

That 70s Tournament & That 90s Reboot

An Online Synchronous Themed Swing Forensics & Debate Tournament Experience



That 70s/90s Swing

Shut Up Fez! We are trying to invite a wonderful team to a synchronous themed swing hosted by the Ohio Eta Chapter of PKD. Both "That 70s Tournament" and "That 90s Reboot" tournaments feature Yaatly tournament interface and SpeechWire eBalloting, Tabulation & Registration. Burn! Virtual payment through Square! Save on travel budget. Optimize your time. Continue to grow through virtual communication advancements.

Our easy to participate in tournaments feature 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! I said good day!

That 70s Tournament & That 90s Reboot

(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 **"That 70s Tournament"** on **Saturday, February 24, 2024** and **"That 90s Reboot"** on **Sunday, February 25**. It is with great pride that we invite you to join us again this season for two virtual tournaments in one weekend! Our tournaments make 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!



Both Tournaments Feature

- ✓ 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.
- ✓ Mailed Custom Medals for the top six finalists, top novice per event (except novice sections) and top four in Quadrathon. Outrander and speaker awards in debate.
- ✓ 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 am with a brief 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 20 before 6:00 pm.** Please join us as we continue our commitment to innovative quality competition in Forensics & Debate. On behalf of Bowling Green State University, PKD and PKD Alumni, we look forward to seeing you online!

Paul Wesley Alday

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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 in-person tournaments! 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 face-to-face competition, and the registration process is simple (We help you through the easy procedure!) Detailed setup information is also available at app.yaatly.com

STEPS	STUFF TO DO
Step 1	REGISTER IN SPEECHWIRE Register your team entry through SpeechWire.com like normal. Register for each tournament separately. Nothing fancy here!
Step 2	SEND ENTRY PAYMENT Once registered, we will send an invoice through Square . Speechwire Invoices are available for download. Send your credit card Registration Payment by clicking on the payment button in the Square email or you can go old school with a check made out to "Pi Kappa Delta" and sent to 3536 Harley, Toledo, OH. 43606. All teams receive a receipt. Purchasing Departments love those!
Step 3	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's 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 4	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 5	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 6	CONNECT YOUR TEAM & STUDENTS TO OUR TOURNAMENT Shortly before the tournament you will receive a URL emailed through 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 7	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 8	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 Time.
Step 9	GET THOSE RESULTS After the tournament, be sure to go to your team's SpeechWire account to retrieve your 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:

- 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 (Yaatly 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 look.
- FRAMING** You want to make the choice whether you want to be framed on screen in full body or be shot from the waist up.
- 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 posted in the waiting room for 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** A challenge in any online environment, these 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.
- 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. Yaatly employs a 3 level security protocol to protect against hackers. Upholding copyright laws, no competition events will be publicly broadcast.

AWARDS

Top finalists per event and top four in Quadrathon earn custom minted 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 novices 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.

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. 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. **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. **If you want to go the check route, just make it out to "Pi Kappa Delta" addressed to Falcon Forensics, 408 Kuhlin Center, BGSU, Bowling Green, OH 43403.**

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 (if unbreakable tie took 7 to finals)
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 (if warranted by entry size)



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 20, 2024 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 SCHEDULE

All times are ET (Eastern Time)	
7:30 AM	Team Check-In (Drop a "We are here" message in the event chat.)
8:00 AM	Opening Welcome Ceremony (Yaatly Auditorium)
8:15 AM	Debate Topic Release Round 1 - Begin 30 Minute Debate Prep
8:45 AM	Debate Round 1 (8:45 am to 9:40 am)
9:00 AM	Round 1 Limited Prep Draw - EXT and Media Broadcasting
9:30 AM	IE Round 1A (CA, EXT, INFO, POE, PRO)
9:40 AM	Debate Topic Release Round 2 - Begin 30 Minute Debate Prep
10:10 AM	Debate Round 2 (10:10 to 11:05 am)
10:30 AM	Round 2 Limited Prep Draw - EXT and Media Broadcasting
11:00 AM	IE Round 2A (CA, EXT, INFO, MBR, POE, PRO)
11:10 AM	Debate Topic Release Round 3 - Begin 30 Minute Debate Prep
11:35 AM	Debate Round 3 (11:35 am to 12:20 pm)
12:00 PM	IE Lunch Break (12:00 pm to 12:45 pm)
12:25PM	Debate Lunch Break (12:25 to 1:00 pm)
1:00 PM	IE Round 1B (ADS, DI, DUO, IMP, PER, POI)
1:05 PM	Debate Topic Release Round 4 - Begin 30 Minute Debate Prep
1:35 PM	Debate Round 4 (1:35 pm to 2:30 pm)
2:30 PM	IE Round 2B (ADS, DI, DUO, IMP, PER, POI, VPN)
2:45 PM	Debate Topic Release for Quarterfinal Round - Begin 30 Minute Debate Prep
3:15 PM	Debate Quarterfinals (3:15 pm to 4:10 pm)
4:00 PM	Finals Draw - EXT and Media Broadcasting & Debate Topic Release for Semi-Finals
4:20 PM	Debate Topic Release for Semi-finals
4:30 PM	IE Finals A
4:50 PM	Debate Semi-final Round (4:50 pm to 5:45 pm)
5:50 PM	Debate Topic Release for Final Round - Begin 30 Minute Debate Prep
5:30 PM	IE Finals B
6:20 PM	Debate Final Round (6:20 pm to 7:15 pm)
7:30 PM	Awards Ceremony (Auditorium/ZOOM)

<p>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.</p> <p>In the event of single section events, we will use two judges in one of the preliminary rounds with no finals.</p> <p style="text-align: center;">THAT 70'S TOURNAMENT!</p> <p>I.E. contestants will be RANKED 1-5 in prelims (1-6 in finals). We are using the 1-30 RATING SYSTEM.</p>	<p>In the event entry numbers do not warrant a quarterfinal round in debate, we may adjust the remaining schedule and move up the time of the awards ceremony.</p> <p>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 ceded team. We do not break brackets.</p> <p>Judges remain active for all rounds, including elimination unless scheduled for specific time periods.</p>
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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 need not be present during striking, but please post the final resolution and round start time in the chat. 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 30 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 31 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 30 minutes to prepare.

IPDA Debate	PARLIAMENTARY Debate
<p>[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</p> <p>[30 MIN] Prep. Time from Topic Strike. 1-40 SPEAKER POINT SYSTEM</p>	<p>[7 MIN] 1st Government Constructive (Prime Minister) [8 MIN] 1st Opposition Constructive (Leader of the Opposition) [8 MIN] 2nd Government Constructive (Member of Government) [8 MIN] 2nd Opposition Constructive (Member of Opposition) [4 MIN] Opposition Rebuttal (Leader of Opposition) [5 MIN] Government Rebuttal (Prime Minister) [2 MIN] Flex Time</p> <p>[30 MIN] Prep. Time from Topic Release. 1-30 SPEAKER POINT SYSTEM</p>
<div style="display: flex; justify-content: space-around;">   </div> <p>Cyber tournaments require adjustments to our norms and practices as we mature modalities for communicating and performing online. Creativity and experimentation are strongly encouraged. Judging emphasis should be placed on presentation quality over adherence to formula approaches.</p> <p>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.</p>	