I. Motions

UNDERSTAND MOTIONS
- A MOTION CAN BE PHRASED AND INTERPRETATED DIFFERENTLY
- 1 MOTION PER ROUND
- OPEN MOTIONS
  - e.g. “THBT the glass is half full”
- SEMI-CLOSED MOTIONS
  - e.g. “THW alter its genetic code”
- CLOSED MOTIONS
  - e.g. “THW bomb Iraq”
- SPIRIT OF THE MOTION
  This is what the debate calls for.

II. ABBREVIATIONS
- THW = THIS HOUSE WOULD
- THS = THIS HOUSE SUPPORTS
- THC = THIS HOUSE CELEBRATES
- THR = THIS HOUSE REGRETS
- THBT = THIS HOUSE BELIEVES THAT

III. POLICY VS VALUE JUDGMENT
a. POLICY DEBATE
- Implies the need to institute a policy, program, law, or any other type of action
- To understand how a program would work requires that you lay down the mechanisms of that program
b. VALUE JUDGMENT
  - Comparison of values and standards
c. ALLOWANCE FOR INTERPRETATION
  - A value judgment debate may need a policy in order to be assessed whether it would truly work (the adjudicator is still an average reasonable person)

IV. FORMAT

Government proposes and defends the motion

Opposition refutes and negates the motion

Prime Minister

Leader of the Opposition

Deputy PM

Deputy LO

Government Whip

Opposition Whip

Gov. Reply Speech

Opp. Reply Speech
1. **Prime Minister**
   Provides the set-up of the Debate
   - Definition and Context
     *(preferably) non-literal*
   - Parameters
   - Problem
     (or at least the value to be appraised)
   - Standards and goals
     (preferably expressly stated)
   - Policy and Mechanisms
     (For a policy debate)
   - Team Split (very brief please)
   - Provides 1-2 well formulated arguments
     1. LABEL/BANNER (catch phrase)
        Clarify your premise if you need to
     2. HOW?
     3. WHY?
     4. SO WHAT? (Tie-up with your goals and standards)
     5. EXAMPLE

2. **Leader of the Opposition**
   - Rebuts the previous speech – errors of fact, faulty premise, inconsistencies, irrelevance
   - Provides a clash, negation, or maintain status quo
   - Provides their team split
   - Provides constructive matter and argumentation based on their clash

*AREAS OF REBUTTAL*
1. FACTUAL ERRORS
2. LOGICAL ERRORS (No links)
3. LOGIC is sound but the argument does not resolve the issue
4. Faulty Premises
   - Provide Comparative analysis that allows your team to surpass the other’s argument
5. Breaking deadlocks

*CLASH*
- COUNTER POLICY
  - Oppose the proposition and provide an alternative resolution to the problem
- STATUS QUO IS WORKABLE OR SELF-CORRECTING
  - The clamor by government is exaggerated, unnecessary, and even if there was a problem it is already self-correcting
- COUNTER – VALUE
  - There are other values worth protecting
  - Make a comparative analysis of social values of course

*CONSTRUCTIVE VS NEGATIVE MATTER*
- CONTRUCTIVE MATTER argues on the merits of a value or proposal
- NEGATIVE MATTER merely negates a value or proposal
- A DEBATE has an equal burden of constructive matter imposed on both sides
- A mere rebuttal case therefore cannot merit a win for a team
3. **Deputy Prime Minister/Deputy Leader of the Opposition**
   - Provide Rebuttals
   - Rebuilds the case of government/opposition
   - Uses the premise of the first speaker while at the same time providing a distinct argument
   - Avoiding a rehash or repackaged case or argument
   - And if possible a deeper insight into the debate (progression)

4. **Government Whip/Opposition Whip**
   - Gives some rebuttals and provides a summary of the issues which transpired in the debate and provide a thematic discussion of each issue while advancing the case of the team.
   - Provides a fresh perspective/insight into the debate
   - Provides a thematic approach on their analysis primarily emphasizing the merits of the closing team.
   - No new matter from whip speakers.

<table>
<thead>
<tr>
<th>ISSUE 1:</th>
<th></th>
<th>WE SAID:</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEY SAID:</td>
<td></td>
<td>WHY WE'RE BETTER</td>
</tr>
</tbody>
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- An issue refers to a group of clumped arguments referring to an overall topic
  - for example, the need to recognize the civic conscience, church dogma, and liberal modern ideals could all be bannered under the issue of MORALITY
- An ISSUE could also be about contrasting ideologies
  - for example MORALS vs LIBERAL ECONOMIC IDEALS

5. **Reply Speech**
   More often than not, reply speakers would just simply talk about how he/she felt the debate went through and why should the adjudicator give the win to their side (biased adjudication). Reply speech has no bearing to the adjudication’s decision but will affect the TOTAL TEAM SCORE. To put it simply, a reply speaker would say, “adjudicators, make my team win please.”

VI. **Other Parts of the Speech**
   - A speech lasts for about 7 minutes
   - A healthy speech lasts from 6:45 to 7:15
   - Points of Information may be given and taken in the course of a speech
     - Points of information are those instances when a speaker from an opposing team may be given a short period in order to pose rebuttals or clarify issues.

VI. **Points of Information**
   - 1:00 – 1 CLAP (POIs may now be taken)
   - 6:00 - 1 CLAP (No more POIs)
   - 7:00 – 2 CLAPS – Please end your speeches
   - 7:20 – Possible penalties
   - A POI last for up to 15 seconds. The speaker in front must accept it in order for the 15 second period to run.
VII. DEFINITIONAL CHALLENGE

METHOD MUST BE FOLLOWED AS MUCH AS POSSIBLE
1. EXPRESSLY STATE THAT YOU ARE CHALLENGING THE DEFINITION
2. STATE THE GROUNDS OF YOUR CHALLENGE
3. STATE YOUR NEW DEFINITION
4. OPPOSE YOUR OWN DEFINITION

A. GROUNDS FOR DEFINITIONAL CHALLENGE
   • TIME-PLACE SET
     - Specialized knowledge is highly discouraged. Setting up the debate in
       Paraguay, or where else that is not that known is not advisable. Also,
       setting it up in the past and somewhere else that a certain event
       happened is again not allowed.
   • TRUISM
     - Simply, debating about a fact that cannot be debated upon. Example of
       this is: THBT the sun rises on the east.
   • SQUIRREL
     - In a Squirrelled motion, if ever there is room for debate then try to engage the
       government out of the spirit of dynamism

*Only the Leader of the Opposition may impose a definitional challenge

VIII. DEBATER DECORUM

• Do not approach the podium until you have been recognized by the adjudicator
• Respect the adjudicator when he/she calls for order
• Do not badger your opponent or use intimidation tactics
• You may cross the house after the debate
• Leave the room after the debate but remain within nearby premises