Malaysia United Asian Debating Championship 2023

MALAYSIA
UADC 2023

Debating and Judging Handbook

Developed by

Malaysia UADC 2023 Chief Adjudicator Panel

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Contents

1. Acknowledgment

While the different debating formats across the world share a lot of similarities, it is vital to acknowledge and address the nuances of any specific format. This document has been created by the **Malaysia UADC 2023 Adjudication Core** (Sriram S., Aly Barranda, Youngwoo Park, Anum Naseer, Adel Mostaque Ahmed) to create a comprehensive guideline focusing on the Asian Parliamentary format.

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The CAP would also like to acknowledge the discussions initiated in the **Australian Debating** facebook group which, even though initiated with the Australs format in mind, provide a lot of nuances that are similar and relevant for the Asian Parliamentary format.

2. Asian Parliamentary Format
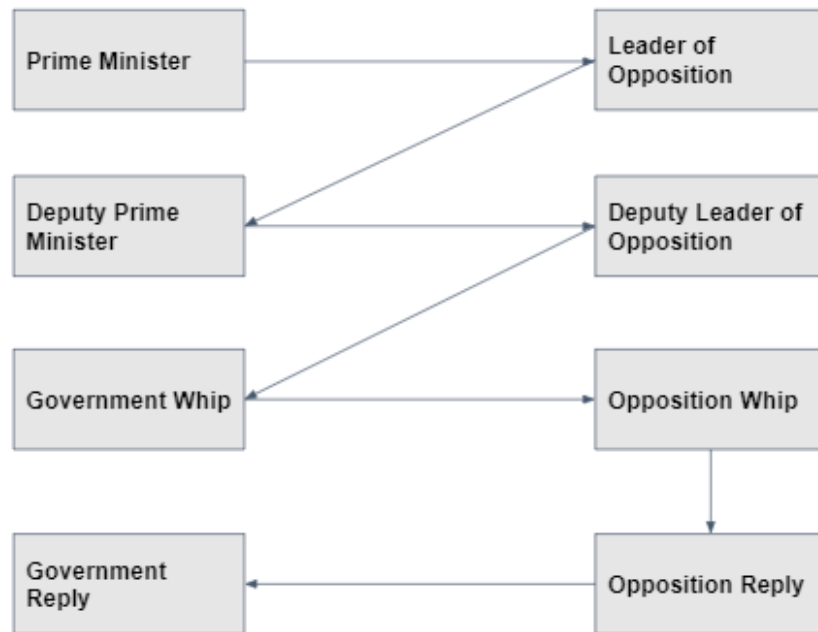
2.1. Basics

- There are three speakers on each team.

- In a round, there are two teams - the Government (GOV) and the Opposition (OPP)

- Each speaker gives one substantive speech of 7 minutes.

- One person from the first two speakers of the team gives a reply speech of 4 minutes near the end of the round.

- Each debate will have at least 1 judge, called the 'Chair'. A chair oversees the debate, handles the proceedings by calling in speakers, and calling order if necessary. The chair submits a ballot and gives a decision regarding who they believe won the debate.

- There can be more judges in the room designated as 'Panelists' or 'Trainees'.

    - A panelist is a supporting judge to the chair, who also submits a ballot, and has a vote regarding the winner of that debate.

    - A trainee is a supporting judge to the chair, who does not submit a ballot/vote but still presents a decision regarding who they believe won the debate. The trainee's decision is not considered in the overall result of the round.

Each constructive speaker will have a 7-minute turn to deliver their speech, with a fifteen second grace period. After the 7 minute 15 seconds mark, judges are requested to stop writing down notes.

Reply speeches are special speeches given by either the first or second speakers of a bench, and would last 4 minutes.

2.2. Speaker Order

The speaking order of Asian Parliamentary initially follows a back and forth system where a speaker from the Government bench is followed by a speaker from the Opposition bench. After the Opposition speaker's speech, it would go to the next Government speaker and so on until the last two speeches of the debate, i.e. Reply speeches. Here, the order would be reversed with the Opposition Reply speaking first and the Government Reply speaking last.

2.3. Speaker Roles

Prime Minister	Leader of the Opposition
1) Sets up the stance, context, and definitions for the debate 2) Outlines the policy or model (if it's a policy debate) 3) Provides arguments in favor of the motion	1) Sets up the clash and counter-policy (if necessary) 2) Accepts/rejects definitions and/or context of the Prime Minister (if necessary) 3) Rebuts the arguments of the Prime Minister 4) Provides arguments against the motion
Deputy Prime Minister 1) Rebuts the arguments of the previous speaker 2) Rebuilding the arguments of your Prime Minister 3) Provides additional arguments	**Deputy Leader of the Opposition** 1) Rebuts the arguments of the previous speaker 2) Rebuilds the arguments of your Leader of the Opposition 3) Provides additional arguments
Government Whip 1) Summarizes the debate into core issues/clashes in favor of your team 2) Rebuts Opposition arguments 3) Defends their team's case	**Opposition Whip** 1) Summarizes the debate into core issues/clashes in favor of your team 2) Rebuts Opposition arguments 3) Defends their team's case
Government Reply 1) Provides no additional arguments or responsive material 2) Gives a biased assessment of the debate through a set of judging metrics to favor their team	**Opposition Reply** 1) Provides no additional arguments or responsive material 2) Gives a biased assessment of the debate through a set of judging metrics to favor their team

2.3.1. Whip Speakers

The main role of a whip is to clean up the debate by comparing both teams based on issues or clashes. The whip cannot give "new material" as no other constructive speaker can respond to them, but the whips can introduce new responses and new analysis so long as these are built on material given by previous speakers.

New material is anything that cannot be reasonably derived from previous speakers. Anything considered completely separate from the material introduced by any of the previous two speakers on the bench is considered new material and should be discredited by judges. New examples, new weighing metrics, and new ways to explain previously existing arguments are not considered new material and are permitted in whip speeches.

In the instance where new material exists in a whip speech, judges should not add additional punishments to the speech. If present, judges should discard new material as if the speaker had not provided any reasonable contribution during that part of their speech.

2.3.2. Reply Speakers

The main role of reply speakers is to give what is known as a 'biased adjudication'. The speech is not a constructive speech, which means it is expected to not add new argumentative or responsive material to the debate. However, it can provide justification of why the team is winning, by showing:

- How and why the issues the team has won are debate-winning
- How and why the issues lost are not important for the debate
- The arguments that have not been properly responded to
- The importance and value of the context presented by the team

An effective reply will push the judges to cross-check their notes with the provided summary during that speech. It would also help the judges to value the stance and arguments more closely.

A reply speech is in no way ceremonial. Judges should listen to the speech with as much attention as they would give to constructive speeches. In close debates, the ultimate weighing and assessment provided by the reply speakers can provide debate-deciding elements to the judges. So, it is essential that the judges do not start preparing for their decision and OA until these two speeches are over.

The reply speech can only be given by either of the first two speakers. Even in case of disconnection/inconveniences by the designated reply speaker (the person announced as the reply speaker at the start of the debate), it cannot be provided by the whip speaker. Only in the event where the team is left with the whip speaker only (very definitely not an ideal scenario), can they proceed with the reply speech.

2.4.　Rounds and Progression

There will be a certain number of preliminary rounds where, after the random allocation by the tabbing software in the first round, all participating teams debate each other based on a power-pairing method (teams with same/similar number of wins till the point when they are facing each other).

In UADC, there are 8 preliminary rounds. Other tournaments may have fewer rounds depending on scheduling by the organizers and availability of participants.

After the last preliminary round, the top performing teams (teams with highest number of wins and total speaker points) and judges (judges with the highest weighted score from their adjudication test and team feedback) "break", i.e. qualify for the bracketed elimination rounds. The number wins/points required to break vary based on the number of preliminary rounds and the number of competing teams. Break size of any specific edition of UADC is decided in accordance with the UADU Constitution.

2.5.　Preparation Time

In each round of the Asian Parliamentary format, teams are randomly assigned a side (government or opposition) they need to defend. Teams will be given a set of three motions to choose from; however, only one of these motions will be selected based on mutual agreement using a defined voting method.

Once the motion has been released, speakers have 30 minutes of preparation with their respective partners to generate ideas and come up with arguments supporting their side. The time to agree on the motion is also included within this.

2.5.1.　Motion Ranking and Selection

The motion will be selected by ranking their preferred motions.

The very strongly recommended convention is to rank a motion '1' if it is their preferred motion (they really want to debate on this), and a '3' if it is their vetoed motion (they definitely do not want to debate on this).

A motion vetoed by either team cannot be chosen for that round between the two teams.

It is also recommended that teams also add the keyword of the motion when they exchange motion rankings. A hypothetical scenario may look like the following:

Let's assume that the motions are:

   a.　*This house would ban guns*
   b.　*This house regrets cancel culture*
   c.　*This house, as the feminist movement, would campaign against beauty pageants*

An example of what a Government team may disclose to the opposing team:

GOV ranking

1 (pref) guns

3 (veto) cancel

2 campaign

The Opposition team will also simultaneously disclose their preferences.

The exhaustive list of possible scenarios are as follows:

Scenario 1:

GOV ranking is 1, 3, 2

OPP ranking is 1, 3, 2

Both teams ranked the same motion as "3", but they have ranked the same motion as "1" too. Then the first motion will be what teams will debate on.

Scenario 2:

GOV ranking is 1, 3, 2

OPP ranking is 1, 2, 3

Both teams ranked the same motion as "1". Then this motion will be what teams will debate on. They have also vetoed a different one from the other two respectively. So, they also get crossed out.

Scenario 3:

GOV ranking is 1, 3, 2

OPP ranking is 3, 1, 2

The two teams have different "1"s. But they have also vetoed the first and second motion. Thus, those two motions will not be debated. By a process of cancellation, the teams will debate the last motion.

Scenario 4:

GOV ranking is 1, 2, 3

OPP ranking is 2, 1, 3

The third motion will not be debated (both vetoed). Given there is a difference in the ranking of the first and second motion, the teams will have a coin toss. The "1" of the toss winner will be debated on.

The motion selection time is included in the prep time. Hence, teams have a **maximum of 5 minutes** to discuss their rankings with their teams, and to contact the other team to finalize which motion is to be debated on.

Once you are ready, confirm that the other team is ready too. Both teams will enter the motion in the chat at the same time. If there is a volunteer/chair judge in your room present on the call, you can forward your rankings to them, and they can disclose the decided motion for the round.

While disclosing the preferences to each other, ALWAYS KEEP THE ORDER OF THE MOTIONS UNCHANGED FROM THAT SHOWN DURING MOTION RELEASE.

e.g. Do not say something like 1 (pref) motion B, 2 motion C, 3 (veto) motion A. For this scenario it will be –

3 (veto) motion A, 1 (pref) motion B, 2 motion C or in short "3 1 2"

If a team is uncontactable for motion ranking, they must contact the Adjudication Core and request assistance from the Organizing Committee to inform both teams of the other team's absence. **If it has been more than 5 minutes and a team has not sent in their motion rankings, the preference of the team that has finalized their rankings first will be followed, after informing the Organizing Committee and Adjudication Core.**

2.6.   Preparation

You may only prep with your team for the remainder of the preparation time duration. Group prep (consulting and prepping with anyone outside your team) in all imaginable method is strictly prohibited.

If you have any questions regarding the motions, please ask only the adjudication core in the prescribed method.

Please do not cheat or use the internet for research during preparation time. Printed materials are allowed during preparation time, but you cannot read from the documents verbatim during the speech.

2.7.   Point of Information

A point of information (POI) is a scope for opponent debaters to formally interject in the speech of the current speaker. A POI could be a question, a callout, a clarification, or a rebuttal as long as it fits within a 15-second limit. The current speaker can select whether they will accept the POI or not. It is ideal to be clear about the acceptance (e.g. saying affirmative terms such as "Your poi", "I will take that POI now", "Go Ahead" etc.) or rejection

(e.g. saying "Not now", "I will take it later", "I will ask for it", or waving them to sit etc.). If a POI attempt is rejected, you must wait for a minimum of 15 seconds before attempting another POI. The cooldown period is applicable for the entire team, i.e. if one member is declined, all three members need to wait for 15 seconds for their next attempt.

Speakers may give "instructions" (e.g. "you can raise POI after the 5th minute", "I will not take any POIs", "I will not take your POI", etc.), but it should be of no effect in the mind of the judge or other debaters. All debaters have the right to offer POIs to the opponents so long as they adhere to format regulations and equity guidelines. Also, a speaker calling for a POI to be offered at a specific time point does not create any automatic obligation to offer a point at that exact moment.

Important notes regarding POIs:

1. You are only allowed to raise POIs between 1:00 and 6:00 of the substantive speeches. The first minute and the last minute is protected time, this is to allow the current speaker to get the chance to introduce and wrap up their speeches without interruptions. The entire duration of the reply speech is also protected time.

2. When raising a POI, teams are not allowed to code that POI e.g. "on that bill", or "doubt that", i.e you cannot provide any hint about the content of your POI when you are attempting to raise it. Teams must conform to saying/typing "point" or "POI" when raising a point of information.

3. It is recommended that teams take at least one POI per speech to encourage engagement throughout the debate.

4. Speakers should respect the POI preferences of speakers, be it in the chat, over voice, or through video (or through alternative means, such as the raise hand function).

POIs are an important component in debate rounds. It is the responsibility of judges to track and evaluate POI engagement during the round, which includes but is not limited to - whether or not a speaker was offered POIs, whether or not a speaker accepted a POI, the quality of the POI asked as well as the quality of the POI response. Judges should also comment on POI engagement during their feedback to teams.

When evaluating speakers that have not taken POIs (assuming sufficient POIs were offered), judges should see a failure to take a POI as indicative of a reduced level of engagement and should take this into account when determining the call. For instance, judges can lower speaker scores for the speaker that did not accept POIs to reflect their reduced level of engagement or adjust the margin of victory for teams. This DOES NOT MEAN that a team automatically loses the debate for simply failing to accept POIs!

If a speaker was offered no POIs, they should not be penalized for "lack of engagement". Speakers can explicitly ask for POIs to show willingness to engage and create further scope to raise POIs.

In general, judges should evaluate the quality of POIs and POI responses in the same way that they consider any other piece of argumentative or responsive material in the rest of the debate.

2.7.1. Cutting off

POIs may be up to 15 seconds in length; however, a speaker may cut off, i.e. interrupt a POI before 15 seconds and resume their own speech. Whenever a debater delivering a POI is cut off or their time elapses they must stop speaking, and sit down. If the person offering the POI does not stop speaking after 15 seconds, or after being cut off, the judge should intervene by calling "order".

Important point to remember for both the speakers and the judges is that if a POI is cut off before 15 seconds has elapsed, the judge should assess whether this cutting off was appropriate. If the POI was cut off before the point could be clearly made, it may be appropriate to treat the speaker as though they had not taken the POI in the first place. This is because speakers cannot meaningfully engage with POIs if they do not allow their opponents sufficient time in which to ask the POI.

2.7.2. Badgering

After a POI has been offered to a speaker and rejected by them, another POI should not be offered within the next 15 seconds by any debater. Persistently breaching this rule, i.e. continuously offering points of information to a speaker in quick succession, is known as barracking or badgering. This is not permitted, as it is disruptive to the debate and unfair to the speaker. The judge should call the house to "order", i.e. interject to warn the offender(s) about the inappropriateness and allow the speaker to continue speaking

2.7.3. Conversation from a POI

POIs do not initiate a conversation. Once the POI has been either made or cut off, the debater making it sits down. They must wait the required time and offer a new POI if they wish to interrupt the current speaker again. The only exception to this is if the speaker was unable to catch the POI and asks the offeror to repeat or rephrase their question or comment. In this situation, the debater asking the POI may stay standing and repeat their question or comment.

But ideally once the POI has been raised, the speaker should continue their speech by responding to the POI or moving on with the rest of the speech. It should not turn into a question-answer back & forth between two individuals.

2.7.4. "Point of Clarification"

Debaters sometimes offer points of information with the phrase "point of clarification" to indicate that they want to get better clarity about the set up of the debate. While this phrasing is permitted, it is not different from a typical POI and should not create any special obligation to take it.

Debaters should phrase their questions as "point of clarification" to clarify elements of the model/mechanism. This option should not be misused to create a better chance to get their POI accepted.

2.8. Decision and Ballot

2.8.1. Deciding the winner

After the end of the Government Whip speech, each judge gets an absolute maximum of 10 minutes to independently deliberate on their decision and submit their ballots. They must not consult with anyone regarding their decision and their ballot during this time. Panels and chairs will submit their ballots individually through their Private URL on tabbycat.

Each debate is expected to have an odd number (1/3/5/…) of voting judges (judges whose ballot impacts the result of the debate). In the special case with an even number, the vote of the Chair will be used as a tiebreaker if there is an even split till then.

2.8.2. Filling up the ballot

The decision should be made based on which team was better in the round, and they should win based on their aggregate contribution in the debate.

Once the decision is final, the judge should award scores to each of the 8 speeches in the debate and fill up the ballot with the necessary information. The constructive speeches will be scored within the range of 67 to 83 (further breakdown of what each score signifies is provided in the appendix) and the reply speeches between 33.5 and 41.5 (i.e. exact half of the range for constructive speeches).

A few points to note while filling up the ballot:

- Debate and speaker information:
    - Fill in the names of the speakers for the different speaking positions. For that, collect the names of the speakers **before** the debate and note it somewhere accessible. Instruct the speakers to provide you with names/spellings that match the tab information.
    - Select the motion that is going to be debated on.
    - Select the motion vetoed by each team.
    - Select the appropriate option if there will be iron-personing in the debate.
- Scores:
    - The aggregate score of the winning team must be higher than that of the losing team. After entering all the scores, double-check if the team higher point on the tab platform is actually the team that is supposed to win the debate
    - You need to score in whole numbers for the constructive speeches (e.g. 67, 73, 81…)
    - You can score in decimals for the reply speeches but only with intervals of 0.5 (e.g. 35.5, 38.5)
    - For your ease in scoring the reply speeches, primarily assess the speech on a 67-83 scale and divide it by 2 (feel free to use a calculator)

Tabbycat will automatically disallow incorrect entries (e.g. going beyond the scale, selecting a whip speaker for a reply speech, not filling in names/motions) to an extent, but it is always important to stay alert and avoid unwanted delays because of late corrections.

Always double check to ensure the team with the higher speaker score was indeed supposed to be the winner of the debate. Tabbycat automatically selects the winning teams based on the higher speaker score. So, it is essential to avoid human errors leading to serious complications in the tournament progression.

2.9. Disclosing the Result and Oral Adjudication

2.9.1. Disclosing the result

After 10 minutes, the judges will discuss the order of oral adjudications (OA). The default order would be Trainees going first, Panelist(s) going next, and the Chair going last.

In the case where there is no 'split' or dissenting vote, the chair will announce the decision (if there is a split or if it was unanimous); and then the default order will be followed. In the case of a split, the dissenting judge will go after the chair announces the split (even if it is the Chair).

2.9.2. Oral Adjudication

Each OA should last a maximum of 7 to 10 minutes. Judges who are yet to speak should not hear any OAs of any other judge. After you are done with your OA, you are welcome to stay back and listen to others.

At UADC, all judges are expected to give an OA regardless of designation (chair/panelist/trainee). An OA articulates the reasons for why a judge voted for a team. The specifics for this however vary depending on judge preference. Some judges opt to provide general comments on the quality of the round (e.g. what the teams did well, what the teams could work on improving) whereas others spend all their time specifically explaining the justification using argument clashes between the teams. There are many frameworks and potential structures for judging that are elaborated on beyond the scope of this briefing.

2.9.3. Teams' feedback on the judges

Teams will score the judges based on their OAs. The scoring guide for judges can be found in the Appendices of this document. Speakers are expected to be judicious with scoring judges, and to take ample care to ensure that they provide accurate feedback (along with qualitative feedback) for the Adjudication Core to create a meritocratic set of allocations and judge breaks for the tournament.

2.10. Break Eligibility

For speakers: During break rounds, qualifying teams are allocated against each other in different brackets depending on their performance/team rank during the preliminary rounds. In AP format, teams that lose in break rounds are immediately eliminated. Teams then proceed to debate each other until a single room is left which would be the Final Round.

No team that competes as an 'ironperson' team in more than 3 preliminary rounds will be eligible to break. The number of breaking teams from an institution can be capped for certain tournaments. UADC caps it at 3 teams from an institution.

Judges are required to judge a minimum required number of preliminary rounds to be eligible to break. At UADC, the minimum required is 6 rounds unless any special emergency has been notified to the CAP in advance and they decide to make the judge break eligible. The lowest score per adjudicator will be dropped during the computation of an adjudicator's break and rank placement as per the 2023 version of the UADC Constitution.

3. Motions

3.1. Motion Setting in AP format

Each round, the Adjudication core will release 3 motions and the teams will have to select the motion for their debate through a motion ranking process.

If debaters are uncertain about the literal meaning of a word in the motion, they may ask a member of the Adjudication Core to define it for them. They may not ask anyone other than a member of the Adjudication Core to explain any words in the motion, nor may they refer to online resources.

On some occasions, the Adjudication Core may release an informational slide, or 'infoslide', prior to releasing the motion. This usually consists of a short explanatory paragraph which can serve several purposes, from simple clarifications of words in the motion to giving context and relevant information about potential issues in the debate.

Information provided in the infoslide should be assumed to be true for the purposes of the debate following it. For example, if the extra information comes in the form of a definition of a word or term in the motion, this definition should not be disputed in the round following it. However, teams are free to provide additional definitions, clarifications or contextual information during the debate, on top of whatever information is already provided within the infoslide.

3.2. Motion Types

Different motions require the teams to approach the debate from different perspectives. While the motion wording and supporting information can be structured in a variety of ways, the motions can be categorized into three broad categories – policy motion, value-judgement motions, and actor motions.

3.2.1. Policy Motions

Motions starting with "This House Would [action X]" that call for Government teams to propose and defend a particular action through a policy/model/mechanism that is not happening currently. A policy is a concrete course of action that Government teams wish to implement that, in effect, should alleviate an existing problem. The Government is expected to explain a "model" which is an explanation of how this policy would work and its intricacies e.g. implementation, the timeline, etc. In such motions, Government teams will defend why this policy should be pursued and Opposition will just need to defend why this policy must not be pursued.

For example, in the motion "THW impose economic sanctions on Myanmar", the Government will have to explain what economic sanctions would be implemented, i.e. picking from freezing the bank accounts of government officials, cutting off trade ties, blocking off Myanmar from international currency exchanges, etc. Without a clear picture of what these sanctions look like, the debate will have very minimal comparison points.

Government teams in a policy motion enjoy a fair amount of "fiat", i.e. an assumption in debating which assumes that you have the political capital to do such a policy. What this means is that Opposition teams are not allowed to question whether or not the policy is likely to happen as it is assumed that it will happen in the debate. Teams, however, can argue why the policy will be effective or not.

For Policy motions, Opposition teams may choose to defend status quo, or propose an alternative in the form of a counterproposition. It is not necessary for Opposition teams to present a counter proposition, though it may be beneficial in some instances. If they choose to present a counter proposition, Opposition also has a "counterfiat", i.e. if Government has the political capital for their policy to work, Opposition has the same amount of political capital to do another policy of equal resources. In the motion "THW impose economic sanctions on Myanmar", Opposition can give a counter policy of engaging in more negotiations and diplomatic talks with the Tatmadaw Military.

3.2.2. Value Judgment Motions

Motions that begin with *"This House believes that [X]"* are value judgment debates. They require Government teams to argue for the truth of the statement represented by X, whilst Opposition teams argue that X is false. There is no need for Government teams to implement a model.

For example, the motion "THBT there is no moral obligation to follow the law". The debate is about whether or not the statement is true, not about whether or not the government should do anything about the statement (by, for instance, abolishing all laws, which is in any case implausible). Government teams need not have a model; they should, however, still define terms within the debate. In this case, they should define what a moral obligation is.

Motions that begin with *"THBT [X] should..."* are about whether or not the statement is true from the perspective of a neutral observer. Even though these motions are phrased as true or false statements, Government teams are encouraged to implement a model.

Let's look at an example - the motion "THBT the US should sanction Saudi Arabia." While it is possible for teams to debate the merits and demerits of sanctions in abstract, the debate would be made much clearer if Government teams present a model outlining what sanctions entail, what kinds of sanctions would be implemented, and so on. Similar to policy debates, Opposition may also propose an alternative (see Section 2.10 on counterpropping). These motions should not be confused with actor motions, discussed in the section below.

Motions that begin with *"This House supports/opposes [X]"* also usually need not involve Government proposing a model. Instead, the Government teams need to argue that they would either symbolically, politically, materially or in some other manner support the person, group, institution, cause, idea, value, or statement expressed by X. Opposition need to argue that X should not be supported in that way.

For example, the motion "THS US involvement in the Middle East." Government teams must argue that US involvement is positive in totality, without picking and choosing which aspects of this motion they are supporting. Similarly, Opposition teams must oppose this motion in totality, without picking and choosing what to oppose. Teams cannot support only favorable aspects of US involvement, nor can they oppose only unfavorable aspects of US involvement.

Secondly, Government cannot model how US involvement will occur. They can argue that US involvement is likely to happen in a certain way, but this characterization is open to challenge by the other teams. <u>In other words, Government has no fiat power in THS / THO debates</u>.

Motions that begin with "This House prefers" function in the same way as other analytical debates, with one important difference: Opposition teams are bound to defend the specific comparison provided by the motion. They must either:

- *In motions phrased THP X to Y: defend Y or*
- *In motions phrased THP X: defend status quo.*

For example, in the motion "THP the conscription by lottery as a means of enrolling people in the army to aggressive recruitment of volunteers", Government must argue that conscription by lottery is preferable to aggressive recruitment of volunteers, and Opposition must argue that aggressive recruitment of volunteers is better than conscription by lottery.

Debaters should be aware that there is a unique version of THP motions, which are phrased *"THP a world in which X"*. These types of motion set a burden on GOV to envision and argue in favour of the alternate world described in the motion. As in all other types of THP motions, Opposition is still bound to defend the status quo, or whatever comparison is presented in the motion.

Motions that begin with *"This House Regrets [X]"* ask whether the world would have been a better place without the existence of X. In this debate, all teams are debating with the benefit of hindsight – the harms or benefits that teams are attributing to X have already occurred (i.e. status quo). Teams must also describe how an alternative world that developed without X occurring would look like. This is also known as a "counterfactual". For example, with the motion "This House Regrets the selection of Joe Biden as the Democratic nominee", teams cannot just debate the merits or downsides of Biden as a Democratic nominee. Instead, they should consider who alternative Democratic nominees might have been, and whether those nominees would have led to better or worse political outcomes than in the status quo.

3.2.3. Actor Motions

Certain motions will specifically ask the teams to debate from the perspective of certain actors. The most common version of this would be motions worded as *"This House, as [A], would do [X]"*. They are more specific about the entity (A) doing (X) and so require a closer examination of the perspective of the entity about what they should do, with both teams arguing from actor A's perspective. Teams debating these motions should therefore consider what actor A's knowledge, values and interests are, and explain why the motion is or is not in actor A's best interest.

"This House Would" motions that include context/information slide about a specific hypothetical actor (You are …. , Mr. Jones is ….) should also be considered as an actor motion because the motion would suggest an action by that actor. For example, "You are an 18 year old individual who has found a way to fix all the plot holes of the Marvel Cinematic Universe. You don't know what the reception of the new versions would be. THW choose to fix the MCU."

"This house believes that X is in the interests of Y" [e.g. THBT rising against the humans is in the interest of the zoo animals] would also likely feature similar, and in some cases identical arguments to actor motions.

Actor debates are not about whether or not X action is necessarily best for the world. But it is important to note that prioritizing actor A's perspective is not the same as assuming that actor A only cares about their own interests. Most, if not all, actors hold moral beliefs and principles, and will act to actualize those beliefs. Thus, debaters should feel free to make principled arguments in actor debates, in addition to more practical arguments, so long as they are also able to explain why the actor in question holds those specific principled beliefs.

Additionally, what an actor should do is different to what the actor is likely to do. For example, whilst past statements of intent help us to understand an actor's perspective, this does not mean they could not be persuaded to follow a different path.

So if, for example, the motion is "TH, as a parent, would send their child to a boarding school," this debate should take place from the perspective of a parent, as both the proposed agent to make a decision about the education of their child and the proposed target of argumentative appeals. (By contrast, if the motion is "THBT parents should send their children to boarding schools", the motion does not take place solely from the perspective of the parent– instead, the debaters are simply trying to convince the judges of the truth of the statement from a neutral perspective.) In such a debate, Government teams would first have to explain what the interests of a parent are, and then explain why sending their child to a private school meets those interests. The interests of the parent can be practical (e.g. wanting their child to get a structured upbringing) or principled (e.g. a broad interest in the principle of parenthood and parental nurture). Opposition teams can do two things: they can either agree with Government teams about the interests of the parent and argue that the proposed course of action does not meet those interests, or they can argue that parents have different interests than the interests raised by the Government team, and that this new set of interests can be better met by not sending their child to boarding school.

4. Debating and Judging Principles

4.1. Ordinary Intelligent Voter

Even if a judge has the highest possible IQ in the world and contains all the knowledge in the world, they must assess the debate as an ordinary intelligent voter.

4.1.1. Special Knowledge

While the ordinary intelligent voter may regularly read a major international newspaper, they do not read technical journals, specialist literature, or the like. They are, in short, a smart person who has a good deal of knowledge that is broad rather than deep.

Debaters may certainly make reference to examples, facts and details the ordinary intelligent voter is not aware of, but they should explain rather than cite these examples, facts and details. While they may not know much on a specific topic by some debaters' standards, the ordinary intelligent voter is genuinely intelligent, and understands complex concepts, facts or arguments once they're explained.

Where such examples are not explained beyond name-checking a country, judges should discount material they do understand that the ordinary intelligent voter would not. Judges should be bold in applying this rule: it is unfair on other teams in the room not to.

4.1.2. Disposition

This hypothetical ordinary intelligent voter doesn't have preformed views on the topic of the debate and isn't convinced by sophistry, deception, or logical fallacies. They are open-minded and concerned to decide how to vote – they are thus willing to be convinced by the debaters who provide the most compelling case for or against a certain policy. They do not judge debates based on their personal beliefs or political convictions, nor do they enter a debate thinking that one side is indefensible.

As described in the section above, they are well informed about political and social affairs but lack specialist knowledge. They are intelligent to the point of being able to understand and assess contrasting arguments (including sophisticated arguments), that are presented to them; but they keep themselves constrained to the material presented unless it patently contradicts common knowledge or is otherwise wildly implausible.

4.1.3. Judging as an ordinary intelligent voter

The ordinary intelligent voter is quite unlike most, or perhaps any, real world people. But the concept of the 'ordinary intelligent voter' is a useful way of revealing a set of important characteristics that judges should aspire to display in order to ensure that all teams receive a fair hearing in any debate. As such, the term "ordinary intelligent voter" describes the expectation that judges should:

- be aware of basic facts about the world (e.g.: "Syria is in the Middle East" would be considered basic);

- be familiar with issues and events that have made international headlines for a sustained period of time (e.g. judges should be aware that COVID-19 is a pandemic and has had a severe impact on many countries. They should be expected to know that different countries had different models of response to COVID-19, with some countries deprioritizing the economy and implementing lockdowns, and some

countries prioritizing keeping the economy open and relying on individual social distancing. They do not necessarily need to be aware of the specifics of individual models each country has implemented.);

- avoid utilizing personal knowledge that they have of the topic, unless it could reasonably be assumed to be held by someone who fulfills the previous two criteria;

- give little credit to appeals merely to emotion or authority, except where these have rational influence on an argument;

- avoid presuming a geographic, cultural, national, ethnic or other background when assessing arguments;

- avoid preferencing arguments or styles of speaking that match personal preferences;

- assess the merits of a proposed policy, solution or problem separate from any personal perspectives in relation to it.

This does not mean that speakers cannot make complex claims about complicated issues based on their own specialized knowledge, or indeed, that judges cannot be convinced by these claims. While judges should be assumed to have ordinary knowledge about various issues, they should also be fully capable of logically following and analyzing a debate and understanding complex concepts when explained. If teams wish to bring in their own specialized knowledge to the debate, they must be able to explain them in a way that is free of jargon and understandable by the ordinary intelligent voter.

Everyone has biases! Catch them before it affects your call. Note that this tournament is a melting pot of different backgrounds so as much as possible, try to be objective as a judge when assessing debates.

4.2. Persuasiveness

Judges judge debates by assessing, without prejudice, which team in the debate was more persuasive. The persuasiveness of an argument is rooted in the plausible reasons that are offered to show that it is true and important (which we term 'analysis' or 'matter'), and the clarity and rhetorical power with which these reasons are explained (which we term 'style' or 'manner').

It is crucial to understand that in AP debating, analysis and style are not separate criteria on which an argument is assessed. An argument will not be considered to be persuasive merely because it was stylish. If a sentence is not in fact a reason for an argument, then speaking it clearly and powerfully will not persuade anyone. And equally, reasons for an argument that cannot be understood by a judge will not likely persuade them either.

Good style is about conveying a speaker's analysis of arguments effectively to the judges. Style and analysis thus do not independently generate persuasiveness but describe the necessary collective elements that make an argument persuasive.

4.2.1. Contradictions

Teams (on either Government or Opposition) must not contradict their partners (nor themselves for that matter) in their speeches. Besides being unpersuasive, inconsistency is unfair to opposing teams. It cannot be reasonably expected from a debater to answer two contradicting lines of argumentation, especially if those are given in different times during the debate.

A contradiction is: explicitly stating and taking a position opposite to one that is already made by your side; advancing claims that are mutually exclusive to the claims that have been advanced by your partner, or earlier in your own speech.

A contradiction is not: a statement that is clearly pre-argumentative or mistakenly said (i.e. something that can be deemed pre-argumentative, lacking the sufficient surrounding words to be a reason to support or not support the motion, which appears to contradict an argument that the speaker or their partner subsequently makes). This is to avoid teams being unduly punished for a speaker mis-speaking and/or saying something otherwise inconsequential.

Teams cannot be credited for two mutually exclusive claims. They may only be credited for the first claim they have advanced. Subsequent claims which contradict or cannot coexist alongside the first claim should not be credited by the judges and opposing teams. This is because internally inconsistent teams cannot simultaneously get credit for two areas of mutually exclusive argument.

In addition to not crediting contradictory claims, judges may also consider the extent to which the contradiction has undermined the strength of the team's arguments when determining the team's contribution to the debate. If either the speaker or the team directly contradicts themselves later in their speeches, this undermines their own points and should be taken into consideration during deliberation when determining how plausible their argument is, similar to as if an opposing team offered these arguments in refutation to the speaker. While the later claim should be disregarded, judges should evaluate how the contradiction affected the persuasiveness of the first claim.

However, judges should not credit the opposing team unless they point out the contradiction.

If a speaker clearly mis-speaks at the start of their speech, and they correct it afterwards, they should not have the rest of their speech discounted simply because it contradicts what they said first. Other than the instance of clear mis-speaking by the speaker, the argument made first should be considered to be the stance of the team, and later arguments that contradict the first argument should be discounted.

4.2.2. Responding to contradictions

It is good practice for teams to point out contradictions (if they exist) in the other side's case. Whenever there is a contradiction, teams should consider the first claim to be the version they must engage with.

By way of example: GOV offers 2 claims which are mutually exclusive – claims A & B. Claim B (the later one) should not be credited by judges when evaluating the case, however claim B can still weaken the persuasiveness of claim A. When engaging with GOV, OPP should consider claim A to be the line of argumentation GOV pursues – i.e., Opposition should respond to it.

4.3. Burdens

As there is no value in being persuasive about an argument that is irrelevant to the debate, it is helpful to consider the 'burdens' a team has to meet in the debate while assessing the relevance of their contribution.

It is important to note that burdens are more likely to be automatically indicated by the fair understanding of the motion or created by the analysis or end-goals the teams select to defend. Burdens on teams cannot be created simply by another team asserting that they exist, and judges should not accept these assertions if they are not backed up by analysis. Teams and judges should not push unrequired burdens onto their opponents. Also, even if a team fails to meet a burden, that does not mean that they automatically lose the debate. Judges should consider analysis advanced by teams even if that analysis does not necessarily meet the burdens in the debate.

As indicated, there are two key ways that a burden can legitimately be attributed to a team (and speakers may legitimately point out such burdens, and explain why they or other teams need to meet them).

✔ a burden may be implied by the motion itself. If, for example, the motion is "This House would prioritize the vaccination of law-abiding citizens in the case of major epidemics", government teams have the burden to demonstrate that in major epidemics the vaccination of law-abiding citizens should be prioritized. Government teams do not need to demonstrate that vaccinations of law-abiding citizens should be prioritized in general (outside of major epidemics), or that only law-abiding citizens should be vaccinated (law-abiding citizens should simply be prioritized). However, the way GOV defines the motion may affect these burdens. OPP needs to demonstrate that GOV is wrong: that the policy of prioritizing law-abiding citizens for vaccination in major epidemics should be opposed. They do not necessarily need to show that law-abiding citizens should not be prioritized in any way under any conditions (though the fact that we do prioritize law-abiding citizens in other cases might be used as evidence of a principle that supports prioritizing law-abiding citizens in this case).

✔ Burdens can also be set by specific analysis taken up by teams. For example, if the motion is "This House believes that assassination is a legitimate tool of foreign policy", the Opposition Leader may initially argue that assassination is a severe breach of international law. For this to be relevant to the debate, OPP has a burden to show that illegality matters for illegitimacy. This burden is especially strong if the Deputy Prime Minister then states that they accept that assassination is illegal, but argues that illegality is a poor basis for believing an act illegitimate. Unless Opposition teams now provide superior reasons to think that the illegality of an act under international law is a reason to deem it illegitimate, it will not be enough to merely keep pointing out that assassination is illegal or provide more detail on how it is illegal. Both sides now agree that assassination is illegal and continuing to agree with this achieves nothing. What the sides now disagree on is the implications this has for assassination's legitimacy, and it is this which they have a burden to prove.

4.4. Definitions

Regardless of the motion type, GOV is expected to clearly define and set up the words in the motion. Especially in policy motions, GOV must also provide a functional mechanism to explain how they intend on implementing the new policy. For example, in the motion "THW abolish all zoos", GOV can define "zoo" as artificial enclosures created to store a variety of animals/birds for personal recreation or displaying to public, and "abolish" as ceasing the existence of all present and future versions of these enclosures.

Definitions should generally be wide in scope to ensure that the debate happens within the "spirit of the motion", i.e. what is intuitively expected from the motion.

Few things teams should keep in mind regarding definitions.

- <u>It's illegitimate for teams to narrow down the definition in overly restrictive ways without justification.</u> For example, in the motion "THW allow prisoners to vote", it would be unfair for GOV to only define prisoners as those that committed petty crimes and exclude everyone convicted of heinous ones such as murder.
- <u>Teams also must not "squirrel" the definition of the motion, meaning that they cannot intentionally/unintentionally define it as something that is not intuitively interpretable.</u> For example, in the motion THW sanction China, GOV cannot define China as the plate and not the country as that is clearly sidestepping the debate. If teams make arguments purely based on a squirrel, and their squirrel is challenged, then their arguments may be called into question as well. However, if teams make arguments that may apply to both the squirreled definition as well as a legitimate definition, then their arguments should be judged based on the content of the argument.
    - A definition literally inconsistent with the words of the motion would be a squirrel. In a motion worded as "THW ban all guns", the GOV cannot set up the debate as banning only revolvers.
    - If the GOV set up is not debatable, then it is also a squirrel. If the motion is "THR the use of feminist messaging in commercials", it would be both unfair and illegitimate to claim that this debate is only about negative instances of feminist messaging in commercials.
- <u>Teams also must not time set or place-set debate.</u> Teams must operate in the current world (or 'status quo'). For example, in the motion TH would ban guns, GOV cannot set the motion in the 1900s or only in the Polynesian Islands. The only instance where it's acceptable to set up the debate in a particular region is if the motion itself explicitly states a qualifying parameter, e.g. "TH, as a developing country, would impose protectionist policies for the agriculture sector".

Whether a definition is valid or not, it is not the job of the judge to attack the definition, and judges should only worry about the definition if teams in the debate do. If the definition is successfully attacked as being vague, GOV should be penalized only to the extent to which a lack of detail prevents teams from making arguments. OPP should not be penalized for GOV vagueness: judges should allow OPP teams to advance fair and reasonable assumptions, so long as they reasonably and logically follow from GOV's vague definitions.

4.4.1. Vague Definitions

A vague definition does not clearly answer certain vital questions about what is meant by the motion or what will happen under the policy the GOV team is defending. Failing to specify any or all of exactly what groups of people a policy applies to, the circumstances where it will be implemented, the agent who will implement the policy, or the consequences for those who resist or defy it will mean the debate does not function fairly. So, while the GOV definition cannot be exhaustive, it needs to provide some level of clarity for the debate to move forward.

Crucially, a vague definition is not an invalid definition – it just undermines the persuasiveness of GOV to the degree that it is unclear exactly what they are proposing to do. The easiest and most ideal response from the OPP is to identify this vagueness and its impact on the debate, via POIs or in their speeches. Later government speakers can then provide more detail on what government plans to do provided this is principally consistent with and does not substantively change the model provided in the PM (though this does not eliminate the fact that it would have been better had the Prime Minister done so).

Beyond prompting requests for clarification from the Opposition, or criticism from them for the policy being vague and unclear, there is nothing more that should arise from a vague definition. Opposition might choose to argue that, given that the motion has been vaguely specified, a certain reasonable consequence or interpretation might be inferred from it. But they are not permitted to ignore the definition that was made, replace it with a preferred definition of their own choice, or claim that since GOV haven't defined the motion clearly, they now have to defend very unreasonable applications/interpretations of their policy.

Also, while the GOV teams will likely be asked to defend a new policy or way of life, i.e. change the world from what it is, GOV teams proposing something that is identical or very similar to status quo would merely indicate a vague/poor definition from the team and not a ground for a challenge.

4.4.2. Definition Challenges

Assuming GOV commits any of the mistakes of squirreling or unfairly context-setting the debate, LO is allowed to challenge the definition of GOV and setup what the definition actually should be.

In challenging the definition, the Opposition Leader has two choices:

- Firstly, they can complain about the motion having been defined in an invalid way but proceed to debate it anyway. This is preferable if the motion proposed is not a fair reading of the motion but is still debatable. The debate then proceeds and is judged as per normal.
- Secondly, they can challenge the definition and redefine it. In this approach:
  - The LO explicitly flags that they will be raising a definitional challenge.
  - The LO explains why the definition is unreasonable.
  - The LO proposes the new definition and explains why this is the appropriate definition to use.
  - Lastly, the LO is still recommended to engage in "even-if" response by explaining why even if the definition of GOV stands, their side is still winning.

Only the LO has the power to raise a definitional challenge, no other opposition speaker is allowed to contest the definition (if not done by the LO). Take note that this must be done only if it is an absolute necessity, and not in instances where there are disagreements in characterization. Treat definitional challenges as only a last resort.

4.5. Opposing the Government case

4.5.1. Counterproposition/counter-prop

It is not OPP's burden to commit themselves to a particular or specific alternative course of action to the GOV policy. However, they may choose to advance a "counter-proposition" i.e. specific policy, or model presented to defend comparatively better outcome for agreed upon problems. This course of action should only be undertaken when the motion type allows for a policy debate.

Just as the model for the GOV side must be presented in the Prime Minister's speech, only the Opposition Leader may set out a counterproposition for the OPP side. When advancing a counterproposition, OPP teams enjoy the same level of fiat as GOV teams.

The counterproposition proposed by the Leader of Opposition must be mutually exclusive with the model proposed by the Prime Minister. It is important to note that a counter-prop alters the comparative in the debate, as all teams need to compare the policy proposed by the GOV with the counter-prop rather than with status quo. The debate is judged as per normal: teams advance arguments about the benefits and harms of both proposed models.

For example, on the motion "THW significantly increase taxes for individuals in the highest income bracket", Opposition may counter-prop abolishing income taxes instead - a policy which is mutually exclusive to Government's model. It would, however, not be a counter-prop for Opposition to claim that they would educate individuals about philanthropy, as this is not mutually exclusive to the Government model.

OPP does not need to advance a counter-proposition, and can still win the debate by arguing against the model proposed by the government (e.g. by arguing that GOV's model will make the problem so much worse that inactivity is preferable or showing that GOV's action will create a different, even larger problem).

4.6. Weighing

Teams will often dispute the criteria by which the round should be adjudicated on, and argue that points should be judged according to certain frameworks and standards. This is permitted: teams are allowed to debate what criteria should be used to assess whether a policy is good as part of arguing that it is, in fact, good.

Judges should adjudicate this debate about criteria – they should not just apply their own preferred criteria. They should adjudicate this on the following basis:

- Is there one criterion or principle that all teams explicitly agree is true and important? E.g. all teams explicitly agree that their goal is to save the most number of lives, and the debate is about the best way to do so
- If not, is there one criterion or principle that all teams implicitly agree is true and important? E.g. while no team explicitly articulates that their goal is to save the most number of lives, all the analysis advanced by teams points in this direction

- If not, is there one criterion or principle that one team in the round has successfully proven to be true and important? I.e. If no team agrees on one criterion, and all teams are asserting different metrics, which team has provided the best reasons to believe that their metric is the most important one in the round?
- Where none of these apply, judge based on what the Ordinary Intelligent Voter would take to be important. This should be a last resort measure only, as it is very rare that none of the aforementioned scenarios would apply.

One common form of this mistake is to assume a utilitarian ("what leads to the best consequences") framework. This should not be assumed without a team presenting supporting arguments for doing so. It is also wrong to disregard principled argumentation explaining that particular effects are more important than others for reasons unconnected with utility maximization. So, judges should listen to teams' arguments about what our aims and principles should be, and evaluate the claims of harms or benefits in that context. This can make the claims about how we should determine the right policy particularly vital, and they may fundamentally reshape team's burdens in the debate.

For example, if in the debate "This House would invade North Korea" Opposition successfully proves that "war is always wrong, regardless of the practical benefits" (they must do more than assert it), Government will likely now need to offer reasons to believe that a practical calculus is relevant if they want to advance purely practical reasons in favor of the invasion.

Judges should generally be wary of considering an argument completely irrelevant because of a principled framework advocated by their opponents. It is very unlikely that any team will ever prove their view of the appropriate criteria to be completely and undeniably true and that, consequently, arguments which do not fit those criteria should be completely dismissed out of hand. It is thus often more appropriate to treat arguments as less persuasive when they rest on criteria which another team have suggested are not relevant, rather than ruling them out completely.

5. Equity during Debate

As well as following the rules of debating, all participants are required to adhere to the tournament 'Equity Policy' and follow the principles of equity in general.

Judges have no authority to enforce the equity policy (but must obviously themselves follow it) or resolve equity violation concerns. This regulation also applies to the judges who are also serving as the equity officers of the tournament. Judges may not cut off a speaker for a perceived breach of equity except in the most extreme of situations, where an equity violation is severe enough to have already disrupted the round and intervention is required to restore order.

Judges should not take the fact that they believe an equity violation has occurred into account when assessing who won a debate, or what speaker points to award. Judges are there to judge the debate and should only penalize equity violations to the extent to which they make a speaker unpersuasive and/or are unfair on certain speakers or the opponent as a whole. Judges cannot award a speaker zero speaker marks or give their team an 'automatic loss' on the basis of a breach of equity.

To resolve equity violations formally, debaters and/or judges should report them to the equity team who, in consultation with the Adjudication Core and the person making the complaint, will decide what course of action, if any, needs to be taken.

However, being an objectionable speaker is generally not persuasive to the ordinary intelligent voter. A speaker who engages in, for example, racist behaviour is likely to be rendered less persuasive overall as a result of that material.

Equity violations are not a standard part of debating that should be expected from time to time. On the contrary, they should never occur at a tournament. Debating is here for the enjoyment of participants, and not really worth people falling out with each other over.

6. Appendix A: Speaker Scoring Guide

81-83	- Brilliant arguments successfully engage with the main issues in the round. - Arguments are very well-explained, always central to the case being advocated, and demand extremely sophisticated responses. - The speech is very clear and incredibly compelling. Structure and role fulfillment are executed flawlessly.
79-80	- Very good, central arguments engage well with the most important issues on the table and are highly compelling; sophisticated responses would be required to refute them. - Delivery is clear and very persuasive. Role fulfillment and structure are probably flawless.
77-78	- Relevant and pertinent arguments address key issues in the round with sufficient explanation. - The speech is clear in almost its entirety, and holds one's attention persuasively. - Role is well-fulfilled and structure is unlikely to be problematic.
74-76	- Arguments are almost exclusively relevant, and frequently persuasive. Occasionally, but not often, the speaker may slip into: i) deficits in explanation, ii) simplistic argumentation vulnerable to competent responses, or iii) peripheral or irrelevant arguments. - The speaker holds one's attention, provides clear structure, and successfully fulfills their basic role on the table.
72-73	- Arguments are generally relevant, and some explanation of them given, but there may be obvious gaps in logic, multiple points of peripheral or irrelevant material and simplistic argumentation. - The speaker mostly holds the audience's attention and is usually clear, but rarely compelling, and may sometimes be difficult to follow. - There is a decent but incomplete attempt to fulfill one's role on the table, and structure may be imperfectly delivered.
70-71	- Relevant arguments are frequently made, but with very rudimentary explanation. - The speaker is clear enough to be understood the vast majority of the time, but this may be difficult and/or unrewarding. - Structure poor; poor attempt to fulfill role.
69	- The speaker is often relevant, but rarely makes full arguments. - Frequently unclear and confusing; really problematic structure/lack thereof; some awareness of role.
68	- The speech rarely makes relevant claims, only occasionally formulated as arguments. - Hard to follow, little/no structure; no evident awareness of role.
67	No structure or fulfillment of role in any meaningful sense is provided, OR did not speak at all.

7. Appendix B: Judge Scoring Guide

Note: Only teams will submit feedback on judges. Please be judicious with scoring judges, as quantitative feedback is the primary basis for the adjudicator ranks and breaks.

10 — Exceptional	**Accuracy:** Extremely accurate call, reflected through precise appreciation and very meticulous assessment of 'close' comparisons between teams (reflected through speaker scores); comprehensive recognition of all necessary inter-team comparisons. **Reasoning/Justification:** Extremely well-justified justification, evidenced by flawlessly or near-flawlessly outlined explanations that are in-depth, insightful, and nuanced; explicit identification and strong justification for any weighing metrics or assumptions employed in judging; certainly should chair.
9—Excellent	**Accuracy:** Very accurate call, reflected through appreciation and correct assessment of 'close' comparisons between teams (reflected through speaker scores); comprehensive recognition of most necessary inter-team comparisons. **Reasoning/Justification:** Very well-justified justification, evidenced by well-outlined explanations that are in-depth, insightful, and nuanced; good attempts made to justify weighing metrics in judging; should chair.
8—Very Good	**Accuracy:** Accurate call, reflected through largely correct judgment regarding 'close' comparisons between teams; detailed recognition of most necessary inter-team comparisons. **Reasoning/Justification:** Comprehensively justified justification, evidenced by well-outlined explanations that are in-depth and nuanced; very occasional slippage into minor assumptions or personal biases in judging, or minor lack of clarity in one or more inter-team comparisons; metrics for judging are identified but not explicitly justified; high potential to chair.
7—Good	**Accuracy:** Accurate call, reflected through generally correct rankings but potentially wrong regarding 'close' comparisons between teams; careful acknowledgment of most necessary inter-team comparisons in consideration. **Reasoning/Justification:** Generally well-justified justification, evidenced by well-outlined explanations; occasional slippage into minor personal biases and assumptions, or minor lack of clarity in some inter-team comparisons; has potential to chair.
6—Above Average	**Accuracy:** Mostly accurate call, although may fail to get 'close' comparisons between teams correct. **Reasoning/Justification:** Good attempt at justifying decision; explanations demonstrating some appreciation of key clashes and how they are resolved; occasional slippage into minor or insignificant personal biases and assumptions; lack of clarity in some inter-team comparisons.

5—Average	**Accuracy:** Broadly accurate call that gets the 'obvious' clashes correct; may fail to produce accurate judgment regarding 'close' comparisons, or may neglect a significant but not substantial part of the debate. **Reasoning/Justification:** Some attempt at justifying decision; explanations demonstrating some appreciation of key clashes and issues; regular slippage into personal biases and assumptions, some of which may undermine the quality of the justification; lack of clarity regarding specific comparisons.
4—Below Average	**Accuracy:** Inaccurate call that nonetheless identifies the obvious decision correctly; call reflects one or more misunderstandings of the debate; some inability to track important arguments/responses. **Reasoning/Justification:** Unsatisfactory attempt at justifying decision; explanations demonstrate some appreciation of key clashes and issues, but may not warrant or justify the posited call; frequent slippage into personal biases and assumptions, some undermining the quality of the justification; lack of clarity regarding most comparisons.
3—Poor	**Accuracy:** Inaccurate call failing to identify an obvious call correctly; call reflects several misunderstandings of the debate, some of which may be fundamental; some inability to track important arguments/responses. **Reasoning/Justification:** Poor attempt at justifying decision; explanations demonstrating no appreciation of key clashes and issues; frequent slippage into personal biases and assumptions, most of which certainly undermine the quality of the justification and severely distort the results; lack of clarity regarding most comparisons; justification occasionally slips into utter irrelevance.
2—Very Poor	**Accuracy:** Wildly inaccurate call that completely fails to identify an obvious call correctly; call reflects several core misunderstandings of the debate; clear inability to track important arguments/responses. **Reasoning/Justification:** Little to no attempt at justifying decision; explanations demonstrating no appreciation of key clashes and issues; frequent slippage into personal biases, irrelevance and assumptions, that cumulatively undermine the quality of the justification and severely skew the results; lack of clarity regarding most comparisons.
1—Abysmal	**Accuracy:** Completely inaccurate call that absolutely fails to identify an obvious result correctly; call reflects a fundamental and foundational misunderstandings of both the debate and Asian Parliamentary debating in general; clear inability to track important arguments/responses. **Reasoning/Justification:** Effectively no rationalizable attempt at justifying decision; explanations demonstrating no or deeply erroneous appreciation of key clashes and issues; consistent slippage into unwarranted personal biases and assumptions that cumulatively undermine the quality of the justification and severely skew the results; utter irrelevance.

8. Appendix C: Glossary

Like many other communities, debate has developed its own terminology that is important to understand. Many of these terms are borrowed from other fields and professions to aid debaters in explaining specific claims within their speeches.

1) **Adj. Core/CAP/CA:** Refers to 'Chief Adjudicators', 'Core Adjudicators;. This is the core panel of adjudicators who create the motion sets being used in the tournament, allocate judges to debates, and are tasked with ensuring the quality of the judge pool.

2) **AP:** Abbreviation of Asian Parliamentary which is the format of debate followed by UADC - 2 teams of 3 speakers in a debate, 7 minute constructive (POIs allowed) and 4 minute reply speeches, 3 motions to choose from in each round

3) **Assertion:** When a team doesn't prove their claim, they are making an assertion.

4) **Badger:** Unnecessary and intentional attempts to disrupt the speaker's concentration and flow of speech. This may include raising many POIs in a very short time span or heckling animatedly and/or loudly. As a general rule of thumb, speakers should wait 15 seconds before raising another POI.

5) **Break:** Refers to teams and judges qualifying for elimination rounds.

6) **Building:** Building is the term used to refer to creating your case and arguments. When you are crafting an argument, you are building.

7) **Comparative:** Refers to comparing between teams' contribution in a debate. You can use this to compare outcomes/mechanisms/etc.

8) **Counterfactual:** Refers to a situation that does not currently exist.

9) **Definition Challenge:** When you feel the government team has defined something within the debate in a way that is unfair or unfitting for the debate. This can include what the debate is about or certain characterizations and pieces of framing. Only the leader of the opposition can do a definitional challenge.

10) **Fiat:** This is a portion of the government model that cannot be challenged by opposition and is necessary for the debate to exist. For example, if the motion is about whether or not a government should implement a certain policy, opposition is not allowed to argue that the policy will not be passed.

11) **Frame/Framing:** This is the general context of the debate or a team's case. This can be descriptions of society, descriptions of actors within the debate, etc.

12) **Hardline Stance/Soft Stance:** Motions force you to take certain stances. Hardline stances are when your team is willing to defend your stance under every circumstance. Soft stances are when your team defends your stance but has a few exceptions.

13) **Hear Hear:** This is often abbreviated to HH and is used to emphasize a point being made by the speaker. This is often typed out when one agrees with the point being made.

14) **Impact:** The effect of your case on the world or society.

15) **Inrounds:** This is the term used for the preliminary rounds.

16) **Mechanism:** An explanation of how your case or impacts happen.

17) **Meta:** This is about the contents of the debate and not what the debate is about. To analyze the meta of the debate is to analyze the individual contributions of teams within the debate and to assess them based on their skills as a debater.

18) **Order:** There are certain etiquette elements that should be followed during a debate, e.g. maintaining protected time, maintaining the correct speaker sequence, avoiding badgering, refraining from loud discussions that hinder listening to the speaker, avoiding inappropriate gestures and/or activities to distract the speaker. If the etiquette is breached, the chair judge should call the house to order, i.e. remind everyone about the appropriate behavior.

19) **Outrounds:** This is the term used for elimination rounds.

20) **POI:** Abbreviation of Point of Information. This is a question a team from the opposing bench can raise at you during your speech. For AP, government speakers can only raise POIs to opposition speakers and vice versa. Generally, POIs should not be longer than 15 seconds. When they exceed 15 seconds, the judge or speaker can interrupt the person raising the POI.

21) **Positive/Negative Material or Constructive/Destructive Material:** Positive or constructive material is material that is used to prove your case. Negative or destructive material is material used to disprove your opponent's case.

22) **Protected Time:** This is the first and last minute of a substantive speech, and the entire duration of the reply speeches. It is called protected time because speakers are not allowed to raise POIs during these times.

23) **Speaks/Speaker Score:** These are the scores judges give to your debate speech. Different formats have different scoring guides, which are attached in the Appendices.

24) **Status Quo:** Term used to refer to the current society we live in. Translates to "Current Situation" in English. Thus "Current Status Quo" is not a valid term.

25) **Stepping in:** A judge is considered stepping in when they fill in the gaps or build arguments for other teams during their decision.

26) **Structural Reason:** These are general truths about how society operates that work to support what you are trying to prove.

27) **Symmetric/Not exclusive:** This means that whatever is being explained happens on both sides of the debate. This can be certain characterizations, pieces of framing, or impacts. This can be used to prove that the harm the other team is pushing on you also happens on their side; this can also be used to prove that a benefit the other team promises can also happen on your side.

28) **Tipping Point:** The point at which the series of small changes or incidents becomes significant to cause larger and more important effects/changes.

29) **Top Room/Bubble Room:** All of these are terms used to describe certain debate matchups during the preliminary rounds that are power matched. Top room is the room filled with the highest ranking teams so far. Bubble room is a debate matchup where the winning team has significantly higher chances of breaking compared to the losing team.

30) **Weighing:** Weighing is taking the contributions of both teams and comparing them based on specific metrics e.g. whose policy is more likely to be effective, who is able to help more people, etc.