



## Competition Glossary

- Ballot** A piece of paper, on which judges write who wins the debate and comments about the debaters. Judges get them from Tab or a clearly marked ballot table.
- Breaking** Making it into an elimination round, such as "semi-finals," "double-octos," "octos," "quarters," "semis," etc. For example, "I broke to quarters" is debate-speak for making it to the top 8 places in a given tournament: (to) Break verb, to advance to the next round after preliminary or subsequent rounds (as in "We broke to semis!")
- Bye** A round in which you don't compete; usually because there are an uneven number of teams/debaters.
- Closed rounds** Novices will compete against novices; varsity will compete against varsity
- Cross Entered** Entered in more than one event in a flight.
- Finals** An elimination round involving the top two teams/debaters in debate; usually the top six competitors in IE's.
- Flight** A full debate consisting of half of a round. In practice, most tournaments are "double-flighted," meaning that there are two debates per round - an "A flight" and "B flight." Each debater only debates for one flight, but judges usually have to judge both. This method of setting up tournaments is good for debaters, because they have "off flights" in which to pre-flow, eat, etc.
- Forensics** Refers to competitive speech and debate and public speaking (not dead bodies!) Also abbreviated as "4n6".
- Grace Period** An amount of time allowed for a competitor to go past time restraints without penalty. This is 15 seconds if time signals are given, 30 seconds if time signals are not.
- I.E.s** Individual Events (Speech events)



**Judging Paradigm** An experienced judge's educational philosophy, the model or view that guides their decision - what they deem important in a round and what they do not want to see or hear.

**Junior Varsity** A competitor who is in the mid-level of competition. Typically more experience than a novice, but not quite at an open or varsity level.

**Lay Judges** Judges who are unfamiliar with debate theory; your average person off the street

**Low-Point Win** When a speaker or debate team wins the round of competition, yet earned fewer speaker points than at least one other competitor or team.

**NIETOC** National Individual Event Tournament of Champions

**NSDA** National Speech and Debate Association

**No-Show** When a competitor does not show up to their round on time.

**Novice** competitor in their first year of competition (used at tournaments) or a division in a tournament involving only first year competitors

**Octo-Finals** Elimination rounds comprised of the top 16 debate teams/16 debaters.

**One clap rule** As each finalist is announced at the awards ceremony, the audience claps once for 6th - 2nd place and stands and claps for the 1st place winner.

**Open rounds** Specifying that all levels of experience will be competing with each other in a tournament, a division.

**Postings** Each event has a list that entails when and where students speak. Typically each list will have the name of the event at the top, and then each classroom number will list the competitors in their respective speaking order.

**Power Matching** Teams with equal records debate each other in order to determine which teams advance.

**Quarter-Finals** Elimination rounds comprised of the top 8 debate teams/debaters.

**Round(s)** A complete debate (at tournaments you have a minimum of 4 preliminary rounds).

**Semi-Finals** Elimination rounds consisting of the top four debate teams/debaters;



usually the top 12-14 IE competitors

- Tab** Short for tabulation, this is where the organizers of the tournament create schematics and make decisions (usually with a photocopier nearby). Sometimes it may be near the judges' lounge, sometimes not. If judges have any questions, arguments, or issues, Tab is the place to get answers
- Timer** The person designated by the tournament to keep accurate time; the device used to time
- Time Signals** Hand signals showing how much time you have left (very few tournaments have timers to give hand signals)
- Varsity** A seasoned and experienced competitor (used at tournaments)

