

JUST-A-MINUTE (JAM)

Overview:

The objective of the event is for participants to talk for sixty seconds on a given subject, without hesitation, repetition or deviation. In case a participant errs in making their speech, the onus would lie upon the other participants to pick out said error and point it out to the JAM Master, stating precisely what the committed error was. The rules for pointing out said errors will be per the annex. There will be approximately 6 to 7 people participating in each JAM round.

Mode: Offline

Prizes worth

Format:

Each JAM round will consist of 5 participants competing against each other to speak on a theme provided by the moderator. A random participant will start making their statement on the prompted theme, and may be JAM'd by another participant, following the guidelines stated by the JAM Master. The interruption has to be made per the rules annexed. If an objection is declared valid, the participants who have raised the objection will

start making their statement. If declared invalid, however, the participant will be marked negatively. The goal of the JAM is to have the highest speaker time at the end of the round.

Scoring:

- A participant will net a +1 point for each second they speak without an interruption.
- A participant will net a +1 point for each interruption with a correct justification (ie; pointing out the error correctly, per the JAM master's jurisdiction.)
- A participant will net a -1 point for each interruption with an incorrect justification (ie; pointing out the error incorrectly, per the JAM master's jurisdiction.)

The JAM Master's decision will be final and binding in case of any ambiguity.

Event Coordinator:

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ANNEX: JAM Rules

A participant may point out an error in another's speech by specifying any one per the following:

1. Hesitation: There is a clear distinction between hesitation and intentional pauses.
2. Repetition: One may not repeat the title more than once in their speech, and may not use the same phrase more than once in the speech.
3. Unnecessary and Excessive Gesticulation: A participant is advised to keep gesticulation and bodily movements to a minimum.
4. Deviation: This includes deviation from topic, and talking about irrelevant aspects.
5. Queen's English: Slang words, American words, abbreviations, shortened words, SMS lingo are all not allowed.
6. Speech Defects: One may not stutter, stammer or slur.
7. Speech Variation: Change of pace during a sentence or between sentences. One may not excessively dramatize any word or phrase.
8. Grammar: Self explanatory
9. Contractions: One may not use words such as "can't" in place of can not, etc.
10. Time Wasting Tactics: Unnecessarily using words, phrases and themes that when removed would not alter the meaning of a sentence.
11. Plagiarism: This refers to including ideas previously stated by another participant in your speech.