



**Summary Speeches** ~ These are complicated speeches because each debater has to find a way to explain issues in the light of all that has happened so far – in just two minutes – without speaking too rapidly. New evidence, but not new *arguments* may be presented, except responses (refutation). This means that a limited number of issues can be addressed. For example, perhaps develop one to two issues from the debater’s side on the resolution and one from the opponent’s side of the resolution. The speech should have a brief



overview. On each key argument, try to add a short original quotation, anecdote, or fact. Wrap up each argument by stressing its importance in arriving at a fair decision.

**The Final Focus** ~ This frames, with clarity, why your team has won the debate. Again, no new arguments may be presented, however, new *evidence* may be introduced to support an argument made earlier in the debate. Before the final focus, ask, “If I were judging this

round, what would I be voting on?” Strategies may include:

- ❖ Choose the most important argument you are winning, and summarize the analysis and evidence that make it so important.
- ❖ Turn a major argument from your opponent into the winning analysis and evidence of one of your important arguments; this technique **clinches** two arguments.
- ❖ Answer the *most important* argument you may be losing by summarizing the analysis and evidence that you believe takes out the opponent’s argument.
- ❖ Choose an argument that you believe the community judge will most likely vote on.
- ❖ Expose a major inconsistency made by your opponent—two arguments that contradict each other—at least one of which the opponent is focusing on to win the debate.

**Crossfire** ~ Questioning periods give debate *interactivity* and a change to build *clash*. In crossfire, both debaters have equal access to the floor, but the first question must be asked to the debater who just finished speaking by a debater from the other team. After the initial question and answer, either debater may question or answer. A debater who attempts to dominate or be rude to his opponent will lose points. Good questions are brief and good answers must meet the

question. In the first two crossfires, only the corresponding speakers may participate, and they stand next to each other.

## SCORING IN DCUDL

For scoring, each debater gets up to 30 points  
The team may not exceed 60 points  
There are no fraction of a point scores, only whole numbers.

If you feel both teams did great, and you can't decide, just tie the scores.

Scores average between 21 to 26 lower than 20 is unusual unless students did not speak or froze up.

30s are rare, so use them sparingly!

**FILL OUT THE ENTIRE BALLOT! DO NOT FORGET YOUR REASON FOR DECISION. (RFD) SIGN THE BALLOT.**

**CIRCLE THE PRO AND CON AFTER THE COIN TOSS**

**Grand Crossfire** ~ Seated, all debaters interact with one another. The first question is asked to the team that just ended its summary by the other team. After the initial question and answer, any debater may question or answer, and *all should participate*. The same guidelines for rudeness and stalling apply to the grand crossfire. Resist rushing questions or answers, or trying to do too much in crossfire; desperation is not persuasive.



**Prep Time** ~ Each team has two minutes of prep time. For very practical reasons, a team should not use prep time until their summary speech or final focus speech. Being prepared on the arguments is the best way to avoid using prep time until it is vital to select the key arguments and issues.

**Evaluation & Judging** ~ The judge is the chairperson of the round (facilitating the coin flip and giving time signals if requested), and may halt any crossfire lacking civility. S/he may not *interact* in the crossfire.