

**On behalf of the Northern Illinois University Parliamentary Debate Team and Staff,
you are invited to attend the
M. Jack Parker Debate Invitational
hosted virtually
on October 14, 2022.
DeKalb, IL**

Dear Colleague,

The Northern Illinois University Forensics Team is excited to host our annual debate tournament, the M. Jack Parker Debate Invitational. For the first time, we will be offering both Parliamentary and IPDA debate. The NIU Debate Team and coaching staff would like to honor the legacy of our former Director of Forensics, debate coach, and colleague Dr. M. Jack Parker. Dr. Parker created NIU's debate tournament with the goal of constructing a space where new debaters are able to learn the process of debate, and older debaters have the chance to hone their debate skills. It is in this spirit that we offer a debate tournament where novices can start their debate careers, and varsity debaters can begin their debate season.

The tournament will consist of four preliminary rounds, a semi, and a final debate round. Based on the number of entries, the tournament director may add to/subtract from the number of out rounds. This decision will be announced by the Thursday evening before the tournament. The top two novice teams (who are not in the varsity out rounds) will qualify for a novice final round.

Entries are due on Tuesday, October 11, 2022 at 7:00 p.m. The tournament will be hosted on forensicstournament.net.

We look forward to seeing you!

Sincerely,

Matt DuPuis

Northern Illinois University
Assistant Director of Forensics
Co-Tournament Director

Bex Baggett

Northern Illinois University
Graduate Assistant
Assistant Tournament Director

Harry Bodell

Highland Community College
Director of Forensics
Co-Tournament Director

Tournament Fees:

Student are only allowed to enter one format of debate

1. IPDA entries incur a fee of \$25.00 per entry and Parli entries incur a fee of \$50.00 per entry. Schools may not enter uncovered debate entries.
2. A \$30 nuisance fee will be assessed for team dropped after 5:00 p.m. on October 13th. Drops made at registration will cost \$75.00 per team. When you know you have a drop, please contact Matt DuPuis (785-969-5399)
3. A \$30 nuisance fee will be assessed for judge drops after 5:00 p.m. on October 13th. A \$100.00 fee will be charged for a judge drop at registration. When you know you have a drop, please contact Harry Bodell (785-969-5399)
4. A \$30 nuisance fee will be assessed for judge drops after 5:00 p.m. on October 13th. A \$100.00 fee will be charged for a judge drop at registration. When you know you have a drop, please contact Matt DuPuis (785-969-5399)
5. Make checks payable to: **NIU Forensics**. If you need to use a digital form of payment, please contact Matt DuPuis (mdupuis1@niu.edu).

Judges:

All schools are asked to provide enough debate-qualified judges to cover their slots: 1 judge for every 2 teams entered. All judges must remain to judge at least one round past the elimination of their last team.

Awards:

Digital Certificates will be awarded to our top speakers and top teams.

GENERAL TOURNAMENT GUIDELINES AND POLICIES

TOURNAMENT PLATFORM AND GENERAL PROCEDURE

1. The tournament will be conducted using **Forensicstournament.net and 8x8**.
2. **All students and coaches will be required to submit phone numbers they can be reached at during the tournament.** Personal phone numbers are strongly preferred. Anyone unwilling to share personal numbers should take advantage of opportunities provided by Google Voice (or equivalent technology). Each accompanying coach (the "Coach in Charge") is responsible for being able to contact all of their students and judges at any given moment. Individual school coaches should also ensure that all of their school's partnerships have each other's phone numbers. Phone numbers will not be retained or utilized by tournament administrators beyond the boundaries of any given tournament. These numbers will be used only for tournament administration purposes.

3. Registration will be held on 8x8. Coaches should check-in with their students prior to Registration to ensure that all competitors are present, accounted for, and able to technologically participate in the tournament.
4. At the beginning of each round, all tournament participants should be in their competition rooms at least 5 minutes before the scheduled round.
5. **Post-round critiques are discouraged.** In absolutely no instance should oral critiques extend beyond an absolute maximum of 5 minutes past the end of the last speech OR interfere with the beginning of the next round.
6. **Postings will be made available in the Common Room.** Since the exact amount of time it will take to determine breaks will vary from tournament to tournament, students and judges should keep a close eye on what happens in the Common Room following the completion of the last preliminary round. Whenever feasible, an e-mail blast will also be sent from the tournament administrators.
7. Following the completion of final rounds, all participants should join the appropriate Common Room. Awards will be announced in this room ASAP. Whenever feasible, group texts will also be sent from the tournament administrators to the phone numbers provided by judges/students at this time to inform them that awards are starting.

TIME: GRACE PERIODS AND TECHNICAL ERRORS

1. Traditional LPDL time limits will continue to be observed:

Prep = 15 minutes

Prime Minister Constructive = 7 minutes

1st Opposition Flex Time = 2 minutes

Leader of Opposition Constructive = 8 minutes

1st Government Flex Time = 2 minutes

Member of Government Constructive = 8 minutes

2nd Opposition Flex Time = 1 minutes

Member of Opposition Constructive = 8 minutes

Leader of Opposition Rebuttal = 4 minutes

2nd Government Flex Time = 1 minute

Prime Minister Rebuttal = 5 minutes

2. Traditional IPDA time limits will continue to be observed:

Prep = 30 minutes

1st Affirmative = 5 minutes

Cross Examination = 2 minutes

1st Negative = 6 minutes

Cross Examination = 2 minutes

Affirmative Rebuttal = 3 minutes

Negative Rebuttal = 5 minutes

Affirmative Summary = 3 minutes

3. **The prep and flex times listed above will be extended by a maximum grace amount of 30 seconds per period *if needed to resolve technical issues*. In general terms, such extensions are discouraged. Judges will be asked to run separate stopwatches and "start speech time" at the expiration of any given prep/flex time.**
4. In situations where a debater's/judge's screen (audio and/or video) freezes, the following process will apply:
 - a. The Judge (or any other member of the room) will say "Pause the round please" if they see problems arise. Stopwatches will be "frozen" at this point. The person noticing the problem will draw attention to it vocally in BOTH the Zoom chat and orally.
 - b. Judges will handle this type of technical pause in a manner similar to the handling of a "Point of Order" situation.
5. Punctuality is crucial in this tournament format. As such, strict forfeit rules will be enforced:
 - a. If at any point during the tournament a competitor experiences technical problems which cause them to be unable to access the tournament, they should do all possible in their power to reach out to their partner. The partner who IS able to access the tournament is empowered to make either of the following two choices: (1) Forfeit the round and retain the opportunity for the missing partner to return in later rounds, or (2) Maverick without their missing partner that round knowing that they will need to continue through the rest of the tournament as a Maverick. If a technical issue cannot be resolved by the time that a debater is meant to speak, the remaining partner must decide which option to take at that point.
 - b. If the judge experiences a technical error during the round that cannot be resolved within 15 minutes, both participating teams will receive a Win for the round. If the judge experiences a technical error that delays the start of the round, tournament administration will administer Strike and begin prep. If the scheduled judge (or a replacement judge) is not available by 15 minutes past the time scheduled for the first speech, then both participating teams will receive a Win for the round.

IN-ROUND PROCEDURES

STRIKE PROCEDURE

1. Once all participants are present in the competition room, the judge must post the list of Resolution options for the round in the chat.
2. Following traditional strike procedure (Opposition strikes, then Government), partners will mute their audio and discuss strike decisions using one of two methods: (a) Calling one another on their personal phones, or (b) Using the chat function on Zoom (in the chat

module, partners may choose to send messages only to their partner rather than to “all” participants).

Please Note: (a) While private chat comments may be visible to the Zoom host at the conclusion of the tournament, this should not deter use of the private chat function given that the tournament host would only be able to view chat comments after downloading the concluded Zoom meeting and digging through chat comments. (b) Strike times will remain at a traditional limit of 1 minute per team.

3. After a decision has been made, each team must announce to the judge and opponents which resolution they have decided to strike. The judge will then announce the final resolution both orally and in the chat. Prep time will then begin!

PREP PROCEDURE

1. Participants should remain in their competition rooms once prep begins, **competitors should conduct prep by turning off their video and audio functions and consult with their partners by private phone call for parliamentary debate.**
2. Internet research **IS** allowed during prep time.

DEBATE PROCEDURE

1. After the conclusion of prep time, all debaters should turn on their audio and video functions. Parliamentary debaters should inform the judge (providing both their first and last names) of their chosen speaker roles (Prime Minister, Leader of Opposition, Member of Government, or Member of Opposition).
2. Once the debate is ready to begin, **ALL PARTICIPANTS EXCEPT THE SPEAKER MUST MUTE THEIR AUDIO!**
3. All participants should set their display to **“Gallery View”** rather than “Speaker View” – this ensures that all participants are visible on screen at the same time, therefore making it easier to notice questions, etc.
4. **Time:** Participants should keep their own time while speaking, but judges should also time speakers and are strongly encouraged to provide time signals.
5. **Flex Time:** Partners should communicate during flex time using the same methods used during strike (phone call and/or Zoom chat). All participants must remain attentive and present during flex time in the event that any questions are posed. As noted, flex time may be extended by a 30-second grace period when necessary.
6. **Asking Questions:** Debaters are encouraged to ask questions throughout the debate. Debaters should NOT pose questions in the chat (since they may not be seen). Instead, if a debater wishes to ask a question during a speech, they may do so using one of the following options:
 - a. Holding up a brightly colored notecard with “Question” written on it. Raising/waving their hand to be seen visually.
 - b. Using the “clap hands” icon under the “reactions” tab on Zoom (perhaps not ideal given that these icons only display for a few seconds).

7. **Partner Communication Mid-Debate:** Partners may communicate with one another during the debate as they normally would, but they must do so in a manner that is not disruptive to the speaker. Some options might include utilizing personal cell phones or the direct messaging function of Zoom's chat feature.

POST-ROUND PROCEDURE AND BALLOT SUBMISSION

1. Again, post-round judge critiques are discouraged and must not exceed an absolute maximum of five minutes!
2. Ballots and tournament tab sheets will be emailed directly to the accompanying coach as soon as possible after the conclusion of the tournament.

Tournament Rules:

1. Each team shall consist of two people prepared to debate for either the Government or the Opposition.
2. People not involved in the specific debate round may take notes as long as the note taker has the permission of the contestants.
3. There will be no coaching during prep time.
4. Only one maverick will be allowed at the tournament. Coaches are able to select hybrid pairings with other teams before the entry is turned into the tournament director. Make sure the hybrid is indicated on your entry form. If you are sending an individual student without a partner, they will be assigned to a hybrid pairing by the tournament director. The hybrid teams will be assigned in the order the entries come in and the coach will be notified of the pairing.
5. Individual Speaker Awards will be given to the top 5 varsity, and top 5 novice speakers.
6. Team Awards will be given to all teams in out rounds.
7. A novice is defined as a competitor in their 1st year of collegiate debate competition (no more than 2 tournaments previously competed at in past years). Anyone with more experience will be considered a varsity competitor. If you have questions, please direct them to the tournament director.
8. The tournament director has the right to update, adapt, add, and interpret all of the rules of the tournament.
9. The tournament will follow the spirit and style of the Lincoln Parliamentary Debate League. If you have questions, please consult the webpage (<http://iifa.us/lincoln-parli-debate-league.html>), or contact the tournament director.
10. IPDA rules will govern the IPDA competition. The rules can be found in the IPDA constitution at <http://www.ipdadebate.info/constitution--bylaws.html>.

2020 Tentative Tournament Schedule

*Schedule may change due to entries and need for quarter and semi-finals.

11:00 - Registration via Zoom

11:30 - ROUND ONE

1:00 - ROUND TWO

2:30 - ROUND THREE

4:00 - ROUND FOUR

6:00 - Semis & Novice Finals

7:30 - Finals

ASAP - Awards