

Northrise Toastmasters

A Guide to Impromptu Fun Debating - Hybrid Meetings

OBJECTIVE

To develop the impromptu speaking skills of a group of member participants by providing a structured but informal team speaking contest at a club meeting.

METHOD

Two teams of three members are selected to compete. One member of each team is appointed leader by the Moot Master.

A Moot Master is appointed to run the debate and if a Judge isn't rostered, to <a> select a winning team (an audience poll can be used to assist with this) and supply the debate topic, the moot.

If need be, the Moot Master and Judge can be the same person.

The environment is intended to be **humorous** and during the first three presentations from each side, **interjections** are actively encouraged. Interjections (at the Moot Master's discretion) are an essential ingredient of public impromptu speaking.

PROCEDURE

The Chairman runs through the rules, reads the moot, the names of team members, the leader of each team and tosses for which team is for and which is against the moot.

Teams speak in alternate order, the leader for the team in favour of the moot commencing.

After the 3 members from each team have presented, the leader of the negative team is permitted a reply followed by a reply from the leader of the affirmative team.

No new material or interjections are permitted during these replies.

Each team member has 3 minutes in which to present.
Leaders' replies are of only 1 minute duration

TIMEKEEPER

	Length	Warning
Moot Master Intro	2 min	1, 1½ & 2 min
Team x 6	3 min	2, 2½ & 3 min ea
Reply x 2	1 min	20, 35 & 60 sec ea
MootMaster Result & Feedback	5 min	3, 4, & 5 min

FORMAT

These are not 8 individual speeches but two team (concerted) efforts. Try to complement rather than repeat your team mates material

Humour input from speakers and audience is not encouraged – it is **compulsory!**

All the normal rules of public speaking apply.

You will need all the usual skills including;

- a beginning middle and end
- vocal variety, volume, pitch and pace
- eye contact - speak to the camera/or your webcam
- body language and gestures (as much as Zoom permits)