). Once they do this, they will show up in your Member List in Yaatly and are good to go. Participant Guide: https://info.yaatly.com/user-guides/guide-for-participantscompetitors-judges-observers |
| Step 7 | CONNECT YOUR TEAM & STUDENTS TO OUR TOURNAMENT Shortly before the tournament you will receive a URL from Falcon4N6@BGSU.edu and posted in SpeechWire. Use this URL to RSVP that your team is attending and invite your team members. Select your team and click 'Invite'. Once your members create their accounts, have them RSVP on their account's Event page. Boom! Your team is now ready for the tournament! |
| Step 8 | CONNECT JUDGES TO SPEECHWIRE.COM FOR EBALLOTS Judges need to set up accounts in SpeechWire.com so they can receive their eBallots. Judges will receive an email to join "Cyber Falcon Unaffiliated". Follow the link and instructions provided. You will receive detailed eBallot instructions for judges. |
| Step 9 | YOUR TEAM IS GOOD TO GO Take a few minutes to go into Yaatly and look around. You will see the LOBBY where round-by-round postings will be made available including finals postings, the AUDITORIUM for opening announcements and the awards ceremony, your TEAM ROOM for meeting with your team, warmups, etc.... and the CHAT which allows you to communicate with the tab table, tab technical staff and individuals at the competition. This is also where debate resolutions are announced. The top banner will be updated with announcements throughout the tournament like "IPDA Debaters, head to your Competition Rooms for strike" or "I.E. Postings in 5 minutes." Going to your COMPETITION ROOM is easy! In the schematic, participants see their name/code in their event. Just click on the room and they are there. Forensics Teleportation! Times are Eastern Standard Time. |
| Step 10 | GET THOSE RESULTS After the tournament, be sure to go to your team's SpeechWire account to retrieve your students' ballots as a PDF and view the tabulation sheets! As always, SpeechWire will send results to the major forensics and debate organizations. |

PI KAPPA DELTA

We extend a special invitation to all Pi Kappa Delta (ΠΚΔ) member schools and those interested in finding out more about the honorary. "The Art of Persuasion, Beautiful and Just".



PI KAPPA DELTA
The Art of Persuasion, Beautiful and Just

CYBER PRACTICES

The shift to online competition necessitates a change in norms. Here are suggested Best Practices to help as we establish new norms together:

- EQUIPMENT CHECK** Before the tournament, have each of your team members test their equipment. Check the WiFi connection. Make sure computers are charged and ready to go. Test the audio and video connections (Yaaty prompts them to do this). Close out other tabs and applications on computers to assure the best connection available. Check your web cam or laptop camera.
- ENVIRONMENT** Check the environment. Do you have enough room to move? Will you have a quiet, uninterrupted space? Do you have everything you need (flow pad, pens, IMP card, script book, VAs)? Do you have good lighting?
- TOURNAMENT ATTIRE** Dress for success. This is no difference from a face-to-face tournament. Business on top, jammies on the bottom is not a great idea.
- FRAMING** This is new to the virtual environment. You want to make the choice whether you want to be framed on screen in full body and lose some facial expressions or be shot from the waist up and lose some movement and gestures. This is one of the new norms which will develop naturally. In any case, it makes the 3 point walk look a bit more ridiculous.
- LIMITED PREP EVENTS** For limited preparation events, there will be a waiting room (EXT, IMP, MDIA). IMP Go to your Competition Room first to receive instructions from the judge and then wait in the IMP waiting room to be called in to speak by the previous speaker. EXT and MDIA, go to your waiting rooms to receive your extemp questions. A MDIA packet file will be sent by email to individual participants in Media Broadcasting. You will be called to your Competition Room.
- AUDIO** Please set your mic to mute when not speaking so it does not pick up your speaker and create an echo.
- SIGNING IN** You may sign into your Competition Rooms just like at a face-to-face tournament in the room's Chat. Yes, you can pre-sign in if you are DE or TE! This makes judges happy in any environment ... virtual or not!
- DROPOUTS & GLITCHES** There may be connectivity challenges where folks with weaker signals may vanish momentarily. This is a challenge in any online environment and should not be counted against the participant. What do we do? The simple answer is stop until the problem is fixed by the participant and resume once resolved. Judges should stop time if connectivity challenges arise. Give a reasonable moment for the participant to reconnect and resume.
- ETHICS** Any competitive event presents opportunities for those determined to cheat. Remember even in traditional tournaments competitors can text, chat and share documents with coaches or others who should not be assisting during a round. Certainly, online tournaments present temptation. It is our expectation that participants make honorable and ethical choices. If you would not do it in a face-to-face tournament, do not do it in a virtual environment. Screen recording is not permitted.
- SECURITY** This tournament only collects information needed for virtual communication (names, email and school information). Information will not be shared with outside parties beyond the reporting of results through SpeechWire. Yaaty employs a 3 level security protocol to protect against hackers. Upholding copyright laws, no competition events will be publicly broadcast.
- EQUITY ACCESS** Access to dependable, broadband internet service, adequate technology, and spaces within which to compete are legitimate concerns for any online competition, educational experience, or meeting. Often, schools have resources (computers, MiFi routers, WiFi hotspots, etc.) which can be made available to students who lack resources. Ultimately, the hope is the significantly lower costs of online competition make speech and debate more accessible to students and schools.

AWARDS

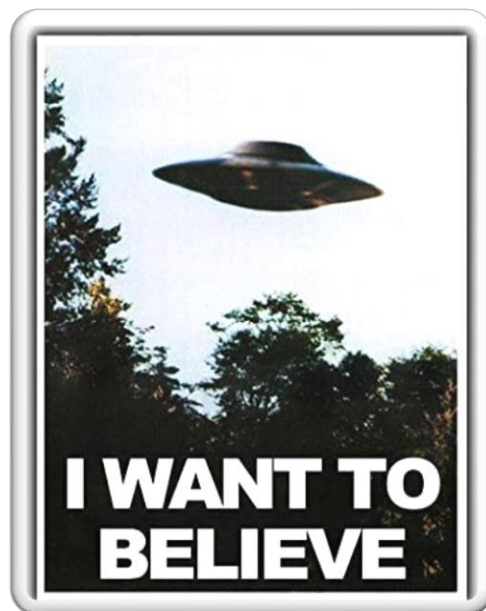
Top finalists per event and top four in Quadrathon earn custom awards. The top three teams per division (based on entry size) receive awards. The top three teams in debate receive awards calculated by win quantification. The top I.E. 2 scores per event are used to calculate sweepstakes. The top novice per event will be recognized. Where warranted by entry size, novice sections will be established, and all novices entered as such in that event will compete in the novice sections. I.E. tie breakers 1) Speaker Points, 2) Judges Preference, 3) Prelim Round Ranks. Debate Tie Breakers 1) Win/loss, 2) Speaker Points, 3) Head-to-Head, 4) Wins Minus Buys.

SWEEPSTAKES POINTS

| IE PRELIMINARY ROUNDS | IE ELIMINATION ROUNDS |
|---|---|
| 1 st place = 3 pts | 1 st place = 12 pts |
| 2 nd place = 2 pts | 2 nd place = 10 pts |
| 3 rd place = 1 pt | 3 rd place = 8 pts |
| No points awarded for semi-final rounds | 4 th place = 6 pts |
| | 5 th place = 4 pts |
| | 6 th place = 2 pts |
| | 7 th place = 1 pt (<i>if unbreakable tie took 7 to finals</i>) |
| DEBATE PRELIMINARY ROUNDS | DEBATE ELIMINATION ROUNDS |
| 3 pts = PRELIM ROUND WIN | 10 pts FINALS WIN |
| | 5 pts = SEMI-FINAL WIN |
| | 3 pts = QUARTER-FINAL WIN (<i>if warranted by entry size</i>) |

QUADRATHON

Students entered in four or more events are eligible for Quadrathon Individual I.E. Sweepstakes. Only the contestant's four highest scoring events count. Wildcard events & Debate will not be included in Quadrathon tabulation.



ENTRIES

Schools may enter an unlimited number of contestants per event. However, if the entry is so large that the school cannot fulfill judging obligations, we reserve the right to slate rounds to use all judges. Depending on event size, students from the same school may compete against each other. To assure smooth, on-time competition, cross-entries are not allowed between debate and IE or the debate formats. Also, because both Media Broadcasting and Extemporaneous Speaking share the same prep period, speakers must choose between these events.

**Entries are accepted via SPEECHWIRE (<http://www.speechwire.com>) until
Tuesday, February 22, 2022 at 6:00pm EST**

JUDGING

One judge is required for every 6 IE slots or fraction thereof or 2 debate slots. Judges are expected to be knowledgeable of rules and are asked to offer substantial justification for rank and rate on the eBallot. Please attempt to supply enough judges to cover your entry. All judges (including debate) are expected to be available for out rounds. Debate entries are required to provide sufficient judges to cover a minimum of 50% of the debate entry and debate judges will be entered into a general judging pool for all debate forms. Judging Primers are available.

TOURNAMENT FEES


I.E. entries are \$15.00 per event, plus \$15.00 per uncovered event and \$50.00 per debate slot, plus \$75 per uncovered debate slot. **Why \$15.00?** The fee adjusts for the added cost of virtual hosting, offsetting the per person usage fee for Yaatly, Square, SpeechWire and mailed awards. Teams still save funds as virtual experiences require no travel costs. Drops/adds/changes made after the registration deadline are assessed an additional \$15.00 fee. Judges dropped after the entry deadline are assessed at \$100.00, plus the cost of their uncovered slots. All fees are due prior to the start of the tournament. **Make out mailed checks to "Pi Kappa Delta" addressed to Falcon Forensics, 408 Kuhlman Center, BGSU, Bowling Green, OH 43403. Secure payment by credit card is accepted and preferred through Square.** To pay, simply click on the "Pay Invoice" button in the email we will send through Square, enter your card information and click "Pay". You are all set and will receive a receipt instantly.

TOURNAMENT SCHEDULE

TIMES ARE EASTERN STANDARD TIME (EST)

| IE Tournament Schedule | | Debate Tournament Schedule | |
|------------------------|--|----------------------------|---|
| TIME | EVENT | TIME | EVENT |
| 8:00 | Opening Ceremony (auditorium) | 8:00 | Opening Ceremony (auditorium) |
| 9:00 | Extemp. & Media Broadcasting Draw | 8:30 | Topic Release |
| 9:30 | R1 of Group A | 8:50 | DEBATE Round 1 - Random Draw |
| 10:30 | Extemp. & Media Broadcasting Draw | 9:40 | Topic Release |
| 11:00 | R2 of Group A | 10:10 | DEBATE Round 2 - Random Draw |
| 12:00 | Lunch/Entertainment Break | 11:00 | Topic Release |
| 1:00 | R1 of Group B | 11:20 | DEBATE Round 3 – Power Matched High/Low |
| 2:30 | R2 of Group B | 12:00 | Lunch/Entertainment Break |
| 4:00 | Extemp. & Media Broadcasting Draw for Finals | 1:00 | Topic Release |
| 4:30 | Finals of Group A | 1:20 | DEBATE Round 4 – Power Matched High/High- |
| 5:30 | Finals of Group B | 2:30 | Topic Release |
| 7:30 | Awards (auditorium) | 2:50 | DEBATE Quarterfinals (if warranted) |
| | | 4:00 | Topic Release |
| | | 4:20 | DEBATE Semi Finals |
| | | 5:30 | Topic Release |
| | | 5:50 | DEBATE Finals (or as needed) |
| | | 7:30 | Awards (auditorium) |

If the cyber winds blow in the right direction, we will FRANKENFINAL (merge events into one final time) & move up the awards ceremony. Information will be posted in the LOBBY if this is possible.



In the event of single section events, we will use two judges in one of the preliminary rounds with no finals.

I.E. contestants will be RANKED 1-5 in prelims (1-6 in finals) and we are using the 1-30 RATING SYSTEM.

In the event entry numbers do not warrant a quarterfinal round, we may adjust the remaining schedule and move up the time of the awards ceremony.

In the event two debaters or teams from the same school hit each other in powered or elimination rounds due to win/loss record, we will defer to coach preference as to if the debate continues, and if not, who advances. Normally, this is the higher speak point team.

DEBATE NOTES

PARLI topics alternate between propositions of policy, fact, and value, both concrete and interpretive in style. IPDA participants should go to their COMPETITION ROOM to strike. IPDA will alternate striking topics to reach the final resolution with the negative receiving first strike. The judge should be present during striking. The forfeiture policy is in effect based on round start times as announced at topic release. Debate RD1 begins promptly at 8:50am. Teams arriving/logging in after draw will forfeit this round. Debate judges are expected to be available for all rounds in multiple formats. Oral critiques and disclosure are not allowed. Rounds are random paired in RD1 & RD2, RD3 will be powered high/low and RD4 powered high/high. Due to the nature of a power-paired tournament, round start times beyond RD2 are dependent upon prompt eBallot submission. Topic announcements will be made electronically in Yaatly. Parli teams may prep in their TEAM ROOM.

IE EVENT GROUPINGS

| GROUPING | EVENTS |
|----------|---|
| Group A | Extemporaneous Speaking, Media Broadcasting, Prose Interpretation, Informative Speaking, Poetry Interpretation, Research Paper Presentation & Rhetorical/Communication Analysis |
| Group B | Impromptu Speaking, Duo Interpretation, Persuasion, Programmed Oral Interpretation, After Dinner Speaking, Virtual Public Narrative & Dramatic Interpretation |

EVENT DESCRIPTIONS

I.E. events are governed by PKD, NFA & AFA/NST rules <https://pkd.clubexpress.com/>, <https://sites.google.com/site/nationalforensicsassociation/> or <https://www.americanforensicsassoc.org/> with the exception of wildcard events. Material must be new to the academic year. Students may enter a maximum of three events per grouping. Two DUOs count as two events in Group B.

[EXT] EXTEMPORANEOUS SPEAKING

For each round, contestants will select one of three topics on a current national, international, economic, or special issue/event. The contestant will have 30 minutes to prepare a 5-7 minute speech on the topic selected. Notes are permissible but should be kept to a minimum. Adhering to NFA policy, internet access is permitted for research. 7 minute maximum time limit.

[MDIA] MEDIA BROADCASTING

Contestants receive a selection of recent media stories by email for their speaker draw and have 30 minutes to prepare a 5 minute media news broadcast. Notes are permissible and the speaker should perform seated, facing the camera. Contestants should include original station identification and transitional remarks. The broadcast should be organized, clear, well-delivered and adhere to the time frame of the event. Contestants should use only material included within the media packet except for a weather forecast, if desired. Contestants are encouraged to time themselves for the 5 minute maximum time limit. Visual aids may be incorporated.

[PRO] PROSE INTERPRETATION

Contestants present a program of prose literature. Original introductory comments and transitional remarks are required. Programs may consist of single or multiple selections in 1st, 2nd, or 3rd person. Plays are not permitted, and manuscript is required. 8-10 minute time limit.

[INF] INFORMATIVE SPEAKING

Contestants deliver a memorized original factual speech on a significant subject to fulfill a general information need of the audience. Visual/auditory aids which supplement/reinforce the message are permitted. 8-10 minute time limit.

[POE] POETRY INTERPRETATION

Contestants present a program of poetic literature. Original introductory comments and/or transitions are required. Programs may consist of single or multiple selections. Manuscripts are required. 8-10 minute time limit.

[RPP] RESEARCH PAPER PRESENTATION

Contestants present an original research paper not to exceed 15 pages of their own design and development on any topic of their choosing. This may not be co-authored. The paper may be written in APA or MLA format and should include an abstract, introduction, literature review, research methods, findings and analysis, limitations, conclusions, and references. The paper must be emailed to the tournament host as a Word .docx or PDF Falcon4N6@BGSU.edu prior to Wednesday before the tournament. Round 1 consists of evaluation of the research paper only by an adjudicator respondent. Round 2 consists of an 8-10 minute presentation of the research as if at a conference. Finals consists of an 8-10 minute research presentation including a brief Q&A session by the respondent judge panel. Visual aids may be incorporated.

[RCA] RHETORICAL/COMMUNICATION ANALYSIS

Contestants deliver a memorized original critical analysis of any significant communication event. Any legitimate critical methodology is permissible, as long as it serves to open up the communication act or artifact for analysis. 8-10 minute time limit.

[IMP] IMPROMPTU SPEAKING

Contestants receive prompts consisting of quotations and/or cartoons from which to create an analytical speech. A total of 7 minutes may be divided between preparations and speaking. Contestants should speak at least 3 minutes. All contestants in the same section will receive the same topic stimulus. Look for space-themed stimuli. 7 minute maximum time limit.

[DUO] DUO INTERPRETATION

Contestants perform a cutting from a play or other material, humorous or serious, is presented by two individuals. This is not an acting event; thus, costumes, props, etc. are not permitted. Manuscript is required and focus should be offstage. 8-10 minute time limit. NOTE: Yaatly has a special screen which allows Duo partners to either participate from one location or remotely from separate locations.

[PER] PERSUASION

Contestants deliver an original memorized speech to convince, move to action, or to inspire on an issue of significance. 8-10 minute time limit.

[POI] PROGRAM ORAL INTERPRETATION

A program of thematically linked selections of literary merit selected from at least 2 of the 3 genres of competitive interpretation (prose, poetry, drama). Nontraditional material may also be included. Original comments and/or transitions are required. Manuscripts are required. 8-10 minute time limit.

[ADS] AFTER DINNER SPEAKING

Contestants present an original memorized speech with the purpose of making a serious and researched point through use of humor. The speech should reflect the spirit of a humorous, comedic speech, not a stand-up comedy routine. 8-10 minute time limit.

[DI] DRAMATIC INTERPRETATION

Contestants present a cutting, which represents one or more characters from a play or plays of literary merit. This material may be drawn from stage, screen, online media, or radio. Original introductory comments and/or transitions are required. Programs may consist of single or multiple selections. Manuscripts are required. 8-10 minute time limit.

[VPN] VIRTUAL PUBLIC NARRATIVE

Contestants present an original public narrative using the theoretical framework developed by Marshall Ganz of Harvard University. A narrative speech is designed to inspire audience belief or action through sharing of a personal experience. Public narratives are marked by clear development of the speaker's personal story, enhancement of identification between the audience and issue or set of issues, emphasis of urgency, and vocal/ nonverbal delivery choices illuminating the speech's purpose. Speeches must be delivered from a manuscript. Round 1 will be a review of a pre-recorded Public Narrative Only. The video URL (YouTube) must be emailed to the tournament host Falcon4N6@BGSU.edu prior to Wednesday before the tournament. Round 2 and Finals will be traditional speeches delivered online. 8-10 minute time limit. Public Narrative Reference: <https://www.ndi.org/sites/default/files/Public%20Narrative%20Participant%20Guide.pdf>

[PARLI] PARLIAMENTARY DEBATE

This is a two-on-two team debate format supporting NPDA/NPTE rules (<https://www.parlidebate.org/npda-rules>). Debaters are presented a different topic per round. PARLI Debate may focus on propositions of policy, value, or fact (interpretive or concrete) as dictated by the topic. The Government affirms the topic and defines the parameters of the debate after a 20 minute prep period. The Opposition refutes the government's position. Parliamentary procedure is incorporated into the debate with the opportunity for feedback from the peanut gallery. A 21 minute (from topic release) forfeit policy is in place. Judges are asked to award the forfeit promptly at the appropriate time and note the forfeit on the ballot. The decision of the judge to award a forfeit shall be final.

[IPDA] INTERNATIONAL PUBLIC DEBATE

IPDA utilizes a one-on-one format in which one debater takes the side of the affirmative where they have the burden of advocating and proving the resolution, following IPDA rules (<http://www.ipdadebate.info/index.html>). The other debater takes the side of the negative where they refute the affirmative's case. For each round, the two debaters are given five possible resolutions. The negative begins the topic selection by striking one resolution, then the affirmative strikes one resolution. The negative strikes again. Thus, the affirmative has two resolutions to choose from. The affirmative then strikes one of the remaining resolutions, selecting the other as the topic for the round. After the topic has been selected, both debaters have 20 minutes to prepare.

| IPDA Debate | PARLIAMENTARY Debate |
|--|--|
| [5 MIN] Affirmative Constructive [2 MIN] Negative Cross Examination [6 MIN] Negative Constructive [2 MIN] Affirmative Cross Examination [3 MIN] Affirmative Rebuttal [5 MIN] Negative Rebuttal [3 MIN] Affirmative Rebuttal/Closing Remarks [20 MIN] Prep. Time from Topic Strike. 1-40 SPEAKER POINT SYSTEM | [7 MIN] 1 st Government Constructive (Prime Minister) [8 MIN] 1 st Opposition Constructive (Leader of the Opposition) [8 MIN] 2 nd Government Constructive (Member of Government) [8 MIN] 2 nd Opposition Constructive (Member of Opposition) [4 MIN] Opposition Rebuttal (Leader of Opposition) [5 MIN] Government Rebuttal (Prime Minister) [20 MIN] Prep. Time from Topic Release. 1-30 SPEAKER POINT SYSTEM |



Cyber tournaments require adjustments to our norms and practices as we mature new ways of communicating and performing together online. Thank you for embracing this challenge in our new virtual environment.

Creativity and experimentation are strongly encouraged. Judging emphasis should be placed on presentation quality over adherence to formula approaches. A judging primer for both I.E. and debate, including event descriptions and scoring mechanisms, is available as a downloadable document in Yaaty and SpeechWire.



CONTENT WARNINGS

We are committed to providing a safe and edifying space. The use of content warnings, if warranted, for competitors performing sensitive material is welcome.