



The Christian School Speech & Debate League

A Ministry of the Institute for Principle Studies

OFFICIAL VIRTUAL PERSUASIVE SPEECH RULES

I. Format

- A. Each competitor's speech may not exceed 8 minutes in length.
- B. There shall be a minimum of two competitors and maximum of eight competitors per virtual room.

II. Content

- A. The topic will be of the student's choosing. The speech must be an original work written by the student.
- B. Speeches should be memorized. Competitors that use a script or notes will be placed a minimum of one rank lower.
- C. Competitors may not use any props or visual aids.
- D. Electronic devices may only be used for the purpose of entering the virtual room, communicating with the judge/room proctor and for keeping time.
- E. Outside sources, evidence, and quotations should be clearly cited. Evidence used must be presented based on the context of the article quoted maintaining the author's original intent.

III. Judging

- A. Rounds will have one or more virtual judges.
- B. Judges may consist of anyone who is over the age of 16 and not competing in the Logos Forensic Association at any tournament during that tournament year.

IV. Dress Code

- A. Competitors must dress both modestly and business professionally. This includes, but is not limited to:
 - 1. Gentlemen should wear either suits, or sport coats with slacks; collared shirts and ties; and dress shoes.
 - 2. Ladies should wear dresses, skirts, or suits; tops with a modest neck line; and dress shoes. Skirt lengths should cover the knees when standing.

V. Disciplinary Action

- A. Students will be expected to act with integrity when competing in any virtual tournament or in-person tournament. Any misconduct may be grounds for a ruled forfeit and/ or possible expulsion from the tournament. In the event that there is an infraction of the rules, the tournament director should be notified. The tournament director may review the case and make a decision based on the circumstances.

VI. In the Event of Technical Difficulty

- A. Definition of “**Technical Difficulty**”
- Technical problem with equipment, and or internet, resulting in loss of communication.
- B. If the judge should encounter a technical difficulty the round will be paused at the point in the speech in which communication was lost. No more than 3 minutes will be allotted for a judge to resolve any technical issues before their ballot is tossed out and the speaker is asked to resume their speech. The Speaker Rank for the missing ballot will be determined based on the average Speaker Rankings of the remaining judges.
- C. If a competitor should encounter a technical difficulty the speech will resume at the point at which communication was lost. Each competitor will be allotted a total of 2 minutes to handle any technical difficulties. Any time beyond the 2 minute marker will result in a forfeit for the competitor for that event’s round. The competitor is still able to compete in their remaining events and rounds should they regain connectivity after their last event was closed. They must be ready by their next appointed time slot. The competitor who is unable to reconnect will receive the last speaker rank for that event/round. All remaining events will be calculated in the standard competition method.
- D. Should the room have two or more competitors that are unable to complete their speeches, the virtual room judges will need to weigh placement based on the quality of the speech up until the point of disconnection. All completed speeches must be ranked above any uncompleted speeches.

Speaking time- eight (8) minutes.