

An Overview of all DUDL Events

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Judging 2021-22 Online Tournaments

Until there is a different decision by the Board and staff, 2021-2022 DUDL tournaments will be hosted on the Yaatly speech and debate tournament platform. Additionally, electronic ballots will be available in a separate program called Speechwire. Instructions for creating accounts, preparing for tournaments, and what to expect at the tournament are below:

Season Registration Form

Before you judge at any tournaments, take a moment to complete this [Season Registration Form](#). DUDL will provide an additional check-in form for judges to complete the day of the tournament. If there are any changes to your availability, please let DUDL staff know ASAP.

Judge Training

To complete the DUDL Judge training, [view this tutorial](#) and read through the rest of this document.

Judge Paradigm

A “judging philosophy” is a short-hand explanation that describes your predispositions and discloses how you will decide a round. These are extremely important to the debaters because different philosophies emphasize some arguments over others. If you’re a new judge, it is normal not to have a philosophy yet. Judging philosophies are developed from watching debate rounds and figuring out what you find persuasive. Descriptions of paradigms are in the tutorial. Please complete [this form](#) to provide your paradigm.

Speechwire:

To access e-ballots you need a Live Speechwire account. If you do not have one, please [click here](#) to create an account. Be sure to create this account with the email you signed up for your shift with.

Yaatly

By the Monday prior to a given DUDL tournament, judges should have received an invitation from DUDL Judges on Yaatly to join their "organization. This will prompt you to create a Yaatly account and become a member. Once this is completed, you will have access to the DUDL tournament on the Yaatly homepage.** Yaatly works best on a Chrome browser. If you have an apple, device, downloading the Chrome app is advised** ***Yaatly does not really work on phones so it is best to use a computer.***

Day of the Tournament:

Yaatly & Speechwire

- Log in to Yaatly, enter the DUDL Tournament Event. When prompted to complete a system check, ensure you allow Yaatly access to your microphone and camera.
- At the start of your shift, please join the Volunteers/Judges/Coaches/Staff Room (located in the top left of your screen) to check in and confirm your availability for your shift.
- After you are set up on Yaatly, log in to your Speechwire account; when ballots are available, you will be sent email notifications and they will appear in your speechwire account.

Postings, Announcements, & Communications

- Outside of announcements in the lounge, on the bottom right of your screen is the chat function. Announcements will also be sent via chat.
 - If you need to contact a DUDL staff member while you are in your round, first use the chat. If there is no response within 3 minutes, check into the DUDL Tournament Staff room (located in the top left of your screen). As DUDL staff are operating from their office (with limited WiFi), text messages and calls may not go through in a timely manner.
- **Special Notes & Instructions For Judges. Read the next section carefully!**
- **All Judges.**
 - As ballots are electronic, as soon as you have completed your round, ask the students to give you a few minutes to submit your results on your Speechwire BEFORE you provide oral feedback. You can return to your ballot on speechwire account anytime during the day of the tournament to complete feedback but submitting your results immediately after your round has finished will allow DUDL staff to tabulate the results and reduce delays throughout the tournament.
 - At the end of the round, do NOT disclose the results to the students. Meaning you should not tell them who won or what their ranks and points were.
- **Debate Judges.**
 - After you join your room, there is a drop down button to the left of your screen that lists the Room Status. When all your competitors are in the room, change the status to ready and then to round started when you are starting the room. If you need assistance or are missing a competitor, click that room status. DUDL staff will be monitoring rooms and will assist you as needed.
 - As some students are sharing computers and physical rooms, please remind the debaters they should only be communicating with their debate partners and not other students or coaches in their rooms. If a coach needs to communicate with a debater, they should send electronic messages to their students.
- **Speech Judges**
 - Rooms will look different to debate rooms as there is a “stage”. At the start of the round, use your microphone to verify with students who are present in the chat and when you have completed your initial roll call, prompt the student to “take the floor.”
 - Please note that students may be double entered in more than one speech event such that though they may not be present at the initial roll call they will join when they have completed their other events.. You do not need to wait for all the students in your room to be present to start the round. At latest, start rounds 5 minutes after postings have been announced with the students present, then wait a maximum of 15 minutes for remaining students. If after this time, students have not checked in, contact a DUDL staff member via the chat found on the bottom right of your screen.

Additional guides on how to use Yaatly:

[Yaatly - TDL GUIDE FOR JUDGES/OBSERVERS](#) & [Yaatly - AT THE TOURNAMENT GUIDE FOR COACHES, COMPETITORS AND JUDGES](#)

DUDL 2021-22 Online Tournaments: Coach Guide

Current DUDL tournaments will be hosted on the Yaatly speech and debate tournament platform. Additionally, notifications about rounds and access to ballots after the tournament can be accessed through a program called Speechwire . Instructions for creating accounts, preparing for tournaments, and what to expect at the tournament are below:

Registration

All of your students should have completed the [season registration](#) and provided signed [consent forms](#), please ensure you have sent DUDL either hard copies or scanned versions of the consent forms. Registration on Speechwire should be completed before the deadline provided in the tournament invitation you were given. Entries will be verified and confirmed when you check in. Additionally DUDL asks that BOTH you and your students complete two surveys: one at the start of the tournament and one at the end. These surveys will help DUDL improve programming for future events. Additionally, students who complete both are entered into a drawing for Wal-Mart, Chipotle, and Starbucks gift cards!

Speechwire:

DUDL uses Speechwire to tabulate the tournament and judges complete electronic ballots here. You should already have a Speechwire account with which you registered your team for the tournament, you will be able to sign up for alerts when pairings are out and look at ballots after a tournament has ended.

[Registration Handbook](#)

Yaatly

Prior to a given DUDL tournament, you should have sent your students an invitation from your school team on Yaatly to join the "organization. This will prompt your students to create a Yaatly account and become a member. Once this is completed, you will all have access to the DUDL tournament on the Yaatly homepage.** Yaatly works best on a Chrome browser. If you have an apple, device, downloading the Chrome app is advised** ***Yaatly does not really work on phones so it is best to use a computer.***

Day of the Tournament:

Yaatly & Speechwire

- Log in to Yaatly, enter the DUDL Tournament Event. When prompted to complete a system check, ensure you allow Yaatly access to your microphone and camera.
- After you have completed the systems check, go to the Volunteers/Judges/Coaches/Staff Room (located in the top left of your screen) to check in. DUDL staff will verify and confirm your entries. Keep your email open in case DUDL staff needs to follow up about your team registration
- After you have checked in, please wait in the auditorium room until announcements by the DUDL staff are made. While you wait for announcements and pairing, please complete the pre tournament survey provided by DUDL Staff.
- After you are set up on Yaatly, log in to your Speechwire account; when pairings are available, you will be sent email notifications and you will want to keep your email open throughout the tournament.

Postings, Announcements, & Communications

- Outside of announcements in the lounge, on the bottom right of your screen is the chat function. Announcements will also be sent via chat.
 - There are chats available for the whole event as well as individual teams and new chat groups can be created.
 - If you need to contact a DUDL staff member, first use the chat. If there is no response within 3 minutes, check into the DUDL Tournament Staff room (located in the top left of your screen). As DUDL staff are operating from their office, text messages and calls may not go through in a timely manner.

Special Notes & Instructions. Read the next page Carefully!

- **About your Judges.**
 - Be patient and communicate with your students and tournament judges. Everyone is adapting to these new online formats and the best thing to do is make sure everyone is on the same page.
 - Often, judges at DUDL tournaments are also brand new and have not judged speech or debate before yet they are giving their time to work with your your students
 - Let your students know that at the end of the round, they allow their judge a few minutes to complete their ballot and submit it to DUDL so DUDL can keep the tournament on time. After they have submitted their ballot they may or may not provide verbal feedback.
 - Let your students know that if their judge is about to tell everyone in the round who won, remind them they should not disclose as it is tournament policy.
- **Debaters.**
 - As a coach you should help verify that students are in their rooms. After students join their rooms, ask them to check-in with the judge. If debate partners are on separate computers, test the prep room as this is where they should talk to each other while using your prep time.
 - If you and your students are in a physical room together, make sure debaters are only talking to their partners. It is a policy not to get help from outside sources during your round. If you communicate with a debater, they send electronic messages to your students.
- **Speech Students**
 - Speech rooms will look different to debate rooms as there is a “stage”. At the start of the round, tell your students to use their chat to check in with the judge. The judge will then complete a roll call and ask participants to take the stage and perform one at a time
 - As your students may be double entered in more than one speech event, they should first check into every round you are in and leave a message in the chat with their name letting the judge know they will be in another round and will be back in the room as soon as they can. We recommend they start with the events that will take less time to complete. Judges have been told to start the round with the competitors that are present so when your double entered students join rooms, have them let the judge know via chat and ask the judge to let them perform sooner so that you may go to their next round.
- **Awards**
 - Awards will be announced one at the end of the tournament on Saturday. Results will be sent to you at the end of the tournament and we will have other celebrations throughout the season. You will need to coordinate with DUDL staff to get your team’s physical awards.

DUDL 2021-22 Online Tournaments: Student Guide

Current DUDL tournaments will be hosted on the Yaatly speech and debate tournament platform. Additionally, notifications about rounds and access to ballots after the tournament can be accessed through a program called SpeechWire . Instructions for creating accounts, preparing for tournaments, and what to expect at the tournament are below:

Registration

If you have not already done so be sure to complete the [season registration](#) and to get your signed [consent form](#) to your coaches. Your coach will have registered you for events to participate in. Verify with your coach that you are signed up correctly. DUDL will provide a check-in form to complete the day of the tournament. Additionally we will ask you to complete two surveys: one at the start of the tournament and one at the end. These surveys will help DUDL improve programming for future events. Students who complete both are entered into a drawing for Wal-Mart, Chipotle, and Starbucks gift cards!

SpeechWire:

DUDL uses SpeechWire to tabulate the tournament and judges complete electronic ballots here. If you create a Live SpeechWire account, you will be able to sign up for alerts when pairings are out and look at ballots after a tournament has ended. [Click here](#) to create an account.

Yaatly

Prior to a given DUDL tournament, your coach should have sent you an invitation from your school team on Yaatly to join their "organization." This will prompt you to create a Yaatly account and become a member. Once this is completed, you will have access to the DUDL tournament on the Yaatly homepage. **** Yaatly works best on a Chrome browser. If you have an apple, device, downloading the Chrome app is advised****Yaatly does not really work on phones so it is best to use a computer.****

Day of the Tournament:

Yaatly & Speechwire

- Log in to Yaatly, enter the DUDL Tournament Event. When prompted to complete a system check, ensure you allow Yaatly access to your microphone and camera.
- After you have completed the systems check, go to the Auditorium room (located in the top left of your screen) to check in.
- After you have checked in, please wait in the auditorium room until announcements by the DUDL staff are made. While you wait for announcements and pairings, please complete the pre-tournament survey.
- After you are set up on Yaatly, log in to your SpeechWire account; when pairings are available, you will be sent email notifications so you will want to keep your email open throughout the tournament

Postings, Announcements, & Communications

- Outside of announcements in the lounge, on the bottom right of your screen is the chat function. Announcements will also be sent via chat.
 - There are chats available for the whole event as well as individual teams and new chat groups can be created.
 - If there is a problem or the judge in your room is talking to DUDL staff, please also notify your coach.
 - If you need to contact a DUDL staff member, first use the chat. If there is no response within 3 minutes, check into the DUDL Tournament Staff room (located in the top left of your screen). As DUDL staff are operating from their office (with weak WiFi), text messages and calls may not go through in a timely manner.

Special Notes & Instructions. Read the next page Carefully!

- **About your Judges.**
 - Be patient and communicate with your judges. Everyone is adapting to these new online formats and the best thing to do is make sure everyone is on the same page.
 - Often, judges at DUDL tournaments are also brand new and have not judged speech or debate before. Please recognize they are giving their time to work with you and are doing their best -- it is up to you to find ways to communicate with them.
 - At the end of the round, allow your judge a few minutes to complete their ballot and submit to DUDL so DUDL can keep the tournament on time, After they have submitted their ballot they may (or may not) provide verbal feedback.
 - If your judge is about to tell everyone in the round who won, remind them DUDL tournament guidance and policy is NO DISCLOSURE of results during the tournament. .
- **Debaters.**
 - After you join your room, check-in with your judge. Then if you and your debate partner are on separate computers, test the prep room as this is where you should talk to each other while using your prep time.
 - If you are in a physical room with other people, make sure you are only talking to your debate partners. It is a policy not to get help from outside sources during your round.
 - Yaatley also advises you to test and insure there will not be feedback or echoes if you and your partner are in the same location -- make certain you MUTE so only one microphone is active at a time.
- **Speech Students**
 - Yaatley's Rooms for speech competition have a waiting area and a "stage" for your presentation. At the start of the round, use your chat to check in with the judge. The judge will then complete a roll call, then ask for a participant to take the stage and perform.
 - If you are entered in more than one speech event, check into every room you are in and leave a message in the chat with your name letting the judge know you will be in another round and will be back in the room as soon as you can. We recommend you start with the events that will take less time to complete. Judges have been told to start the round with the competitors that are present so when you join rooms, let the judge know via chat and ask the judge to let you perform sooner so that you may go to your next event.
 -

DUDL Policy Debate(CX)

Policy debate is an extracurricular activity where two teams of two people competitively discuss issues of United States governmental policy. Each year, a yearlong topic is determined and teams debate whether that topic, or “resolution,” is a good or bad idea. The affirmative will advocate for the resolution by proposing a plan. Conversely, the negative will argue against the affirmative plan by proving that the affirmative has not met their prima facie burden and thus a policy change is not warranted; that a better policy option exists; that the plan is philosophically unsound; or, that the plan is procedurally unfair.

The topic this year-

The United States federal government should substantially increase its protection of water resources in the United States.

How to judge a DUDL debate?

- The judge must ultimately vote for the team that presented the better arguments. While there is quite a bit of jargon in policy debate, the activity is, at heart, about persuasion. The judge must set aside their own personal opinions about the topic and evaluate the debater’s positions.
- Flow (take notes) – Write down debaters’ arguments in shorthand. In order to evaluate the arguments and logic presented in the debate, you need to have a detailed list of the arguments.
- Be an objective observer, evaluate the arguments not the style
- Time the debate: see time limits on the next page.

Filling out debate ballots:

- Before rounds begin, ballots are handed out. Ballots will have which teams you are observing and in what room. When you get to your room with both teams there, have the students tell you which speaker position they are and fill in if they are 1st or 2nd on their side.
- During the round, judges should note how well each speaker delivers their speech. On the ballot the judge will rank debaters 1-4 and assign speaker points; *points are ranked out of 30, with the typical range being 25-30.* Debate is about who made the better argument so if the win goes to the side with fewer speaker points this is called a low-point win, judges should clarify this on the ballot.
- On the ballot, judges must specify which school won and what side they were as well as providing a signature to verify their decision
- Students get these ballots after tournaments so judges will have provided feedback and comments as to how they evaluated the debate.

After the Round

- At DUDL, we ask judges to give an oral critique of the round. Many students are debating for the first time ever and while constructive criticism is necessary, positive feedback will also be provided.
- Judges will fill out ballots and return them to the registration table.

Time Limits of Policy Debate

Speech	Time	General Purpose
1 Affirmative Constructive (1AC)	8 minutes	Present the affirmative case
The second negative asks the 1AC questions	3 minutes	Ask questions, clarify arguments, set up positions
1 Negative Constructive (1NC)	8 minutes	Present the negative “off-case” and refute the affirmative
The first affirmative asks the 1NC questions	3 minutes	Ask questions, clarify arguments, set up positions
2AC	8 minutes	Answer negative positions and rebuild the affirmative case
The first negative asks the 2AC questions	3 minutes	Ask questions, clarify arguments, set up positions
2NC[1]	8 minutes	Develop some of the negative positions and defend them against the affirmatives responses
The second affirmative asks the 2NC questions	3 minutes	Ask questions, clarify arguments, set up positions
1 Negative Rebuttal (1NR)	5 minutes	Develop a couple of the negative positions and defend them against the affirmatives responses
1 Affirmative Rebuttal (1AR)	5 minutes	Rebuild the affirmative case and answer the positions developed in the “negative block.”
2NR	5 minutes	Summarize the round, highlight negative positions, and explain why the negative should win
2AR	5 minutes	Summarize the round, highlight affirmative positions, and explain why the affirmative should win

[1]The 2NC and the 1NR are often referred to as the “negative block” and are treated as one long speech. The negative should divide its positions up between these two speeches.

Judging Public Forum Debate

Students in Public Forum [abbreviated to PF] debate in teams of two about a topic that changes every month. They are assigned sides of Proponents or Opponents of the topic randomly by a coin toss or by the tab room. They typically structure their arguments in contentions supported with properly cited evidence. They engage in a "crossfire" period of questioning to further develop their argumentation. As a judge you will listen and take notes. At the end of the debate, you need to decide which team did better as debaters, NOT necessarily the side you agree with when thinking about it outside the debate competition. You will also assign speaker points to each competitor. Areas to consider are

Round Structure

In policy debate, sides are determined by the tabulation system and the Affirmative side always goes first. PF does not follow the same structure. Each round begins with a **coin toss**; the winning team selects **either**

- The **side** (pro/con) they will argue

OR

- The speaker **order** they will go (begin the debate or give the last speech)

The losing side makes the decision on the other choice.

NOTE: This structure means Opposition teams can speak first in a round. Proposition teams do not always go first.

NOTE: During in-person tournaments, the team that gives the first speech sits to the LEFT of the judge.

Who Speaks:	Speech Title & General Purpose	Length
Team <u>A</u> Speaker <u>1</u>	Constructive (Prepared) Speech: Presents case	4 min
Team <u>B</u> Speaker <u>1</u>	Constructive (Prepared) Speech: Presents case	4 min
Between Team A Speaker 1 & Team B Speaker 1	CROSSFIRE #1: Speakers ask questions, clarify arguments, set up positions	3 min
Team <u>A</u> Speaker <u>2</u>	Rebuttal Speech	4 min
Team <u>B</u> Speaker <u>2</u>	Rebuttal Speech	4 min
Between Team A Speaker 2 & Team B Speaker 2	CROSSFIRE #2; Speakers ask questions, clarify arguments, set up positions	3 min
Team <u>A</u> Speaker <u>1</u>	Summary (Crystallizing) Speech	2 min
Team <u>B</u> Speaker <u>1</u>	Summary (Crystallizing) Speech	2 min
ALL Speakers	GRAND CROSSFIRE: Speakers ask questions, clarify arguments, set up positions	3 min

Team <u>A</u> Speaker <u>2</u>	Finally Focus (Voters) Speech	2 min
Team <u>B</u> Speaker <u>2</u>	Finally Focus (Voters) Speech	2 min
Prep Time		3 min
Total Round Time (including prep used by both teams)		39 min

4

Public Forum is a debate event specifically developed to promote communication with an engaged member of the community on a current topic affecting society. As a judge, you will choose a winner and assign speaker points. Judges evaluate teams on the quality of the arguments actually made, not on their own personal beliefs, and not on issues they think a particular side should have covered.

Judges should assess the bearing of each argument on the truth or falsehood of the assigned resolution. The pro should prove that the resolution is true, and the con should prove that the resolution is not true. When deciding the round, judges should ask, “If I had no prior beliefs about this resolution, would the round as a whole have made me more likely to believe the resolution was true or not true?” Teams should strive to provide a straightforward perspective on the resolution; judges should discount unfair, obscure interpretations that only serve to confuse the opposing team. Plans (formalized, comprehensive proposals for implementation), counterplans and kritiks (off-topic arguments) are not allowed. Generalized, practical solutions should support a position of advocacy. Quality, well-explained arguments should trump a mere quantity thereof. Debaters should use quoted evidence to support their claims, and well-chosen, relevant evidence may strengthen – but not replace – arguments.

Clear communication is a major consideration. Judges weigh arguments only to the extent that they are clearly explained, and they will discount arguments that are too fast, too garbled, or too jargon-laden to be understood by an intelligent high school student or a well-informed citizen. A team should not be penalized for failing to understand his or her opponent’s unclear arguments.

In short, Public Forum Debate stresses that speakers must appeal to the widest possible audience through sound reasoning, succinct organization, credible evidence, and clear delivery. Points provide a mechanism for evaluating the relative “quality of debating.” That being said, all judges come to evaluate rounds using different paradigms, so students are encouraged to ask judges their paradigms before the round begins so that the students know what the judge is looking for.

- On the ballot the judge will rank debaters 1-4 and assign speaker points; *points are ranked out of 30, with the typical range being 25-30.*

2021-22 DUDL Speech Competition

Throughout this competitive season DUDL offers Drama, Impromptu Speaking, Informative Speaking, Poetry, Original Oratory, and Student Congress.

DUDL Drama

Drama gives students the opportunity to select, interpret, and perform a piece of literature. This literature can be humorous or dramatic in nature and may be entered as a single competitor entry or duo. Prose, Plays, and screenplays may be used in the Drama category. Poetry may not be entered in the Drama category. Literature in the Drama category and must be published* and cannot be self-authored. Presentations may not use physical objects or costuming. Although gestures or pantomime may be used, they should be used with restraint and the performance must begin and end from the center stage area during the presentations, the contestant/team must name the author and the book or magazine from which the cutting was made. Competitors must use the same piece for the entire tournament and may keep a piece all competition year. Students may use the same piece for the entire school year, or can change the piece for each tournament. Students cannot reuse the same piece beyond one competition year. *Material does not have to be memorized, but memorization is encouraged.*

The minimum time for a Drama is 5 minutes and the maximum time is 10 minutes. Speaker points are ranked out of 100, with the typical range being 70-100.

Selection:

Is the material appropriate for the student? Does the material meet the rules of the category?

Is there an emotional/intellectual understanding of the material?

Introduction:

Effective, explanatory, attention-getting, sets mood/feeling

Vocal elements:

Vocalization - Volume, emphasis, intensity, diction, inflection, mumbling, speed/pacing, expressiveness, projection, enunciation, pitch

Phrasing/pacing - Fluid, choppy, flowing, rhythmic, hesitant

Physical presentation:

Eye contact - consistent, effective

Facial expressiveness/gestures - natural, appropriate, expressive

Speaker presence - Confident, poised, energetic, polished, lackadaisical, comfortable with material

Interpretation:

Character development - strong, appropriate, consistent, interesting, multiple characters are distinguishable

Emotion - appropriate to character/selection, believable, intensity, tone

Transitions - fluid, explanatory

DUDL Impromptu

Impromptu is a speech event where students draw a topic and present an organized speech on that topic with limited preparation.

When the judge has all competitors present, the judge will call the first speaker up and hand them the envelope with speaker one written on it (these will be in the folders provided to judges when given a ballot.) Speakers will present in the order on the ballot unless a competitor is double entered in other DUDL speech events and needs to leave early or arrive late to go to their next round.

Each student shall draw three topics from the envelope provided to them in the round and immediately select one topic. For online events, these will be emailed to you. Timing begins the moment the selection of the topic has been made. No sources may be consulted during the preparation time. The speaker may make notes on the provided index card during the preparation time. **The speaker may use up to 5 minutes of time for preparation to present a minimum of a two minute speech, or the student may use as little preparation time as they wish and present a speech up to seven minutes long.** Student speeches must be a minimum of two minutes and no longer than seven minutes. All speakers in the round should remain in the room to watch the other speeches unless a competitor is double entered in other DUDL speech events and needs to leave early or arrive late to go to their next round. **Speaker points are ranked out of 100, with the typical range being 70-100.** The following are considered when ranking speakers and assessing speaker points.

Content

- Originality and creativity in approaching the subject matter
- Effective Structure
- Clarity and effectiveness of argument/message/theme

Delivery

- To what degree did the speaker achieve one or more of the following: informed, entertained, persuaded, inspired, encouraged, and argued?
- How natural or practiced was the delivery?
- Vocal delivery pitch, pace and volume
- Gestures and body language
- Emotion – humorous, moving, thought provoking

Entertainment

- Engagement – to what degree did the performance connect with the audience
- Did they laugh, were they moved, provoked?
- Charisma
- Could the speaker have varied pace more?
- Did the gestures match the speech?
- A speaker who is more than 30 seconds over the time limit may be penalized

DUDL Informative Speaking

In this event, competitors have prepared a presentation with the goal to inform and educate the audience on a topic of significance. Students may or may not employ the use of visual aids in the performance. Visual aids can be PowerPoints, presentation/poster boards, or props (School appropriate: no guns, controlled substances, etc). Nearly anything that helps assist in the audience's understanding of their topic.

Adapted from NSDA-

Students will be evaluated on the following criteria:

Relevance: to assess the relevance of the speaker's Informative, focus on the timeliness of their topic. Gauge whether the student has done an adequate job of explaining why this topic should be discussed at this point in time. This can happen in a multitude of ways. Pay attention to how the topic is framed within the speaker's introduction. If the thesis of the Informative speech enables you to understand why this topic should be examined now, then they have accomplished a significant goal.

Relatability: relatability is how the speaker connects the audience to the topic. The speaker should use inclusive rhetoric, giving the audience the sensation that they are affected by the topic. Logical evidence supporting this sentiment should be given throughout the speech. Judges should consider whether they are personally educated and examine whether they feel the student educated the audience.

Originality: when evaluating originality, it is important to note that there are few truly original topics. Instead, consider how inventively the speaker addresses the topic. Judges ought to consider whether the rhetoric is unique, as well as how new and exciting the approach is to the topic.

The time limit in this Informative Speaking competition is 10 minutes with a 30 second "grace period". Speakers should be encouraged to speak for at least 3 minutes. If the judges in the round agree that the student has gone beyond the "grace period", the student may not be ranked 1st, but need not be ranked last based on time. The ranking is up to each individual judge's discretion. **Speaker points are ranked out of 100, with the typical range being 70-100.** If you have any questions/concerns, or the rules are questioned during the round, please stop the competition and consult a tournament official.

DUDL Poetry

Poetry gives students the opportunity to interpret and perform poetic literature. The Poetry category will now include both original poetry authored by the performer and published* poetry. Material does not have to be memorized, but memorization is encouraged..

Competitors will enter the room as a group. Some competitors might be “double entered” in other speaking events and have to arrive late, or leave early. Students may watch the other competitors perform. Please consider the following when judging the speakers. Competitors may enter as an individual only.

Speaker points are ranked out of 100, with the typical range being 70-100. The time limit in this Poetry competition is 7 minutes with a 30 second “grace period”. Speakers should be encouraged to speak for at least 3 minutes.

Introduction:

Does the introduction state the title of the piece?
Is it effective, explanatory, attention-getting?
Does it set the right mood/feeling?

Phrasing/pacing - Fluid, choppy, flowing, rhythmic, hesitant

Eye contact - consistent, effective

Literary Merit:

Does the material demonstrate a creative and compelling use of language?
Does the author/performer possess a unique literary voice/perspective?
Does the poem have an impact on the audience?

Facial expressiveness/gestures - natural, appropriate, expressive

Speaker presence - Confident, poised, energetic, polished, lackadaisical, comfortable with material

Performance:

Vocalization - Volume, emphasis, intensity, diction, inflection, mumbling, speed/pacing, expressiveness, projection, enunciation, pitch

Emotion - appropriate to selection, believable, intensity, tone

Transitions - fluid, explanatory

DUDL Original Oratory

In this event, competitors have written original pieces. Although many orations deal with a current problem and propose a solution, the judge is expressly reminded that this is not the only acceptable form of oratory. The oration may simply alert the audience to a threatening danger, strengthen its devotion to an accepted cause, or eulogize a person. The orator should be given free choice of subject and judged solely on the effectiveness of its development and presentation. The composition should be considered carefully for its rhetoric and diction. The use of appropriate figures of speech, similes and metaphors, balanced sentences, allusions, and other rhetorical devices to make the oration more effective should be noted especially. Delivery should be judged for mastery of the usual mechanics of speech -- poise, quality and use of voice, bodily expressiveness, and for the qualities of directness and sincerity which impress the oration upon the minds of the audience. An orator should not be penalized for a few seconds overtime. No particular style of delivery is to be set up as the one correct style to which all contestants must conform. Rather, each contestant is to be judged upon the effectiveness of their delivery, free to choose or develop whatever style will best give him/her that effectiveness with their particular oration.

The time limit in this Original Oratory competition is 10 minutes with a 30 second “grace period”. **Speakers should be encouraged to speak for at least 3 minutes.** If the judges in the round agree that the student has gone beyond the “grace period”, the student may not be ranked 1st, but need not be ranked last based on time. **The ranking is up to each individual judge’s discretion. Speaker points are ranked out of 100, with the typical range being 70-100.** If you have any questions/concerns, or the rules are questioned during the round, please stop the competition and consult a tournament official.

Judges consider thought, composition, creativity, and delivery; the orator should not be expected to solve any of the great problems of the day. Rather, the judge should be expected to discuss intelligently, with a degree of originality, in an interesting manner, and with some profit to their audience the topic they have chosen. Any appropriate subject may be chosen but the orator must be truthful. Any non-factual reference, especially a personal one, **MUST** be so identified.

NOTE: DUDL encourages students to write speeches that are persuasive in nature. This should not be improvised. Students who are taking the time to write (in advance) interesting speeches which express an opinion on relevant issues are rewarded. DUDL is supportive of the use of poetry as a narrative device.

DUDL Student Congress

Student Congress permits students to participate in a mock legislative session using parliamentary procedure. Legislation is prepared by the students in advance of the tournament and students debate the merits of the legislation presented. Legislation may be written on any topic. All schools with students entered in student congress must submit a minimum of one bill or resolution for inclusion in the docket. The deadline for all legislation will be 5pm on Thursday a week before any given tournament. This will allow for Congress Dockets to be released the Friday before the upcoming tournament. The following table is the 2021-11 schedule with specific dates.

Tournament	Legislation Due Date	Docket Release Date
Season Opener:	September 30, 2021	October 1, 2021
Tournament 2:	November 4, 2021	November 5, 2021
Tournament 3:	December 2, 2021	December 3, 2021
Tournament 4:	January 6, 2022	January 7, 2021
Tournament 5:	January 20, 2022	January 21, 2022
City Championships:	February 17, 2022	February 18, 2022

When the session begins, the judge will take nominations for Presiding Officer (PO). The judge can take up to 3 nominees. The nominees may make a brief statement to the chamber as to why they should be elected. The nominees are sent into the hall while remaining students vote for the P.O. Students should fill out their placards. The PO completes the seating chart.

The speech order:

Introductory proponent (authorship) (3 mins), followed by 2-minute mandatory questioning period.
Introductory opponent (3 mins), followed by a 2-minute mandatory questioning period.
Proponent (3 mins), followed by a 2-minute mandatory questioning period.
Opponent (3 mins).followed by a 2-minute mandatory questioning period

- Authorship speeches are scored.
- There are many different ways to “score” congress. For our purposes, we will be awarding the top six students based on the calculation of total points given to each student. The Presiding officer will not be included in the top six.
- **Scoring speeches are based on: Content, Organization, Evidence, Language, Argument and Refutation/ Delivery.**
- Judges will write comments and feedback on ballots.
- If there are more than 30 students entered, and judging capacity permits, two chambers are used.
- Each chamber is assigned one judge
- In the event there is not enough legislation submitted, DUDL provides legislation to fill the Docket.