



RULES OF THE COMPETITION

- A maximum of 16 teams shall be there in the competition
- Each team shall comprise of three participants only – Two Speakers and One Inquisitor
- The Inquisitor will be matched to a matchup where neither of the teams is his, so as to ensure neutrality.
- The marks scored by the Inquisitor shall be added to his team's speakers' score in order to determine their final score in the preliminary round.
- However, qualification of a team into the next round does not necessarily mean qualification of the Inquisitor.
- The 16 teams shall be put into 4 different pools: **Soprano, Contralto, Baritone, Tenor**
- There shall be 4 sessions in every pool for the Preliminary round.
- In the Preliminary rounds, each team gets a chance to speak as Proposition and Opposition. However, in the Semi-Finals and Finals, teams get a chance to be either only Opposition or only Proposition (Based on a draw of lots).
- The team with the maximum marks from each pool will advance to the next round, i.e., the Semi- Finals.
- From the highest scoring Inquisitors of each pool, only the top two will proceed to the Semi Finals.
- The Semi-Finals shall contain 2 sessions.
- The best two teams from the Penultimate Round shall advance to the Finals.
- Any other minor variations in the rules for the advanced rounds, without prejudice to any of the participants, shall only be announced prior to the commencement of each round.
- The debate consists of three rounds: **Expository, Elocution and Entrap**

1. Expository:

*A general topic given to the teams (by a draw of lots) is to be interpreted and delivered by one of the speakers of each team, before the house. The interpretation and the motion put forth by the team, should be delivered in one minute.

*The topic will be divulged to the Proposition Team 90 seconds prior to the commencement of the Expository round. At the end of their 60 seconds, the Opposition Team will be given the same topic. Therefore, the Opposition Team's 90 seconds will include the Proposition Team's 30 seconds preparation time and 60 seconds of performance.

NOTE: The topics will be vague and the teams are expected to interpret the same by drawing analogies or making logical deductions.



For example, the topic picked by the Proposition team is “I’ll have what she’s having”.

Possible interpretations:

1. It can be compared to the herd mentality of the present day society which merely follows the lead without questioning, thereby subduing its individuality.
2. One may draw a socio-political parallel to the agitations led by backward communities for reservations eg., the recent protests by the Patidar community, which took inspiration from the protests staged by the Gujjar community in Rajasthan.
3. One can also give political and historical interpretations like the Arms Race and the Space Race between USA and the USSR during the Cold War, where each side tried to show that it had better weapons, scientists and technology.

If Team P delivers the first interpretation stated above, then it will propose the motion ‘Present day society instils herd mentality in people and curbs their individuality’.

Similarly, if Team O delivers the second interpretation stated above, it could put forth the motion ‘Reservation should not be based on other communities having reservation.’

* If the Opposition comes up with the same interpretation as the Proposition, the Proposition will gain bonus points.

* The persuasiveness of the team and their ability to interpret the topic are the main parameters of judging in this round.

* The Inquisitor’s job is to aid the judges in choosing among the two interpretations. The judges may or may not go with his view. If the judges support his reasoning and go with his judgment, he gains bonus points.

* Accordingly, the motion for the debate is set. Irrespective of which team’s motion is selected, the Proposition Team will have to speak for the motion and the Opposition Team will have to oppose the motion.

2. Elocution:

*Both the teams will be provided with 3 minutes preparation time before the commencement of the Elocution round.



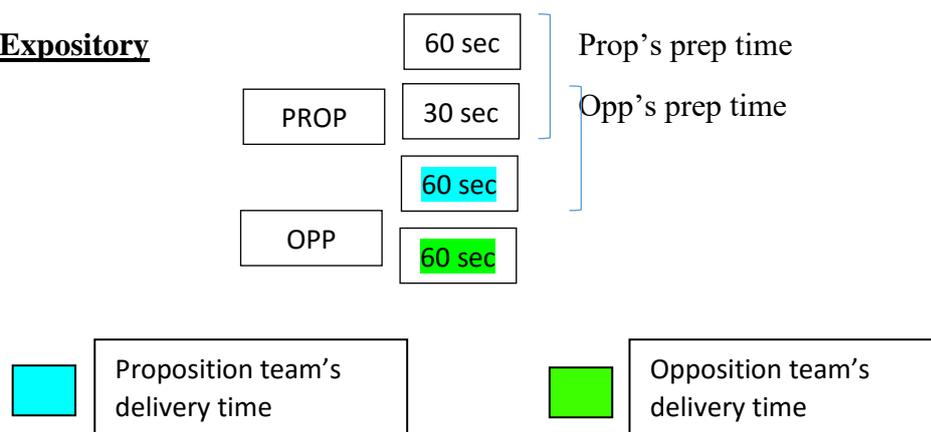
- * Each of the speakers is required to present his views in support of or against the motion, as the case may be, in not more than 5 minutes.
- * Irrespective of the nature of the chosen interpretation, the teams shall present their views on the basis of the position already designated to them as Proposition and Opposition.
- * At the end of each speaker's delivery, the Mini Entrap round shall follow.

3. Entrap:

- * There are two sessions of entrap within every debating session – Mini Entrap and Final Entrap
- * In the Mini Entrap, which follows every delivery made in the elocution round, the counter speaker of the other team would pose the current speaker with two questions. The speaker will be given one minute to answer each question.
- * This opportunity is extended to each of the speakers as against their counter speakers. The quality of the questions shall be judged.
- * The Final Entrap is the posing of 3 questions by the Inquisitor to each of the teams, which may be answered by either of the speakers. The quality and balanced nature of the questions posed by the inquisitor shall be judged.

A flowchart of the progression of the rounds has been given below to make it easier to understand.

Expository



Elocution





mini entrap	OPP1	2 mins for 2 qns.
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mini entrap	OPP1	Speaks for 5 min
	PROP1	2 mins for 2 qns.

mini entrap	PROP2	Speaks for 5 min
	OPP2	2 mins for 2 qns.

mini entrap	OPP2	Speaks for 5 min
	PROP2	2 mins for 2 qns.

Final Entrap

INQUISITOR	3 qns. to each team
Judges questions(optional)	