



MALVIYA NATIONAL INSTITUTE OF TECHNOLOGY,



LITERARY SOCIETY (CACS)

JUST A MINUTE

JAM has evolved from the BBC radio show of the same name (which has been in broadcast for the last 40 odd years!). In the event, a participant has to speak for up to a minute on the topic, trying not to break a dozen rules, while he/she has 5 other players waiting to pounce on half a mistake, so they can then speak. **Participation is individual.**

There're usually special rules even for a given SURPRISE round (e.g.: The immensely popular disconnect round, where every successive sentence must not have any connection to one spoken earlier in the round). So while different JAM rounds might seem like entirely different ball games, the basic rules revolve around these:

The Jammers are challenged to speak for one minute on a given subject without “repetition, hesitation, or deviation“.

1. “Repetition” means the repetition of any word or phrase, although challenges based upon very common words such as “and” are generally rejected except in extreme cases. Words contained in the given subject are exempt unless repeated many times in quick succession. Skillful players use (sometimes obscure) synonyms in order to avoid repeating themselves. The term “BBC” maybe successfully challenged upon for repetition of “B”.
2. “Hesitation” is watched very strictly: a momentary pause before resumption of the subject can give rise to a successful challenge, as can tripping over one’s words.
3. “Deviation” means deviating from the subject, but has also been interpreted as “deviating from the English language as we know it”, “deviation from grammar as we understand it”, deviating from the truth, and sometimes even logic, although often leaps into the surreal are allowed.

A Jammer scores a point for making a correct challenge against whoever is speaking, while the speaker gets a point if the challenge is deemed incorrect.

However, if a witty interjection amuses the audience, even though it is not a correct challenge, both the challenger and speaker may gain a point, at the moderator's discretion. A player who makes a correct challenge takes over the subject for the remainder of the minute, or, until he or she is correctly challenged. A speaker also scores a point if they are the person speaking when the 60 seconds expires. An extra point is awarded when a speaker speaks for the entire minute without being challenged. The game rewards those that make entertaining challenges, even if they do not speak for very long. An often rewarding time to challenge is a few seconds before the minute ends. Here, one could get a point for a challenge, not have to speak for very long, and get another point for speaking at the end of the minute. The game is scored and a winner declared, but the attraction of JAM lies less in the contest than in the humor and banter between participants and the moderator.

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