

MOOT COURT INFORMATION AND WELCOME PACKET

October 13 and 14, 2017

Princeton Mock Trial Association | Whig Hall | Princeton, NJ | 08544



What is moot court?

Do you like to debate? Want to work on your public speaking skills? Curious about what goes down in a courtroom? Or do you just like watching *Law and Order*? Then Moot Court is for you! You'll learn to think on your feet and to competently argue for both sides of a hotly-contested constitutional issue.

Moot Court is a simulation of an appeals court or Supreme Court hearing. Attorneys prepare and present arguments on a legal question (such as the constitutionality of homosexuality or health care). You'll learn how to interpret precedent and make effective use of case law.

The Case

A typical case for a Moot Court competition will address one or two constitutional issues. We try our best to write cases that are fair and balanced, giving neither side an advantage. There will always be plenty of supporting case law so that both sides can make convincing presentations to the judge.

The Teams

There are two students on each Moot Court team. You'll work together to present arguments for your side of the case.

The Rounds

Two teams compete against each other in each round. One represents the petitioner and the other represents the respondent. The petitioner is the person who appeals the lower court decision. The respondent is the person who argues that the lower court decision was correct. Over the course of the tournament, all teams will represent both sides.



Each team will have 20 minutes to speak during a round. The petitioner speaks first, and may reserve up to 8 minutes of their time for a rebuttal. The respondent then speaks for the entirety of their 20 minutes. Finally, the petitioner gives a rebuttal.

You should prepare at least 10 minutes of your presentation beforehand, but be careful not to fill up the entire 20 minutes with prepared material. You will have to respond to the points that the opponent made, as well as to questions from the judge. A good presentation should address each constitutional question and explain why your side offers the correct interpretation. To do this, rely heavily on both the Constitution and the case law provided. Be very clear about how they are interpreting the laws and precedent.

The Judging

Early rounds will typically have one judge. Later rounds will have panels of three or five judges. The final round has nine judges.

During both teams' presentations, the judge will interrupt to ask questions. You should be well versed in the case law provided and able to think on your feet. The number of questions asked will vary from judge to judge. The judge will not ask questions in the first or last minute of a team's overall time. When the round is over, the judge will score each individual attorney on argument and presentation and score the team on their teamwork.

An attorney's argument score is based on the content of their presentation. To receive a high score in this area, you should be thorough, convincing, and well prepared to answer questions. It should be clear that a lot of thought has gone into your presentation. Presentation is scored separately from argument. When scoring on presentation, the judge will take into account



factors like how engaging you were, how smoothly you spoke, and how much you relied on note cards. Finally, the teamwork score will be based on the level of collaboration between you and your partner. To score well, distribute the amount of speaking time equally between both attorneys, both when presenting prepared material and when fielding questions from the judge. Additionally, make frequent transitions between speakers. Having one attorney talk for the first half of the allotted time and handing it over to his or her partner for the second half will not yield a high teamwork score.

These five scores will be added up for both sides and compared to determine the winner. In addition to selecting the winning team, the judge will pick a top attorney from the round. The top attorney does not necessarily have to be from the team that won. The top attorney designations will be used to calculate individual awards. Individual awards are given at the end of the tournament along with team awards.

The Tournament

The Moot Court tournament takes place over two days. In early rounds, teams are randomly paired against each other. After five in-rounds, the top sixteen teams progress to the single-elimination, out-round portion of the tournament. The final two teams face off in front of a panel of nine justices, in a simulation of the Supreme Court.



Tentative Schedule

(Final schedule will be released after official registration has closed)

FRIDAY, OCTOBER 13, 2017

11:00 AM Registration Opens - Oakes Lounge, Whig Hall

2:15 PM Opening Ceremonies - Whig Hall

2:30 PM Round 1

4:30 PM Round 2

6:00 PM Dinner Break

7:30 PM Round 3 (teams return to accommodations following Round 3)

SATURDAY, OCTOBER 14, 2017

8:30 AM Report to Whig Hall

9:00 AM Round 4

10:30 AM Round of 16 (advancing teams announced)

12:00 PM Lunch

1:00 PM Quarterfinals

2:30 PM Semifinals

4:00 PM Final Round (Whig Hall)



Registration Information

All teams participating in this year's competition must fill out a registration form. Please note that this registration is invalid until payment is received.

The registration fee is \$100 per team, along with a customary school fee of \$25.

Information about how to pay will be sent out shortly after.

Judging

Important: In order to ensure that this year's tournament runs smoothly, we are requesting once again that each school provide **one individual** qualified to judge **per three teams** the school is bringing (i.e. if school is bringing 10 teams, they must provide 3 judges).

These individual may be teachers, advisers, or some otherwise qualified individual, but **may not** be parents, even if a parent serves as an adviser. If a school is bringing less than three teams, they do not need to provide a judge. If schools are unable to send a judge, they must pay an **extra \$20 per round** (per school, not per team).



Contact Information

Rachel Silverman	Tournament Director	240-506-4572
Leo Li	Tournament Director	858-472-5970

Princeton Public Safety (for emergencies)	609-258-1000
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Parking

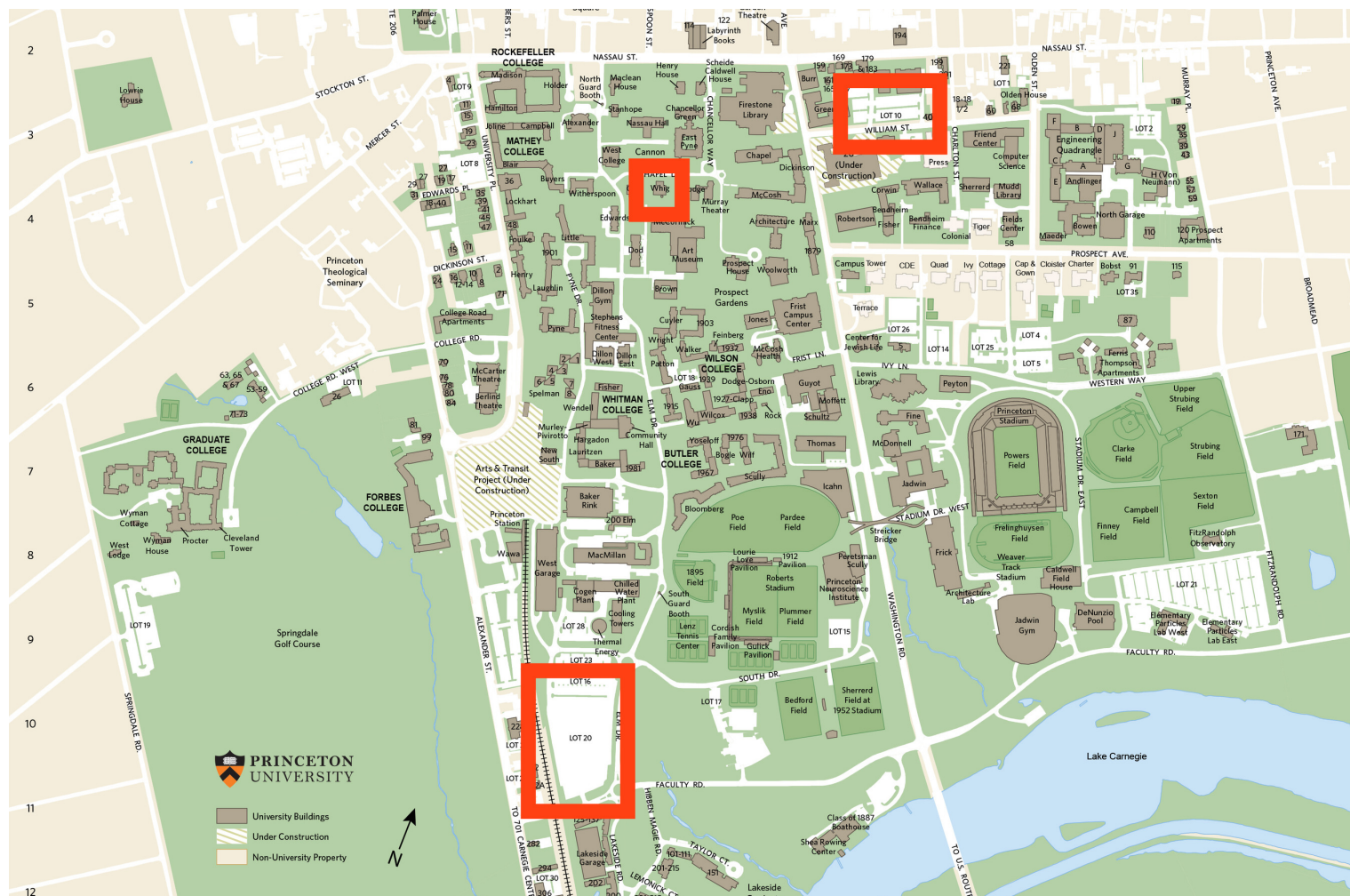
Friday, October 12

Park in Lot 20 (highlighted in the map below, down campus) and walk or take the Central Line bus up campus and back (service ends at 10:00pm.)

Saturday, October 13

Park in Lot 10 (highlighted in the map below, up campus) and walk. If Lot 10 is full, vehicles park in Lot 20.

Princeton Transportation and Parking Phone Number: 1 (609) 258 - 3157





Lodging Options

A selection of nearby hotels:

The Westin
201 Village Boulevard
Princeton, NJ
609-452-7900

The Marriot Courtyard
3815 US 1
Princeton Township, NJ
609-716-9100

The Hampton Inn
4385 US 1 South
Princeton, NJ
609-951-0066

The Nassau Inn
10 Palmer Square
Princeton Township, NJ
609-921-7500

The Holiday Inn
100 Independence Way
Princeton Township, NJ
609-520-1200

Sonesta ES Suites
4375 US 1 South
Princeton, NJ
609-951-0009





Dining Options

A selection of nearby eateries

Frist Campus Center (See map of campus)

Food Gallery - cafeteria with various food options,
ideal for a quick lunch

Café Viv - organic café

Convenience store

Panera Bread (136 Nassau Street)

609-683-5222

Hoagie Haven (242 Nassau Street)

609-921-7723

Quick, large, and inexpensive sandwiches

Princeton Pi (84 Nassau street)

609-924-5515

Pizza, pasta, quick service

Masala Grill (19 Chambers Street) *Popular dine-in Indian restaurant*

609-921-0500

Nassau Sushi (179 Nassau Street)

609-497-3275

Japanese and Korean dine-in restaurant

Thai Village (235 Nassau Street)

609-683-3896

Economical Thai, great for large groups

Qdoba (140 Nassau Street)

Fast, Tex-Mex

609-921-2031

Fast, Tex-Mex