

IMPROMPTU SPEAKING (IMP)



Speaker Points	1-11 - Developing	12-13 – Low Level of Mastery	14-15 – Fair Level of Mastery	16-17 – Good Level of Mastery	18-20 – Excellent Level of Mastery	Total
Vocal Performance of Content	Speaker's rate/volume/enunciation interfered with audience understanding. Emphasis/intonation conflicted with the message.	Speaker's vocal performance interfered with understanding over ½ of the total speaking time.	Speaker's vocal performance at times detracted from the delivery of the message.	Speaker's vocal performance helped bolster the audience's understanding and interest. No distracting vocal issues. Confident in speaking.	Speaker's vocal performance expertly supported the message. Delivery was clear, compelling, and professional throughout.	
Physical Performance	Speaker's physicality interfered with performance. Speaker's eye contact (of lack of), gestures and/or movement distracted from the performance	Speaker's physicality occasionally interfered with overall performance. Some issues with gestures, eye contact, facial expressions, movements were distracting.	Speaker's physical performance showed no major errors but lacked proficiency throughout.	Speaker's physical performance only included a few errors, but overall enhanced the performance. Good use of eye contact, facial expressions and purposeful movement.	Speaker's physical performance expertly demonstrated public speaking skill. Excellent use of eye contact, facial expressions, gestures and movement demonstrated confidence.	
Speech Organization	Lacked organization – ideas were difficult to follow. Lacked preview of points and/or review. Few transitions or unclear transitions from point to point. Only loosely connect to the prompt.	Organization was at times unclear. Transitions were inconsistent. Some repetition or oversight of ideas. A weak link to the prompt was provided.	Overall organization was easy to follow. Transitions used. Some repetition or oversight of ideas. Speech connected to the prompt.	Organization was easy to follow. Intro included a hook and reference to prompt. Points were previewed. Main points clear. Transitions used. Conclusion provided sense of closure. Connection to prompt was adequate.	Organization was perfect. Intro included hook, reference to prompt, preview of points and then thematic transitions from point to point. Conclusion referenced hook and provided closure. Approach to prompt was creative.	
Speaker's Content Choices	Main ideas were not linked to prompt. Main ideas lacked development. Content was inappropriate.	Main ideas were loosely linked to prompt and to one another. Main ideas needed development. Repetition or oversight made detracted from the speech.	Main ideas addressed prompt in a basic way. Some support for each point was provided. Content was appropriate.	Interesting approach to prompt. Main ideas were well-supported. Examples were clear and helped audience understand.	Highly creative approach to prompt. Each main point was closely linked to the prompt and to each other. Support was well-developed and interesting.	
Use of Time and Overall Performance	Student spoke for less than 60 seconds and/or student's behavior (as audience member or speaker) was unprofessional.	Student spoke for less than 90 seconds. Overall performance indicated lack of confidence and/or understanding.	Student spoke for < two min. Overall performance indicated a lack of confidence and/or understanding.	Student spoke for at least three minutes and demonstrated confidence, understanding, and relatability.	Student used less than two minutes of prep, spoke for at least four minutes and demonstrated confidence and professionalism.	

RULES

IMPROMPTU SPEAKING

PROHIBITED CONTENT

Profanity, sexual content, glorification of violence or drug use is strictly prohibited. Violations of this rule will result in a point deduction and may result in disqualification from the tournament.

Judges should inform the tournament director about inappropriate content and NOT discuss directly with student.

PREPARATION TIME

- ◆ Judge(s) in each IMP room will be provided with an envelope with printed out topics for the round.
- ◆ The speaking order is listed on your Speechwire ballot. The name on the top goes first, and so on.
- ◆ All members of the round should enter the room simultaneously.
- ◆ The speaker will draw three topics, read the prompts out loud, choose one and put the other two back.
- ◆ When they return the other two topics, you will start a seven-minute timer/ stopwatch. This can be divided up between prep and speaking as the competitor desires.
- ◆ Students can write notes to prepare but can only bring a 3" X 5" notecard up to speak.

TIME REQUIREMENTS

- ◆ Participants are given seven minutes total to prepare and present their speech.
- ◆ Each participant may receive a 30-second grace period if they go longer than seven minutes.
- ◆ Students that prep and speak for longer than 7:30 minutes will receive a three-rank deduction.
- ◆ Students who do not speak for at least two minutes will receive a three-rank deduction.

NOTES

Using a script or notes is allowed during preparation; however, students may only use a notecard throughout their speech.

ROUND GUIDE

- 1) **Get the prompts envelope from tab room.**
- 2) Students should not be in the room until you are. Observers are allowed but they may not disrupt, help, or record.
- 3) **Start the session on Speechwire.**
- 4) Set up notes with competitor's names and get timer ready. Lay out prompts face down on table. Use the order on Speechwire to call the first competitor. They choose 3 prompts and pick one. Give them an index card, start timer when they sit to plan.
- 5) The highest ranked speakers should have the most speaker points. **Points can be tied, ranks cannot. Do not share feedback with competitors during competition.**
- 6) **After you input rank and points, SUBMIT your ballot on Speechwire. The next round cannot begin until you do. Please do it immediately.**
- 7) Go back to the Judge's Lounge and fill in feedback on Speechwire.

10-59 POINTS

*Inappropriate, poor behavior
If this score is given, must explain*

60-69 POINTS

Needs Improvement

70-79 POINTS

Good

80-89 POINTS

Very Good

90-94 POINTS

Excellent

95-100 POINTS

Outstanding