

Northrise Toastmasters

Brief Guide to Impromptu Fun Debating

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.

A Chairman is appointed to run the debate and supply the debate topic, the moot. A Judge is recruited also to <a> select a winning team (an audience poll can be used to assist with this) and give brief feed back to contestants.

If need be, the Chair and Judge can be the same person.

The environment is usually **humorous** and during the first three presentations from each side, **interjections** are actively encouraged. Interjections (at the Chair'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 retire for 5 minutes to decide tactics (often done during refreshment break before the contest proper commences)

Chairman calls meeting to order and the battle commences.

Teams speak in alternate order, the leader for the team in favour of the moot commencing. Interjections from the opposition and audience under the control of the Chairman encouraged.

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 replies.*

Timing is based on 36 minutes being available. (This is the equivalent time required for 3, 7 min speeches and 3, 3 min evaluations in the normal club meeting format, so no extra time should be needed)

<ul style="list-style-type: none"> • Chairman introduces • Teams prepare 	8 min
<ul style="list-style-type: none"> • 3 Affirmative Speeches • 3 Negative Speeches 	20 min
<ul style="list-style-type: none"> • Negative Leader's Reply • Affirmative Leader's Reply 	3 min
<ul style="list-style-type: none"> • Judge's Result and Feedback 	5 min

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

TIMEKEEPER

Speech	Length	Warning
Chair Intro	2 min	1, 1½ & 2 min
Team Prep	5 min	3, 4, & 5 min
Team	3 min	2, 2½ & 3 min
Reply	1 min	20, 35 & 60 sec
Chair, Result & Feedback	5 min	3, 4, & 5 min

FORMAT

These are not 6 individual speeches but two team (concerted) efforts.

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

Speaker	Time Allocation	Goal
Leader	40% 60%	<ul style="list-style-type: none">• Define (redefine) moot• Introduce Team & their individual roles• Major Introductory Arguments (2 or 3 max)• Summarise
Second	75% 25%	<ul style="list-style-type: none">• Re-emphasise Leader's points and develop major points further• Rebut previous opponent's points• Summarise
Third	50% min 50% max	<ul style="list-style-type: none">• Rebut previous opponent's points• Final Arguments• Summarise
Reply	100%	<ul style="list-style-type: none">• Forceful summary of own team's case and rebuttals• Convincing conclusion• <i>No new material</i>

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
- body language and gestures

Impromptu Debate Judging Guide

AFFIRMATIVE				
SPEAKER	Content	Delivery	Construction	TOTAL
Leader				
2nd				
3rd				
Leader Reply				
Teamwork				
TOTAL				

NEGATIVE				
SPEAKER	Content	Delivery	Construction	TOTAL
Leader				
2nd				
3rd				
Leader Reply				
Teamwork				
TOTAL				